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Chapter 1. Preamble

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This document contains extensions which are not ratified by Khronos, and as such is not a ratified Specification, though it contains text from (and is a superset of) the ratified Vulkan SC Specification. The ratified versions of the Vulkan SC Specification can be found at https://registry.khronos.org/vulkansc/specs/1.0/html/vkspec.html (core only).

This Specification contains substantially unmodified functionality from, and is a successor to, Khronos specifications including Vulkan, OpenGL SC OpenGL, OpenGL ES and OpenCL.

The Khronos Intellectual Property Rights Policy defines the terms 'Scope', 'Compliant Portion', and 'Necessary Patent Claims'.

Some parts of this Specification are purely informative and so are EXCLUDED the Scope of this Specification. The Document Conventions section of the Introduction defines how these parts of the Specification are identified.

Where this Specification uses technical terminology, defined in the Glossary or otherwise, that refer to enabling technologies that are not expressly set forth in this Specification, those enabling technologies are EXCLUDED from the Scope of this Specification. For clarity, enabling technologies not disclosed with particularity in this Specification (e.g. semiconductor manufacturing technology, hardware architecture, processor architecture or microarchitecture, memory architecture, compiler technology, object oriented technology, basic operating system technology, compression technology, algorithms, and so on) are NOT to be considered expressly set forth; only those application program interfaces and data structures disclosed with particularity are included in the Scope of this Specification.

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Chapter 2. Introduction


The canonical version of the Specification is available in the official Vulkan SC Registry (https://registry.khronos.org/vulkansc/). The source files used to generate the Vulkan SC specification are stored in the Vulkan SC Documentation Repository (https://github.com/KhronosGroup/VulkanSC-Docs). The source repository additionally has a public issue tracker and allows the submission of pull requests that improve the specification.

2.1. Document Conventions

The Vulkan specification is intended for use by both implementors of the API and application developers seeking to make use of the API, forming a contract between these parties. Specification text may address either party; typically the intended audience can be inferred from context, though some sections are defined to address only one of these parties. (For example, Valid Usage sections only address application developers). Any requirements, prohibitions, recommendations or options defined by normative terminology are imposed only on the audience of that text.

Note

Structure and enumerated types defined in extensions that were promoted to core in a later version of Vulkan are now defined in terms of the equivalent Vulkan core interfaces. This affects the Vulkan Specification, the Vulkan header files, and the corresponding XML Registry.

2.1.1. Ratification

Ratification of a Vulkan core version or extension is a status conferred by vote of the Khronos Board of Promoters, bringing that core version or extension under the umbrella of the Khronos IP Policy.

All Vulkan core versions and KHR extensions (including provisional specifications) are ratified, as are some multi-vendor EXT extensions. Ratification status of extensions is described in the Layers & Extensions (Informative) appendix.

Note

Ratification status is primarily of interest to IHVs developing GPU hardware and Vulkan implementations

For developers, ratification does not necessarily mean that an extension is “better”; has a more stable API; or is more widely supported than alternative ways of achieving that functionality.
Interactions between ratified and non-ratified extensions are not themselves ratified.

2.1.2. Informative Language

Some language in the specification is purely informative, intended to give background or suggestions to implementors or developers.

If an entire chapter or section contains only informative language, its title will be suffixed with “(Informative)”. All NOTEs are implicitly informative.

2.1.3. Normative Terminology

Within this specification, the key words must, required, should, recommended, may, and optional are to be interpreted as described in RFC 2119 - Key words for use in RFCs to Indicate Requirement Levels (https://www.ietf.org/rfc/rfc2119.txt). The additional key word optionally is an alternate form of optional, for use where grammatically appropriate.

These key words are highlighted in the specification for clarity. In text addressing application developers, their use expresses requirements that apply to application behavior. In text addressing implementors, their use expresses requirements that apply to implementations.

In text addressing application developers, the additional key words can and cannot are to be interpreted as describing the capabilities of an application, as follows:

**can**

This word means that the application is able to perform the action described.

**cannot**

This word means that the API and/or the execution environment provide no mechanism through which the application can express or accomplish the action described.

These key words are never used in text addressing implementors.

---

**Note**

There is an important distinction between cannot and must not, as used in this Specification. Cannot means something the application literally is unable to express or accomplish through the API, while must not means something that the application is capable of expressing through the API, but that the consequences of doing so are undefined and potentially unrecoverable for the implementation (see Valid Usage).

Unless otherwise noted in the section heading, all sections and appendices in this document are normative.
2.1.4. Technical Terminology

The Vulkan Specification makes use of common engineering and graphics terms such as **Pipeline**, **Shader**, and **Host** to identify and describe Vulkan API constructs and their attributes, states, and behaviors. The **Glossary** defines the basic meanings of these terms in the context of the Specification. The Specification text provides fuller definitions of the terms and may elaborate, extend, or clarify the **Glossary** definitions. When a term defined in the **Glossary** is used in normative language within the Specification, the definitions within the Specification govern and supersede any meanings the terms may have in other technical contexts (i.e. outside the Specification).

2.1.5. Normative References

References to external documents are considered normative references if the Specification uses any of the normative terms defined in **Normative Terminology** to refer to them or their requirements, either as a whole or in part.

The following documents are referenced by normative sections of the specification:


2.2. Safety Critical Philosophy

Vulkan SC 1.0.15 is based on Vulkan 1.2 and, except where explicitly noted, supports all of the same features, properties, and limits as Vulkan 1.2.

Throughout the Vulkan SC specification, changes have been made to the Base Vulkan Specification in order to align it with safety critical use cases and certification. In general changes were made to meet the following categories:

- Deterministic Execution (predictable execution times and results)
- Robustness (error handling, removing ambiguity, clarifying undefined behavior)
- Simplification (changes made to reduce certification effort and challenges)

To simplify capturing the reasoning behind deviations made from the Base Vulkan Specification, the Vulkan SC specification utilizes change identifications to give the reader insight into why the change was made in a concise manner. The change identifications are captured in Change Justification Table. In addition, the Vulkan SC specification contains Vulkan SC Deviations From Base Vulkan which is a complete list of changes between Base Vulkan and Vulkan SC. This is targeted at readers who are familiar with Base Vulkan and would like to understand the differences between Vulkan SC and the Base Vulkan specification.

Vulkan SC follows the Base Vulkan philosophy of requiring valid usage from the application. It is left to each implementation to determine how to ensure safe operation with respect to invalid usage. This may involve determining that certain invalid usage does not pose a safety risk, adding valid usage checks in the driver, requiring valid usage checks in the application, or some combination of these. Additionally, validation layers are supported during development.

2.2.1. Change Justification Table

The following is a list of the safety critical change identifications used to concisely capture the justification for deviations from the Base Vulkan Specification.

*Table 1. Change Justifications*

<table>
<thead>
<tr>
<th>Change ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SCID-1</td>
<td><strong>Deterministic behavior</strong> - no randomness or unpredictability, always produce the same output from a given starting condition or initial state</td>
</tr>
<tr>
<td>SCID-2</td>
<td><strong>Asynchronous calls</strong> - calls initiated by the application but may not execute or use their parameter data until a later time shall be clearly defined when any parameter data is used, especially data which is passed by reference or pointer</td>
</tr>
<tr>
<td>SCID-3</td>
<td><strong>Notification of change of state</strong> - avoid the use of asynchronous events causing code to execute (i.e. callbacks) as this can cause the worst case execution time of a system to be indeterminate</td>
</tr>
<tr>
<td>SCID-4</td>
<td><strong>Garbage collection methods</strong> - avoid the use of garbage collection as this can cause the worst case execution time of a system to be indeterminate. Avoid memory fragmentation by deleting entire buffers instead of individual items within a buffer</td>
</tr>
<tr>
<td>Change ID</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-------------</td>
</tr>
<tr>
<td>SCID-5</td>
<td><strong>Fully testable</strong> - all behavior of the API must be testable in a repeatable manner, consistent from test run to test run (in some cases this may mean testable by inspection)</td>
</tr>
<tr>
<td>SCID-6</td>
<td><strong>Undefined behavior</strong> - the API must behave as expected under valid input conditions, clearly document conditions that would result in ‘fatal error’ leaving the system in an unrecoverable state, and document conditions that would result in undefined behavior based on invalid input</td>
</tr>
<tr>
<td>SCID-7</td>
<td><strong>Unique ID</strong> - provide a facility to return a run time implementation unique identifier specific to that runtime so that is may be interrogated at any time. For example, such information could be the version number, name, date, release build number or a combination of these that is unique and comprehensible</td>
</tr>
<tr>
<td>SCID-8</td>
<td><strong>Code complexity</strong> - reducing code complexity to help facilitate certification (for example if there are multiple ways to do the same thing, potentially eliminating one or more of the alternative methods)</td>
</tr>
</tbody>
</table>
Chapter 3. Fundamentals

This chapter introduces fundamental concepts including the Vulkan architecture and execution model, API syntax, queues, pipeline configurations, numeric representation, state and state queries, and the different types of objects and shaders. It provides a framework for interpreting more specific descriptions of commands and behavior in the remainder of the Specification.

3.1. Host and Device Environment

The Vulkan Specification assumes and requires: the following properties of the host environment with respect to Vulkan implementations:

- The host must have runtime support for 8, 16, 32 and 64-bit signed and unsigned two’s-complement integers, all addressable at the granularity of their size in bytes.
- The host must have runtime support for 32- and 64-bit floating-point types satisfying the range and precision constraints in the Floating Point Computation section.
- The representation and endianness of these types on the host must match the representation and endianness of the same types on every physical device supported.

Note
Since a variety of data types and structures in Vulkan may be accessible by both host and physical device operations, the implementation should be able to access such data efficiently in both paths in order to facilitate writing portable and performant applications.

3.2. Execution Model

This section outlines the execution model of a Vulkan system.

Vulkan exposes one or more devices, each of which exposes one or more queues which may process work asynchronously to one another. The set of queues supported by a device is partitioned into families. Each family supports one or more types of functionality and may contain multiple queues with similar characteristics. Queues within a single family are considered compatible with one another, and work produced for a family of queues can be executed on any queue within that family. This specification defines the following types of functionality that queues may support: graphics, compute, protected memory management, and transfer.

Note
A single device may report multiple similar queue families rather than, or as well as, reporting multiple members of one or more of those families. This indicates that while members of those families have similar capabilities, they are not directly compatible with one another.

Device memory is explicitly managed by the application. Each device may advertise one or more heaps, representing different areas of memory. Memory heaps are either device-local or host-local,
but are always visible to the device. Further detail about memory heaps is exposed via memory types available on that heap. Examples of memory areas that may be available on an implementation include:

- **device-local** is memory that is physically connected to the device.
- **device-local, host visible** is device-local memory that is visible to the host.
- **host-local, host visible** is memory that is local to the host and visible to the device and host.

On other architectures, there may only be a single heap that can be used for any purpose.

### 3.2.1. Queue Operation

Vulkan queues provide an interface to the execution engines of a device. Commands for these execution engines are recorded into command buffers ahead of execution time, and then submitted to a queue for execution. Once submitted to a queue, command buffers will begin and complete execution without further application intervention, though the order of this execution is dependent on a number of implicit and explicit ordering constraints.

Work is submitted to queues using queue submission commands that typically take the form `vkQueue*` (e.g. `vkQueueSubmit`), and can take a list of semaphores upon which to wait before work begins and a list of semaphores to signal once work has completed. The work itself, as well as signaling and waiting on the semaphores are all queue operations. Queue submission commands return control to the application once queue operations have been submitted - they do not wait for completion.

There are no implicit ordering constraints between queue operations on different queues, or between queues and the host, so these may operate in any order with respect to each other. Explicit ordering constraints between different queues or with the host can be expressed with semaphores and fences.

Command buffer submissions to a single queue respect submission order and other implicit ordering guarantees, but otherwise may overlap or execute out of order. Other types of batches and queue submissions against a single queue have no implicit ordering constraints with any other queue submission or batch. Additional explicit ordering constraints between queue submissions and individual batches can be expressed with semaphores and fences.

Before a fence or semaphore is signaled, it is guaranteed that any previously submitted queue operations have completed execution, and that memory writes from those queue operations are available to future queue operations. Waiting on a signaled semaphore or fence guarantees that previous writes that are available are also visible to subsequent commands.

Command buffer boundaries, both between primary command buffers of the same or different batches or submissions as well as between primary and secondary command buffers, do not introduce any additional ordering constraints. In other words, submitting the set of command buffers (which can include executing secondary command buffers) between any semaphore or fence operations execute the recorded commands as if they had all been recorded into a single primary command buffer, except that the current state is reset on each boundary. Explicit ordering constraints can be expressed with explicit synchronization primitives.
There are a few implicit ordering guarantees between commands within a command buffer, but only covering a subset of execution. Additional explicit ordering constraints can be expressed with the various explicit synchronization primitives.

Notes

- Implementations have significant freedom to overlap execution of work submitted to a queue, and this is common due to deep pipelining and parallelism in Vulkan devices.

Commands recorded in command buffers can perform actions, set state that persists across commands, synchronize other commands, or indirectly launch other commands, with some commands fulfilling several of these roles. The “Command Properties” section for each such command lists which of these roles the command takes:

**Action**

*Action commands* perform operations that can update values in memory. E.g. draw commands, dispatch commands.

**State**

*State setting commands* update the current state of a command buffer, affecting the operation of future action commands.

**Synchronization**

*Synchronization commands* impose ordering constraints on action commands, by introducing explicit execution and memory dependencies.

**Indirection**

*Indirection commands* execute other commands which were not directly recorded in the same command buffer.

Notes

- In the absence of explicit synchronization or implicit ordering guarantees, action commands may overlap execution or execute out of order, potentially leading to data races. However, such reordering does not affect the current state observed by any action command. Each action command uses the state in effect at the point where the command occurs in the command buffer, regardless of when it is executed.

### 3.3. Object Model

The devices, queues, and other entities in Vulkan are represented by Vulkan objects. At the API level, all objects are referred to by handles. There are two classes of handles, dispatchable and non-dispatchable. *Dispatchable* handle types are a pointer to an opaque type. This pointer may be used by layers as part of intercepting API commands, and thus each API command takes a dispatchable type as its first parameter. Each object of a dispatchable type must have a unique handle value during its lifetime.
Non-dispatchable handle types are a 64-bit integer type whose meaning is implementation-dependent. Non-dispatchable handles may encode object information directly in the handle rather than acting as a reference to an underlying object, and thus may not have unique handle values. If handle values are not unique, then destroying one such handle must not cause identical handles of other types to become invalid, and must not cause identical handles of the same type to become invalid if that handle value has been created more times than it has been destroyed.

All objects created or allocated from a VkDevice (i.e. with a VkDevice as the first parameter) are private to that device, and must not be used on other devices.

3.3.1. Object Lifetime

Objects are created or allocated by vkCreate* and vkAllocate* commands, respectively. Once an object is created or allocated, its “structure” is considered to be immutable, though the contents of certain object types is still free to change. Objects are destroyed or freed by vkDestroy* and vkFree* commands, respectively.

Objects that are allocated (rather than created) take resources from an existing pool object or memory heap, and when freed return resources to that pool or heap. While object creation and destruction are generally expected to be low-frequency occurrences during runtime, allocating and freeing objects can occur at high frequency. Pool objects help accommodate improved performance of the allocations and frees.

In Vulkan SC, data structures for objects are reserved by the implementation at device creation time in order to enable implementations to rely solely on static memory management at run-time. The VkDeviceObjectReservationCreateInfo structure provides upper bounds on the simultaneous number of objects of each type that can be allocated during the lifetime of the VkDevice. Most objects can be created and destroyed as needed, provided that no more than the requested number are in existence at any point in time.

It is an application’s responsibility to track the lifetime of Vulkan objects, and not to destroy them while they are still in use.

The ownership of application-owned memory is immediately acquired by any Vulkan command it is passed into, unless otherwise noted below. Ownership of such memory must be released back to the application at the end of the duration of the command, so that the application can alter or free this memory as soon as all the commands that acquired it have returned.

The following object types are consumed when they are passed into a Vulkan command and not further accessed by the objects they are used to create. They must not be destroyed in the duration of any API command they are passed into:

- VkPipelineCache

A VkPipelineCache object created with VK_PIPELINE_CACHE_CREATE_USE_APPLICATION_STORAGE_BIT requires the application to maintain the memory contents pointed to by VkPipelineCacheCreateInfo::pInitialData for the lifetime of the pipeline cache object.

A VkRenderPass object passed as a parameter to create another object is not further accessed by that object after the duration of the command it is passed into. A VkRenderPass used in a command
buffer follows the rules described below.

A **VkPipelineLayout** object **must** not be destroyed while any command buffer that uses it is in the recording state.

**VkDescriptorSetLayout** objects **may** be accessed by commands that operate on descriptor sets allocated using that layout, and those descriptor sets **must** not be updated with **vkUpdateDescriptorSets** after the descriptor set layout has been destroyed. Otherwise, a **VkDescriptorSetLayout** object passed as a parameter to create another object is not further accessed by that object after the duration of the command it is passed into.

The application **must** not destroy any other type of Vulkan object until all uses of that object by the device (such as via command buffer execution) have completed.

The following Vulkan objects **must** not be destroyed while any command buffers using the object are in the **pending state**:

- VkEvent
- VkBuffer
- VkBufferView
- VkImage
- VkImageView
- VkPipeline
- VkSampler
- VkSamplerYcbcrConversion
- VkFramebuffer
- VkRenderPass
- VkCommandBuffer
- VkDescriptorSet

Destroying these objects will move any command buffers that are in the **recording or executable state**, and are using those objects, to the **invalid state**.

The following Vulkan objects **must** not be destroyed while any queue is executing commands that use the object:

- VkFence
- VkSemaphore
- VkCommandBuffer

In general, objects **can** be destroyed or freed in any order, even if the object being freed is involved in the use of another object (e.g. use of a resource in a view, use of a view in a descriptor set, use of an object in a command buffer, binding of a memory allocation to a resource), as long as any object that uses the freed object is not further used in any way except to be destroyed or to be reset in such a way that it no longer uses the other object (such as resetting a command buffer). If the object
has been reset, then it **can** be used as if it never used the freed object. An exception to this is when there is a parent/child relationship between objects. In this case, the application **must** not destroy a parent object before its children, except when the parent is explicitly defined to free its children when it is destroyed (e.g. for pool objects, as defined below).

**VkCommandPool** objects are parents of **VkCommandBuffer** objects. **VkDescriptorPool** objects are parents of **VkDescriptorSet** objects. **VkDevice** objects are parents of many object types (all that take a **VkDevice** as a parameter to their creation).

The following Vulkan objects have specific restrictions for when they **can** be destroyed:

- **VkQueue** objects **cannot** be explicitly destroyed. Instead, they are implicitly destroyed when the **VkDevice** object they are retrieved from is destroyed.
- Device memory (**VkDeviceMemory**) allocations, swapchains (**VkSwapchainKHR**), and pool objects (**VkCommandPool**, **VkDescriptorPool**, **VkSemaphoreSciSyncPoolNV**, **VkQueryPool**) **cannot** be explicitly freed or destroyed. Instead, they are implicitly freed or destroyed when the **VkDevice** object they are created from is destroyed.
- **VkDevice** objects **can** be destroyed when all **VkQueue** objects retrieved from them are idle, and all objects created from them have been destroyed.
  - This includes the following objects:
    - **VkFence**
    - **VkSemaphore**
    - **VkEvent**
    - **VkBuffer**
    - **VkBufferView**
    - **VkImage**
    - **VkImageView**
    - **VkPipelineCache**
    - **VkPipeline**
    - **VkPipelineLayout**
    - **VkSampler**
    - **VkSamplerYcbcrConversion**
    - **VkDescriptorSetLayout**
    - **VkFramebuffer**
    - **VkRenderPass**
    - **VkCommandBuffer**
  - This does not include objects that do not have corresponding free or destroy commands. If **VkPhysicalDeviceVulkanSC10Properties::deviceDestroyFreesMemory** is **VK_TRUE**, the memory from these objects is returned to the system when the device is destroyed, otherwise it **may** not be returned to the system until the process is terminated.
• **VkPhysicalDevice** objects **cannot** be explicitly destroyed. Instead, they are implicitly destroyed when the **VkInstance** object they are retrieved from is destroyed.

• **VkInstance** objects **can** be destroyed once all **VkDevice** objects created from any of its **VkPhysicalDevice** objects have been destroyed.

### 3.3.2. External Object Handles

As defined above, the scope of object handles created or allocated from a **VkDevice** is limited to that logical device. Objects which are not in scope are said to be external. To bring an external object into scope, an external handle **must** be exported from the object in the source scope and imported into the destination scope.

**Note**
The scope of external handles and their associated resources **may** vary according to their type, but they **can** generally be shared across process and API boundaries.

### 3.4. Application Binary Interface

The mechanism by which Vulkan is made available to applications is platform- or implementation-defined. On many platforms the C interface described in this Specification is provided by a shared library. Since shared libraries can be changed independently of the applications that use them, they present particular compatibility challenges, and this Specification places some requirements on them.

Shared library implementations **must** use the default Application Binary Interface (ABI) of the standard C compiler for the platform, or provide customized API headers that cause application code to use the implementation’s non-default ABI. An ABI in this context means the size, alignment, and layout of C data types; the procedure calling convention; and the naming convention for shared library symbols corresponding to C functions. Customizing the calling convention for a platform is usually accomplished by defining **calling convention macros** appropriately in `vk_platform.h`.

On platforms where Vulkan is provided as a shared library, library symbols beginning with “vk” and followed by a digit or uppercase letter are reserved for use by the implementation. Applications which use Vulkan **must** not provide definitions of these symbols. This allows the Vulkan shared library to be updated with additional symbols for new API versions or extensions without causing symbol conflicts with existing applications.

Shared library implementations **should** provide library symbols for commands in the highest version of this Specification they support, and for **Window System Integration** extensions relevant to the platform. They **may** also provide library symbols for commands defined by additional extensions.

**Note**
These requirements and recommendations are intended to allow implementors to take advantage of platform-specific conventions for SDKs, ABIs, library versioning mechanisms, etc. while still minimizing the code changes necessary to port applications or libraries between platforms. Platform vendors, or providers of the
de facto standard Vulkan shared library for a platform, are encouraged to
document what symbols the shared library provides and how it will be versioned
when new symbols are added.

Applications should only rely on shared library symbols for commands in the
minimum core version required by the application. vkGetInstanceProcAddr and
vkGetDeviceProcAddr should be used to obtain function pointers for commands in
core versions beyond the application's minimum required version.

3.5. Command Syntax and Duration

The Specification describes Vulkan commands as functions or procedures using C99 syntax.
Language bindings for other languages such as C++ and JavaScript may allow for stricter parameter
passing, or object-oriented interfaces.

Vulkan uses the standard C types for the base type of scalar parameters (e.g. types from \texttt{<stdint.h>}),
with exceptions described below, or elsewhere in the text when appropriate:

\texttt{VkBool32} represents boolean \texttt{True} and \texttt{False} values, since C does not have a sufficiently portable
built-in boolean type:

\begin{verbatim}
// Provided by VK_VERSION_1_0
typedef uint32_t VkBool32;
\end{verbatim}

\texttt{VK_TRUE} represents a boolean \texttt{True} (unsigned integer 1) value, and \texttt{VK_FALSE} a boolean \texttt{False}
(unsigned integer 0) value.

All values returned from a Vulkan implementation in a \texttt{VkBool32} will be either \texttt{VK_TRUE} or \texttt{VK_FALSE}.

Applications must not pass any other values than \texttt{VK_TRUE} or \texttt{VK_FALSE} into a Vulkan implementation
where a \texttt{VkBool32} is expected.

\texttt{VK_TRUE} is a constant representing a \texttt{VkBool32 True} value.

\begin{verbatim}
#define VK_TRUE                           1U
\end{verbatim}

\texttt{VK_FALSE} is a constant representing a \texttt{VkBool32 False} value.

\begin{verbatim}
#define VK_FALSE                          0U
\end{verbatim}

\texttt{VkDeviceSize} represents device memory size and offset values:

\begin{verbatim}
// Provided by VK_VERSION_1_0
typedef uint64_t VkDeviceSize;
\end{verbatim}
**VkDeviceAddress** represents device buffer address values:

```c
// Provided by VK_VERSION_1_0
typedef uint64_t VkDeviceAddress;
```

Commands that create Vulkan objects are of the form `vkCreate*` and take `Vk*CreateInfo` structures with the parameters needed to create the object. These Vulkan objects are destroyed with commands of the form `vkDestroy*`.

The last in-parameter to each command that creates or destroys a Vulkan object is `pAllocator`. The `pAllocator` parameter **must** be set to `NULL`. Refer to the *Memory Allocation* chapter for further details.

Commands that allocate Vulkan objects owned by pool objects are of the form `vkAllocate*`, and take `Vk*AllocateInfo` structures. These Vulkan objects are freed with commands of the form `vkFree*`. These objects do not take allocators; if host memory is needed, they will use the allocator that was specified when their parent pool was created.

Commands are recorded into a command buffer by calling API commands of the form `vkCmd*`. Each such command **may** have different restrictions on where it **can** be used: in a primary and/or secondary command buffer, inside and/or outside a render pass, and in one or more of the supported queue types. These restrictions are documented together with the definition of each such command.

The **duration** of a Vulkan command refers to the interval between calling the command and its return to the caller.

### 3.5.1. Lifetime of Retrieved Results

Information is retrieved from the implementation with commands of the form `vkGet*` and `vkEnumerate*`.

Unless otherwise specified for an individual command, the results are **invariant**; that is, they will remain unchanged when retrieved again by calling the same command with the same parameters, so long as those parameters themselves all remain valid.

### 3.6. Threading Behavior

Vulkan is intended to provide scalable performance when used on multiple host threads. All commands support being called concurrently from multiple threads, but certain parameters, or components of parameters are defined to be **externally synchronized**. This means that the caller **must** guarantee that no more than one thread is using such a parameter at a given time.

More precisely, Vulkan commands use simple stores to update the state of Vulkan objects. A parameter declared as externally synchronized **may** have its contents updated at any time during the host execution of the command. If two commands operate on the same object and at least one of the commands declares the object to be externally synchronized, then the caller **must** guarantee not only that the commands do not execute simultaneously, but also that the two commands are
separated by an appropriate memory barrier (if needed).

**Note**

Memory barriers are particularly relevant for hosts based on the ARM CPU architecture, which is more weakly ordered than many developers are accustomed to from x86/x64 programming. Fortunately, most higher-level synchronization primitives (like the pthread library) perform memory barriers as a part of mutual exclusion, so mutexing Vulkan objects via these primitives will have the desired effect.

Similarly the application **must** avoid any potential data hazard of application-owned memory that has its ownership temporarily acquired by a Vulkan command. While the ownership of application-owned memory remains acquired by a command the implementation **may** read the memory at any point, and it **may** write non-**const** qualified memory at any point. Parameters referring to non-**const** qualified application-owned memory are not marked explicitly as **externally synchronized** in the Specification.

Many object types are **immutable**, meaning the objects **cannot** change once they have been created. These types of objects never need external synchronization, except that they **must** not be destroyed while they are in use on another thread. In certain special cases mutable object parameters are internally synchronized, making external synchronization unnecessary. Any command parameters that are not labeled as externally synchronized are either not mutated by the command or are internally synchronized. Additionally, certain objects related to a command's parameters (e.g. command pools and descriptor pools) **may** be affected by a command, and **must** also be externally synchronized. These implicit parameters are documented as described below.

Parameters of commands that are externally synchronized are listed below.

**Externally Synchronized Parameters**

- The **instance** parameter in `vkDestroyInstance`
- The **device** parameter in `vkDestroyDevice`
- The **queue** parameter in `vkQueueSubmit`
- The **fence** parameter in `vkQueueSubmit`
- The **queue** parameter in `vkQueueWaitIdle`
- The **memory** parameter in `vkMapMemory`
- The **memory** parameter in `vkUnmapMemory`
- The **buffer** parameter in `vkBindBufferMemory`
- The **image** parameter in `vkBindImageMemory`
- The **fence** parameter in `vkDestroyFence`
- The **semaphore** parameter in `vkDestroySemaphore`
- The **event** parameter in `vkDestroyEvent`
- The **event** parameter in `vkSetEvent`
• The `event` parameter in `vkResetEvent`
• The `buffer` parameter in `vkDestroyBuffer`
• The `bufferView` parameter in `vkDestroyBufferView`
• The `image` parameter in `vkDestroyImage`
• The `imageView` parameter in `vkDestroyImageView`
• The `pipelineCache` parameter in `vkDestroyPipelineCache`
• The `pipeline` parameter in `vkDestroyPipeline`
• The `pipelineLayout` parameter in `vkDestroyPipelineLayout`
• The `sampler` parameter in `vkDestroySampler`
• The `descriptorSetLayout` parameter in `vkDestroyDescriptorSetLayout`
• The `descriptorPool` parameter in `vkResetDescriptorPool`
• The `descriptorPool` member of the `pAllocateInfo` parameter in `vkAllocateDescriptorSets`
• The `descriptorPool` parameter in `vkFreeDescriptorSets`
• The `framebuffer` parameter in `vkDestroyFramebuffer`
• The `renderPass` parameter in `vkDestroyRenderPass`
• The `commandPool` parameter in `vkResetCommandPool`
• The `commandPool` member of the `pAllocateInfo` parameter in `vkAllocateCommandBuffers`
• The `commandPool` parameter in `vkFreeCommandBuffers`
• The `commandBuffer` parameter in `vkBeginCommandBuffer`
• The `commandBuffer` parameter in `vkEndCommandBuffer`
• The `commandBuffer` parameter in `vkResetCommandBuffer`
• The `commandBuffer` parameter in `vkCmdBindPipeline`
• The `commandBuffer` parameter in `vkCmdSetViewport`
• The `commandBuffer` parameter in `vkCmdSetScissor`
• The `commandBuffer` parameter in `vkCmdSetLineWidth`
• The `commandBuffer` parameter in `vkCmdSetDepthBias`
• The `commandBuffer` parameter in `vkCmdSetBlendConstants`
• The `commandBuffer` parameter in `vkCmdSetDepthBounds`
• The `commandBuffer` parameter in `vkCmdSetStencilCompareMask`
• The `commandBuffer` parameter in `vkCmdSetStencilWriteMask`
• The `commandBuffer` parameter in `vkCmdSetStencilReference`
• The `commandBuffer` parameter in `vkCmdBindDescriptorSets`
• The `commandBuffer` parameter in `vkCmdBindIndexBuffers`
• The `commandBuffer` parameter in `vkCmdBindVertexBuffers`
• The `commandBuffer` parameter in `vkCmdDraw`
• The `commandBuffer` parameter in `vkCmdDrawIndexed`
• The `commandBuffer` parameter in `vkCmdDrawIndirect`
• The `commandBuffer` parameter in `vkCmdDrawIndexedIndirect`
• The `commandBuffer` parameter in `vkCmdDispatch`
• The `commandBuffer` parameter in `vkCmdDispatchIndirect`
• The `commandBuffer` parameter in `vkCmdCopyBuffer`
• The `commandBuffer` parameter in `vkCmdCopyImage`
• The `commandBuffer` parameter in `vkCmdBlitImage`
• The `commandBuffer` parameter in `vkCmdCopyBufferToImage`
• The `commandBuffer` parameter in `vkCmdCopyImageToBuffer`
• The `commandBuffer` parameter in `vkCmdUpdateBuffer`
• The `commandBuffer` parameter in `vkCmdFillBuffer`
• The `commandBuffer` parameter in `vkCmdClearColorImage`
• The `commandBuffer` parameter in `vkCmdClearDepthStencilImage`
• The `commandBuffer` parameter in `vkCmdClearAttachments`
• The `commandBuffer` parameter in `vkCmdResolveImage`
• The `commandBuffer` parameter in `vkCmdSetEvent`
• The `commandBuffer` parameter in `vkCmdResetEvent`
• The `commandBuffer` parameter in `vkCmdWaitEvents`
• The `commandBuffer` parameter in `vkCmdPipelineBarrier`
• The `commandBuffer` parameter in `vkCmdBeginQuery`
• The `commandBuffer` parameter in `vkCmdEndQuery`
• The `commandBuffer` parameter in `vkCmdResetQueryPool`
• The `commandBuffer` parameter in `vkCmdWriteTimestamp`
• The `commandBuffer` parameter in `vkCmdCopyQueryPoolResults`
• The `commandBuffer` parameter in `vkCmdPushConstants`
• The `commandBuffer` parameter in `vkCmdBeginRenderPass`
• The `commandBuffer` parameter in `vkCmdNextSubpass`
• The `commandBuffer` parameter in `vkCmdEndRenderPass`
• The `commandBuffer` parameter in `vkCmdExecuteCommands`
• The `commandBuffer` parameter in `vkCmdSetDeviceMask`
• The `commandBuffer` parameter in `vkCmdDispatchBase`
• The `ycbcrConversion` parameter in `vkDestroySamplerYcbcrConversion`
• The `commandBuffer` parameter in `vkCmdDrawIndirectCount`
• The `commandBuffer` parameter in `vkCmdDrawIndexedIndirectCount`
The **commandBuffer** parameter in `vkCmdBeginRenderPass2`

The **commandBuffer** parameter in `vkCmdNextSubpass2`

The **commandBuffer** parameter in `vkCmdEndRenderPass2`

The **commandPool** parameter in `vkGetCommandPoolMemoryConsumption`

The **commandBuffer** parameter in `vkGetCommandPoolMemoryConsumption`

The **surface** parameter in `vkDestroySurfaceKHR`

The **surface** member of the `pCreateInfo` parameter in `vkCreateSwapchainKHR`

The **swapchain** parameter in `vkAcquireNextImageKHR`

The **semaphore** parameter in `vkAcquireNextImageKHR`

The **fence** parameter in `vkAcquireNextImageKHR`

The **queue** parameter in `vkQueuePresentKHR`

The **surface** parameter in `vkGetDeviceGroupSurfacePresentModesKHR`

The **surface** parameter in `vkGetPhysicalDevicePresentRectanglesKHR`

The **display** parameter in `vkCreateDisplayModeKHR`

The **mode** parameter in `vkGetDisplayPlaneCapabilitiesKHR`

The **swapchain** parameter in `vkGetSwapchainStatusKHR`

The **commandBuffer** parameter in `vkCmdSetFragmentShadingRateKHR`

The **commandBuffer** parameter in `vkCmdRefreshObjectsKHR`

The **commandBuffer** parameter in `vkCmdSetEvent2KHR`

The **commandBuffer** parameter in `vkCmdResetEvent2KHR`

The **commandBuffer** parameter in `vkCmdWaitEvents2KHR`

The **commandBuffer** parameter in `vkCmdPipelineBarrier2KHR`

The **commandBuffer** parameter in `vkCmdWriteTimestamp2KHR`

The **queue** parameter in `vkQueueSubmit2KHR`

The **fence** parameter in `vkQueueSubmit2KHR`

The **commandBuffer** parameter in `vkCmdWriteBufferMarker2AMD`

The **commandBuffer** parameter in `vkCmdCopyBuffer2KHR`

The **commandBuffer** parameter in `vkCmdCopyImage2KHR`

The **commandBuffer** parameter in `vkCmdCopyBufferToImage2KHR`

The **commandBuffer** parameter in `vkCmdCopyImageToBuffer2KHR`

The **commandBuffer** parameter in `vkCmdBlitImage2KHR`

The **commandBuffer** parameter in `vkCmdResolveImage2KHR`

The **commandBuffer** parameter in `vkCmdSetLineStippleKHR`

The **commandBuffer** parameter in `vkCmdSetDiscardRectangleEXT`

The **commandBuffer** parameter in `vkCmdSetDiscardRectangleEnableEXT`
• The `commandBuffer` parameter in `vkCmdSetDiscardRectangleModeEXT`
• The `objectHandle` member of the `pNameInfo` parameter in `vkSetDebugUtilsObjectNameEXT`
• The `objectHandle` member of the `pTagInfo` parameter in `vkSetDebugUtilsObjectTagEXT`
• The `commandBuffer` parameter in `vkCmdBeginDebugUtilsLabelEXT`
• The `commandBuffer` parameter in `vkCmdEndDebugUtilsLabelEXT`
• The `commandBuffer` parameter in `vkCmdInsertDebugUtilsLabelEXT`
• The `messenger` parameter in `vkDestroyDebugUtilsMessengerEXT`
• The `commandBuffer` parameter in `vkCmdSetSampleLocationsEXT`
• The `commandBuffer` parameter in `vkCmdSetLineStippleEXT`
• The `commandBuffer` parameter in `vkCmdSetCullModeEXT`
• The `commandBuffer` parameter in `vkCmdSetFrontFaceEXT`
• The `commandBuffer` parameter in `vkCmdSetPrimitiveTopologyEXT`
• The `commandBuffer` parameter in `vkCmdSetViewportWithCountEXT`
• The `commandBuffer` parameter in `vkCmdSetScissorWithCountEXT`
• The `commandBuffer` parameter in `vkCmdBindVertexBuffers2EXT`
• The `commandBuffer` parameter in `vkCmdSetDepthTestEnableEXT`
• The `commandBuffer` parameter in `vkCmdSetDepthWriteEnableEXT`
• The `commandBuffer` parameter in `vkCmdSetDepthCompareOpEXT`
• The `commandBuffer` parameter in `vkCmdSetDepthBoundsTestEnableEXT`
• The `commandBuffer` parameter in `vkCmdSetStencilTestEnableEXT`
• The `commandBuffer` parameter in `vkCmdSetStencilOpEXT`
• The `commandBuffer` parameter in `vkCmdSetVertexInputEXT`
• The `commandBuffer` parameter in `vkCmdSetPatchControlPointsEXT`
• The `commandBuffer` parameter in `vkCmdSetRasterizerDiscardEnableEXT`
• The `commandBuffer` parameter in `vkCmdSetDepthBiasEnableEXT`
• The `commandBuffer` parameter in `vkCmdSetLogicOpEXT`
• The `commandBuffer` parameter in `vkCmdSetPrimitiveRestartEnableEXT`
• The `commandBuffer` parameter in `vkCmdSetColorWriteEnableEXT`

There are also a few instances where a command can take in a user allocated list whose contents are externally synchronized parameters. In these cases, the caller must guarantee that at most one thread is using a given element within the list at a given time. These parameters are listed below.

**Externally Synchronized Parameter Lists**

• Each element of the `pFences` parameter in `vkResetFences`
Each element of the `pDescriptorSets` parameter in `vkFreeDescriptorSets`
Each element of the `pCommandBuffers` parameter in `vkFreeCommandBuffers`
Each element of the `pWaitSemaphores` member of the `pPresentInfo` parameter in `vkQueuePresentKHR`
Each element of the `pSwapchains` member of the `pPresentInfo` parameter in `vkQueuePresentKHR`
The `surface` member of each element of the `pCreateInfo` parameter in `vkCreateSharedSwapchainsKHR`

In addition, there are some implicit parameters that need to be externally synchronized. For example, when a `commandBuffer` parameter needs to be externally synchronized, it implies that the `commandPool` from which that command buffer was allocated also needs to be externally synchronized. The implicit parameters and their associated object are listed below.

**Implicit Externally Synchronized Parameters**

- All `VkPhysicalDevice` objects enumerated from `instance` in `vkDestroyInstance`
- All `VkQueue` objects created from `device` in `vkDestroyDevice`
- All `VkQueue` objects created from `device` in `vkDeviceWaitIdle`
- Any `VkDescriptorSet` objects allocated from `descriptorPool` in `vkResetDescriptorPool`
- The `VkCommandPool` that `commandBuffer` was allocated from in `vkBeginCommandBuffer`
- The `VkCommandPool` that `commandBuffer` was allocated from in `vkEndCommandBuffer`
- The `VkCommandPool` that `commandBuffer` was allocated from in `vkResetCommandBuffer`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdBindPipeline`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdSetViewport`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdSetScissor`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdSetLineWidth`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdSetDepthBias`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdSetBlendConstants`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdSetDepthBounds`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdSetStencilCompareMask`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdSetStencilWriteMask`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdSetStencilReference`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdBindDescriptorSets`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdBindIndexBuffer`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdBindVertexBuffer`
- The `VkCommandPool` that `commandBuffer` was allocated from, in `vkCmdDraw`
• The VkCommandPool that commandBuffer was allocated from, in vkCmdDrawIndexed
• The VkCommandPool that commandBuffer was allocated from, in vkCmdDrawIndirect
• The VkCommandPool that commandBuffer was allocated from, in vkCmdDrawIndexedIndirect
• The VkCommandPool that commandBuffer was allocated from, in vkCmdDispatch
• The VkCommandPool that commandBuffer was allocated from, in vkCmdDispatchIndirect
• The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyBuffer
• The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyImage
• The VkCommandPool that commandBuffer was allocated from, in vkCmdBlitImage
• The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyBufferToImage
• The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyImageToBuffer
• The VkCommandPool that commandBuffer was allocated from, in vkCmdUpdateBuffer
• The VkCommandPool that commandBuffer was allocated from, in vkCmdFillBuffer
• The VkCommandPool that commandBuffer was allocated from, in vkCmdClearColorImage
• The VkCommandPool that commandBuffer was allocated from, in vkCmdClearDepthStencilImage
• The VkCommandPool that commandBuffer was allocated from, in vkCmdClearAttachments
• The VkCommandPool that commandBuffer was allocated from, in vkCmdResolveImage
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetEvent
• The VkCommandPool that commandBuffer was allocated from, in vkCmdResetEvent
• The VkCommandPool that commandBuffer was allocated from, in vkCmdWaitEvents
• The VkCommandPool that commandBuffer was allocated from, in vkCmdPipelineBarrier
• The VkCommandPool that commandBuffer was allocated from, in vkCmdBeginQuery
• The VkCommandPool that commandBuffer was allocated from, in vkCmdEndQuery
• The VkCommandPool that commandBuffer was allocated from, in vkCmdResetQueryPool
• The VkCommandPool that commandBuffer was allocated from, in vkCmdWriteTimestamp
• The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyQueryPoolResults
• The VkCommandPool that commandBuffer was allocated from, in vkCmdPushConstants
• The VkCommandPool that commandBuffer was allocated from, in vkCmdBeginRenderPass
• The VkCommandPool that commandBuffer was allocated from, in vkCmdNextSubpass
• The VkCommandPool that commandBuffer was allocated from, in vkCmdEndRenderPass
• The VkCommandPool that commandBuffer was allocated from, in vkCmdExecuteCommands
• The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDeviceMask
• The VkCommandPool that commandBuffer was allocated from, in vkCmdDrawIndirectCount
vkCmdDrawIndexedIndirectCount

- The VkCommandPool that commandBuffer was allocated from, in vkCmdBeginRenderPass2
- The VkCommandPool that commandBuffer was allocated from, in vkCmdNextSubpass2
- The VkCommandPool that commandBuffer was allocated from, in vkCmdEndRenderPass2
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetFragmentShadingRateKHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdRefreshObjectsKHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetEvent2KHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdResetEvent2KHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdWaitEvents2KHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdPipelineBarrier2KHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdWriteTimestamp2KHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdWriteBufferMarker2AMD
- The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyBuffer2KHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyImage2KHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyBufferToImage2KHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdCopyImageToBuffer2KHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdBlitImage2KHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdResolveImage2KHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetLineStippleKHR
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDiscardRectangleEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDiscardRectangleEnableEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDiscardRectangleModeEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdBeginDebugUtilsLabelEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdEndDebugUtilsLabelEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdInsertDebugUtilsLabelEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetSampleLocationsEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetLineStippleEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetCullModeEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetFrontFaceEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetPrimitiveTopologyEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetViewportWithCountEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetScissorWithCountEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdBindVertexBuffers2EXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDepthTestEnableEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDepthWriteEnableEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDepthCompareOpEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDepthBoundsTestEnableEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetStencilTestEnableEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetStencilOpEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetVertexInputEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetPatchControlPointsEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetRasterizerDiscardEnableEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetDepthBiasEnableEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetLogicOpEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetPrimitiveRestartEnableEXT
- The VkCommandPool that commandBuffer was allocated from, in vkCmdSetColorWriteEnableEXT

3.7. Valid Usage

Valid usage defines a set of conditions which must be met in order to achieve well-defined runtime behavior in an application. These conditions depend only on Vulkan state, and the parameters or objects whose usage is constrained by the condition.
The core layer assumes applications are using the API correctly. Except as documented elsewhere in the Specification, the behavior of the core layer to an application using the API incorrectly is undefined, and **may** include program termination. However, implementations **must** ensure that incorrect usage by an application does not affect the integrity of the operating system, the Vulkan implementation, or other Vulkan client applications in the system. In particular, any guarantees made by an operating system about whether memory from one process **can** be visible to another process or not **must** not be violated by a Vulkan implementation for **any memory allocation**. Vulkan implementations are not **required** to make additional security or integrity guarantees beyond those provided by the OS unless explicitly directed by the application's use of a particular feature or extension.

**Note**

For instance, if an operating system guarantees that data in all its memory allocations are set to zero when newly allocated, the Vulkan implementation **must** make the same guarantees for any allocations it controls (e.g. `VkDeviceMemory`).

Similarly, if an operating system guarantees that use-after-free of host allocations will not result in values written by another process becoming visible, the same guarantees **must** be made by the Vulkan implementation for device memory.

If the `protectedMemory` feature is supported, the implementation provides additional guarantees when invalid usage occurs to prevent values in protected memory from being accessed or inferred outside of protected operations, as described in [Protected Memory Access Rules](#).

Some valid usage conditions have dependencies on runtime limits or feature availability. It is possible to validate these conditions against Vulkan's minimum supported values for these limits and features, or some subset of other known values.

Valid usage conditions do not cover conditions where well-defined behavior (including returning an error code) exists.

Valid usage conditions **should** apply to the command or structure where complete information about the condition would be known during execution of an application. This is such that a validation layer or linter **can** be written directly against these statements at the point they are specified.

**Note**

This does lead to some non-obvious places for valid usage statements. For instance, the valid values for a structure might depend on a separate value in the calling command. In this case, the structure itself will not reference this valid usage as it is impossible to determine validity from the structure that it is invalid - instead this valid usage would be attached to the calling command.

Another example is draw state - the state setters are independent, and can cause a legitimately invalid state configuration between draw calls; so the valid usage statements are attached to the place where all state needs to be valid - at the drawing command.
Valid usage conditions are described in a block labeled “Valid Usage” following each command or structure they apply to.

### 3.7.1. Usage Validation

Vulkan is a layered API. The lowest layer is the core Vulkan layer, as defined by this Specification. The application can use additional layers above the core for debugging, validation, and other purposes.

One of the core principles of Vulkan is that building and submitting command buffers should be highly efficient. Thus error checking and validation of state in the core layer is minimal, although more rigorous validation can be enabled through the use of layers.

Validation of correct API usage is left to validation layers. Applications should be developed with validation layers enabled, to help catch and eliminate errors.

### 3.7.2. Implicit Valid Usage

Some valid usage conditions apply to all commands and structures in the API, unless explicitly denoted otherwise for a specific command or structure. These conditions are considered implicit, and are described in a block labeled “Valid Usage (Implicit)” following each command or structure they apply to. Implicit valid usage conditions are described in detail below.

**Valid Usage for Object Handles**

Any input parameter to a command that is an object handle must be a valid object handle, unless otherwise specified. An object handle is valid if:

- It has been created or allocated by a previous, successful call to the API. Such calls are noted in the Specification.
- It has not been deleted or freed by a previous call to the API. Such calls are noted in the Specification.
- Any objects used by that object, either as part of creation or execution, must also be valid.

The reserved values VK_NULL_HANDLE and NULL can be used in place of valid non-dispatchable handles and dispatchable handles, respectively, when explicitly called out in the Specification. Any command that creates an object successfully must not return these values. It is valid to pass these values to vkDestroy* or vkFree* commands, which will silently ignore these values.

**Valid Usage for Pointers**

Any parameter that is a pointer must be a valid pointer only if it is explicitly called out by a Valid Usage statement.

A pointer is “valid” if it points at memory containing values of the number and type(s) expected by the command, and all fundamental types accessed through the pointer (e.g. as elements of an array or as members of a structure) satisfy the alignment requirements of the host processor.
Valid Usage for Strings

Any parameter that is a pointer to `char` must be a finite sequence of values terminated by a null character, or if explicitly called out in the Specification, can be `NULL`.

Strings specified as UTF-8 encoded must not contain invalid UTF-8 sequences. See String Representation for additional information about strings.

Valid Usage for Enumerated Types

Any parameter of an enumerated type must be a valid enumerant for that type. Use of an enumerant is valid if the following conditions are true:

- The enumerant is defined as part of the enumerated type.
- The enumerant is not a value suffixed with `_MAX_ENUM`.
  - This value exists only to ensure that C `enum` types are 32 bits in size and must not be used by applications.
- If the enumerant is used in a function that has a `VkInstance` as its first parameter and either:
  - it was added by a core version that is supported (as reported by `vkEnumerateInstanceVersion`) and the value of `VkApplicationInfo::apiVersion` is greater than or equal to the version that added it; or
  - it was added by an instance extension that was enabled for the instance.
- If the enumerant is used in a function that has a `VkPhysicalDevice` object as its first parameter and either:
  - it was added by a core version that is supported by that device (as reported by `VkPhysicalDeviceProperties::apiVersion`);
  - it was added by an instance extension that was enabled for the instance; or
  - it was added by a device extension that is supported by that device.
- If the enumerant is used in a function that has any other dispatchable object as its first parameter and either:
  - it was added by a core version that is supported for the device (as reported by `VkPhysicalDeviceProperties::apiVersion`); or
  - it was added by a device extension that was enabled for the device.

Any enumerated type returned from a query command or otherwise output from Vulkan to the application must not have a reserved value. Reserved values are values not defined by any extension for that enumerated type.

***Note***

In some special cases, an enumerant is only meaningful if a feature defined by an extension is also enabled, as well as the extension itself. The global “valid enumerant” rule described here does not address such cases.

***Note***
This language is intended to accommodate cases such as “hidden” extensions known only to driver internals, or layers enabling extensions without knowledge of the application, without allowing return of values not defined by any extension.

**Note**

Application developers are encouraged to be careful when using `switch` statements with Vulkan API enums. This is because new extensions can add new values to existing enums. Using a `default:` statement within a `switch` may avoid future compilation issues.

This is particularly true for enums such as `VkDriverId`, which may have values added that do not belong to a corresponding new extension.

### Valid Usage for Flags

A collection of flags is represented by a bitmask using the type `VkFlags`:

```c
// Provided by VK_VERSION_1_0
typedef uint32_t VkFlags;
```

Bitmasks are passed to many commands and structures to compactly represent options, but `VkFlags` is not used directly in the API. Instead, a `Vk*Flags` type which is an alias of `VkFlags`, and whose name matches the corresponding `Vk*FlagBits` that are valid for that type, is used.

Any `Vk*Flags` member or parameter used in the API as an input must be a valid combination of bit flags. A valid combination is either zero or the bitwise OR of valid bit flags.

An individual bit flag is valid for a `Vk*Flags` type if it would be a valid enumerant when used with the equivalent `Vk*FlagBits` type, where the bits type is obtained by taking the flag type and replacing the trailing `Flags` with `FlagBits`. For example, a flag value of type `VkColorComponentFlags` must contain only bit flags defined by `VkColorComponentFlagBits`.

Any `Vk*Flags` member or parameter returned from a query command or otherwise output from Vulkan to the application may contain bit flags undefined in its corresponding `Vk*FlagBits` type. An application cannot rely on the state of these unspecified bits.

Only the low-order 31 bits (bit positions zero through 30) are available for use as flag bits.

**Note**

This restriction is due to poorly defined behavior by C compilers given a C enumerant value of `0x80000000`. In some cases adding this enumerant value may increase the size of the underlying `Vk*FlagBits` type, breaking the ABI.

A collection of 64-bit flags is represented by a bitmask using the type `VkFlags64`:
When the 31 bits available in `VkFlags` are insufficient, the `VkFlags64` type can be passed to commands and structures to represent up to 64 options. `VkFlags64` is not used directly in the API. Instead, a `Vk*Flags2` type which is an alias of `VkFlags64`, and whose name matches the corresponding `Vk*FlagBits2` that are valid for that type, is used.

Any `Vk*Flags2` member or parameter used in the API as an input must be a valid combination of bit flags. A valid combination is either zero or the bitwise OR of valid bit flags.

An individual bit flag is valid for a `Vk*Flags2` type if it would be a valid enumerant when used with the equivalent `Vk*FlagBits2` type, where the bits type is obtained by taking the flag type and replacing the trailing `Flags2` with `FlagBits2`. For example, a flag value of type `VkAccessFlags2KHR` must contain only bit flags defined by `VkAccessFlagBits2KHR`.

Any `Vk*Flags2` member or parameter returned from a query command or otherwise output from Vulkan to the application may contain bit flags undefined in its corresponding `Vk*FlagBits2` type. An application cannot rely on the state of these unspecified bits.

**Note**

Both the `Vk*FlagBits2` type, and the individual bits defined for that type, are defined as `uint64_t` integers in the C API. This is in contrast to the 32-bit types, where the `Vk*FlagBits` type is defined as a C `enum` and the individual bits as enumerants belonging to that `enum`. As a result, there is less compile time type checking possible for the 64-bit types. This is unavoidable since there is no sufficiently portable way to define a 64-bit `enum` type in C99.

**Valid Usage for Structure Types**

Any parameter that is a structure containing a `sType` member must have a value of `sType` which is a valid `VkStructureType` value matching the type of the structure.

**Valid Usage for Structure Pointer Chains**

Any parameter that is a structure containing a `void* pNext` member must have a value of `pNext` that is either `NULL`, or is a pointer to a valid extending structure, containing `sType` and `pNext` members as described in the Vulkan Documentation and Extensions document in the section “Extending Structures”. The set of structures connected by `pNext` pointers is referred to as a `pNext chain`.

Each structure included in the `pNext` chain must be defined at runtime by either:

- a core version which is supported
- an extension which is enabled
- a supported device extension in the case of physical-device-level functionality added by the device extension
Each type of extending structure must not appear more than once in a `pNext` chain, including any aliases. This general rule may be explicitly overridden for specific structures.

Any component of the implementation (the loader, any enabled layers, and drivers) must skip over, without processing (other than reading the `sType` and `pNext` members) any extending structures in the chain not defined by core versions or extensions supported by that component.

As a convenience to implementations and layers needing to iterate through a structure pointer chain, the Vulkan API provides two base structures. These structures allow for some type safety, and can be used by Vulkan API functions that operate on generic inputs and outputs.

The `VkBaseInStructure` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkBaseInStructure {
    VkStructureType sType;
    const struct VkBaseInStructure* pNext;
} VkBaseInStructure;
```

- `sType` is the structure type of the structure being iterated through.
- `pNext` is `NULL` or a pointer to the next structure in a structure chain.

`VkBaseInStructure` can be used to facilitate iterating through a read-only structure pointer chain.

The `VkBaseOutStructure` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkBaseOutStructure {
    VkStructureType sType;
    struct VkBaseOutStructure* pNext;
} VkBaseOutStructure;
```

- `sType` is the structure type of the structure being iterated through.
- `pNext` is `NULL` or a pointer to the next structure in a structure chain.

`VkBaseOutStructure` can be used to facilitate iterating through a structure pointer chain that returns data back to the application.

**Valid Usage for Nested Structures**

The above conditions also apply recursively to members of structures provided as input to a command, either as a direct argument to the command, or themselves a member of another structure.

Specifics on valid usage of each command are covered in their individual sections.
Valid Usage for Extensions

Instance-level functionality or behavior added by an instance extension to the API must not be used unless that extension is supported by the instance as determined by `vkEnumerateInstanceExtensionProperties`, and that extension is enabled in `VkInstanceCreateInfo`.

Physical-device-level functionality or behavior added by an instance extension to the API must not be used unless that extension is supported by the instance as determined by `vkEnumerateInstanceExtensionProperties`, and that extension is enabled in `VkInstanceCreateInfo`.

Physical-device-level functionality or behavior added by a device extension to the API must not be used unless that extension is supported by the device as determined by `vkEnumerateDeviceExtensionProperties`, and that extension is enabled in `VkDeviceCreateInfo`.

Device-level functionality added by a device extension that is dispatched from a `VkDevice`, or from a child object of a `VkDevice` must not be used unless that extension is supported by the device as determined by `vkEnumerateDeviceExtensionProperties`, and that extension is enabled in `VkDeviceCreateInfo`.

Valid Usage for Newer Core Versions

Instance-level functionality or behavior added by a new core version of the API must not be used unless it is supported by the instance as determined by `vkEnumerateInstanceVersion` and the specified version of `VkApplicationInfo::apiVersion`.

Physical-device-level functionality or behavior added by a new core version of the API must not be used unless it is supported by the physical device as determined by `VkPhysicalDeviceProperties::apiVersion` and the specified version of `VkApplicationInfo::apiVersion`.

Device-level functionality or behavior added by a new core version of the API must not be used unless it is supported by the device as determined by `VkPhysicalDeviceProperties::apiVersion` and the specified version of `VkApplicationInfo::apiVersion`.

3.8. VkResult Return Codes

While the core Vulkan API is not designed to capture incorrect usage, some circumstances still require return codes. Commands in Vulkan return their status via return codes that are in one of two categories:

- Successful completion codes are returned when a command needs to communicate success or status information. All successful completion codes are non-negative values.
- Run time error codes are returned when a command needs to communicate a failure that could only be detected at runtime. All runtime error codes are negative values.

All return codes in Vulkan are reported via `VkResult` return values. The possible codes are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkResult {
    VK_SUCCESS = 0,
    VK_NOT_READY = 1,
};
```
VK_TIMEOUT = 2,
VK_EVENT_SET = 3,
VK_EVENT_RESET = 4,
VK_INCOMPLETE = 5,
VK_ERROR_OUT_OF_HOST_MEMORY = -1,
VK_ERROR_OUT_OF_DEVICE_MEMORY = -2,
VK_ERROR_INITIALIZATION_FAILED = -3,
VK_ERROR_DEVICE_LOST = -4,
VK_ERROR_MEMORY_MAP_FAILED = -5,
VK_ERROR_LAYER_NOT_PRESENT = -6,
VK_ERROR_EXTENSION_NOT_PRESENT = -7,
VK_ERROR_FEATURE_NOT_PRESENT = -8,
VK_ERROR_INCOMPATIBLE_DRIVER = -9,
VK_ERROR_TOO_MANY_OBJECTS = -10,
VK_ERROR_FORMAT_NOT_SUPPORTED = -11,
VK_ERROR_FRAGMENTED_POOL = -12,
VK_ERROR_UNKNOWN = -13,
// Provided by VK_VERSION_1_1
VK_ERROR_OUT_OF_POOL_MEMORY = -1000069000,
// Provided by VK_VERSION_1_1
VK_ERROR_INVALID_EXTERNAL_HANDLE = -1000072003,
// Provided by VK_VERSION_1_2
VK_ERROR_FRAGMENTATION = -1000161000,
// Provided by VK_VERSION_1_2
VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS = -1000257000,
// Provided by VKSC_VERSION_1_0
VK_ERROR_VALIDATION_FAILED = -1000011001,
// Provided by VKSC_VERSION_1_0
VK_ERROR_INVALID_PIPELINE_CACHE_DATA = -1000298000,
// Provided by VKSC_VERSION_1_0
VK_ERROR_NO_PIPELINE_MATCH = -1000298001,
// Provided by VK_KHR_surface
VK_ERROR_SURFACE_LOST_KHR = -1000000000,
// Provided by VK_KHR_surface
VK_ERROR_NATIVE_WINDOW_IN_USE_KHR = -1000000001,
// Provided by VK_KHR_swapchain
VK_SUBOPTIMAL_KHR = 1000001003,
// Provided by VK_KHR_swapchain
VK_ERROR_OUT_OF_DATE_KHR = -1000001004,
// Provided by VK_KHR_display_swapchain
VK_ERROR_INCOMPATIBLE_DISPLAY_KHR = -1000003001,
// Provided by VK_KHR_global_priority
VK_ERROR_INVALID_DRM_FORMAT_MODIFIER_PLANE_LAYOUT_EXT = -1000158000,
// Provided by VK_KHR_global_priority
VK_ERROR_NOT_PERMITTED_KHR = -1000174001,
} VkResult;

Success Codes

- **VK_SUCCESS** Command successfully completed
- **VK_NOT_READY** A fence or query has not yet completed
• **VK_TIMEOUT** A wait operation has not completed in the specified time

• **VK_EVENT_SET** An event is signaled

• **VK_EVENT_RESET** An event is unsignaled

• **VK_INCOMPLETE** A return array was too small for the result

• **VK_SUBOPTIMAL_KHR** A swapchain no longer matches the surface properties exactly, but can still be used to present to the surface successfully.

**Error codes**

• **VK_ERROR_OUT_OF_HOST_MEMORY** A host memory allocation has failed.

• **VK_ERROR_OUT_OF_DEVICE_MEMORY** A device memory allocation has failed.

• **VK_ERROR_INITIALIZATION_FAILED** Initialization of an object could not be completed for implementation-specific reasons.

• **VK_ERROR_DEVICE_LOST** The logical or physical device has been lost. See Lost Device

• **VK_ERROR_MEMORY_MAP_FAILED** Mapping of a memory object has failed.

• **VK_ERROR_LAYER_NOT_PRESENT** A requested layer is not present or could not be loaded.

• **VK_ERROR_EXTENSION_NOT_PRESENT** A requested extension is not supported.

• **VK_ERROR_FEATURE_NOT_PRESENT** A requested feature is not supported.

• **VK_ERROR_INCOMPATIBLE_DRIVER** The requested version of Vulkan is not supported by the driver or is otherwise incompatible for implementation-specific reasons.

• **VK_ERROR_TOO_MANY_OBJECTS** Too many objects of the type have already been created.

• **VK_ERROR_FORMAT_NOT_SUPPORTED** A requested format is not supported on this device.

• **VK_ERROR_FRAGMENTED_POOL** A pool allocation has failed due to fragmentation of the pool’s memory. This must only be returned if no attempt to allocate host or device memory was made to accommodate the new allocation. This should be returned in preference to **VK_ERROR_OUT_OF_POOL_MEMORY**, but only if the implementation is certain that the pool allocation failure was due to fragmentation.

• **VK_ERROR_SURFACE_LOST_KHR** A surface is no longer available.

• **VK_ERROR_NATIVE_WINDOW_IN_USE_KHR** The requested window is already in use by Vulkan or another API in a manner which prevents it from being used again.

• **VK_ERROR_OUT_OF_DATE_KHR** A surface has changed in such a way that it is no longer compatible with the swapchain, and further presentation requests using the swapchain will fail. Applications must query the new surface properties and recreate their swapchain if they wish to continue presenting to the surface.

• **VK_ERROR_INCOMPATIBLE_DISPLAY_KHR** The display used by a swapchain does not use the same presentable image layout, or is incompatible in a way that prevents sharing an image.

• **VK_ERROR_OUT_OF_POOL_MEMORY** A pool memory allocation has failed. This must only be returned if no attempt to allocate host or device memory was made to accommodate the new allocation. If the failure was definitely due to fragmentation of the pool, **VK_ERROR_FRAGMENTED_POOL** should be returned instead.

• **VK_ERROR_INVALID_EXTERNAL_HANDLE** An external handle is not a valid handle of the specified type.
• **VK_ERROR_FRAGMENTATION** A descriptor pool creation has failed due to fragmentation.

• **VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS** A buffer creation or memory allocation failed because the requested address is not available.

• **VK_ERROR_VALIDATION_FAILED** A command failed because invalid usage was detected by the implementation or a validation-layer.

• **VK_ERROR_INVALID_PIPELINE_CACHE_DATA** The supplied pipeline cache data was not valid for the current implementation.

• **VK_ERROR_NO_PIPELINE_MATCH** The implementation did not find a match in the pipeline cache for the specified pipeline, or `VkPipelineOfflineCreateInfo` was not provided to the `vkCreate*Pipelines` function.

• **VK_ERROR_NOT_PERMITTED_KHR** The driver implementation has denied a request to acquire a priority above the default priority (`VK_QUEUE_GLOBAL_PRIORITY_MEDIUM_EXT`) because the application does not have sufficient privileges.

• **VK_ERROR_UNKNOWN** An unknown error has occurred; either the application has provided invalid input, or an implementation failure has occurred.

If a command returns a runtime error, unless otherwise specified any output parameters will have undefined contents, except that if the output parameter is a structure with `sType` and `pNext` fields, those fields will be unmodified. Any structures chained from `pNext` will also have undefined contents, except that `sType` and `pNext` will be unmodified.

**VK_ERROR_OUT_OF_*_MEMORY** errors do not modify any currently existing Vulkan objects. Objects that have already been successfully created can still be used by the application. If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, **VK_ERROR_OUT_OF_HOST_MEMORY** must not be returned from any physical or logical device command which explicitly disallows it.

**Note**
As a general rule, `Free`, `Release`, and `Reset` commands do not return **VK_ERROR_OUT_OF_HOST_MEMORY**, while any other command with a return code may return it. Any exceptions from this rule are described for those commands.

**VK_ERROR_UNKNOWN** will be returned by an implementation when an unexpected error occurs that cannot be attributed to valid behavior of the application and implementation. Under these conditions, it may be returned from any command returning a `VkResult`.

**Note**
**VK_ERROR_UNKNOWN** is not expected to ever be returned if the application behavior is valid, and if the implementation is bug-free. If **VK_ERROR_UNKNOWN** is received, the application should be checked against the latest validation layers to verify correct behavior as much as possible. If no issues are identified it could be an implementation issue, and the implementor should be contacted for support.

Any command returning a `VkResult` may return **VK_ERROR_VALIDATION_FAILED** if a violation of valid usage is detected, even though commands do not explicitly list this as a possible return code.
Performance-critical commands generally do not have return codes. If a runtime error occurs in such commands, the implementation will defer reporting the error until a specified point. For commands that record into command buffers (vkCmd*) runtime errors are reported by vkEndCommandBuffer.

**Note**
Implementations can also use Fault Handling to report runtime errors where suitable return values are not available or to provide more prompt notification of an error.

### 3.9. Numeric Representation and Computation

Implementations normally perform computations in floating-point, and **must** meet the range and precision requirements defined under “Floating-Point Computation” below.

These requirements only apply to computations performed in Vulkan operations outside of shader execution, such as texture image specification and sampling, and per-fragment operations. Range and precision requirements during shader execution differ and are specified by the Precision and Operation of SPIR-V Instructions section.

In some cases, the representation and/or precision of operations is implicitly limited by the specified format of vertex or texel data consumed by Vulkan. Specific floating-point formats are described later in this section.

#### 3.9.1. Floating-Point Computation

Most floating-point computation is performed in SPIR-V shader modules. The properties of computation within shaders are constrained as defined by the Precision and Operation of SPIR-V Instructions section.

Some floating-point computation is performed outside of shaders, such as viewport and depth range calculations. For these computations, we do not specify how floating-point numbers are to be represented, or the details of how operations on them are performed, but only place minimal requirements on representation and precision as described in the remainder of this section.

We require simply that numbers’ floating-point parts contain enough bits and that their exponent fields are large enough so that individual results of floating-point operations are accurate to about 1 part in $10^5$. The maximum representable magnitude for all floating-point values **must** be at least $2^{32}$.

\[
x \times 0 = 0 \times x = 0 \text{ for any non-infinite and non-NaN } x.
\]

\[
1 \times x = x \times 1 = x.
\]

\[
x + 0 = 0 + x = x.
\]
0^0 = 1.

Occasionally, further requirements will be specified. Most single-precision floating-point formats meet these requirements.

The special values \text{Inf} and \text{-Inf} encode values with magnitudes too large to be represented; the special value \text{NaN} encodes “Not A Number” values resulting from undefined arithmetic operations such as 0 / 0. Implementations \textit{may} support \text{Inf} and \text{NaN} in their floating-point computations. Any computation which does not support either \text{Inf} or \text{NaN}, for which that value is an input or output will yield an undefined value.

\subsection*{3.9.2. Floating-Point Format Conversions}

When a value is converted to a defined floating-point representation, finite values falling between two representable finite values are rounded to one or the other. The rounding mode is not defined. Finite values whose magnitude is larger than that of any representable finite value may be rounded either to the closest representable finite value or to the appropriately signed infinity. For unsigned destination formats any negative values are converted to zero. Positive infinity is converted to positive infinity; negative infinity is converted to negative infinity in signed formats and to zero in unsigned formats; and any \text{NaN} is converted to a \text{NaN}.

\subsection*{3.9.3. 16-Bit Floating-Point Numbers}

16-bit floating point numbers are defined in the “16-bit floating point numbers” section of the Khronos Data Format Specification.

\subsection*{3.9.4. Unsigned 11-Bit Floating-Point Numbers}

Unsigned 11-bit floating point numbers are defined in the “Unsigned 11-bit floating point numbers” section of the Khronos Data Format Specification.

\subsection*{3.9.5. Unsigned 10-Bit Floating-Point Numbers}

Unsigned 10-bit floating point numbers are defined in the “Unsigned 10-bit floating point numbers” section of the Khronos Data Format Specification.

\subsection*{3.9.6. General Requirements}

Any representable floating-point value in the appropriate format is legal as input to a Vulkan command that requires floating-point data. The result of providing a value that is not a floating-point number to such a command is unspecified, but \textbf{must} not lead to Vulkan interruption or termination. For example, providing a negative zero (where applicable) or a denormalized number to a Vulkan command \textbf{must} yield deterministic results, while providing a \text{NaN} or \text{Inf} yields unspecified results.

Some calculations require division. In such cases (including implied divisions performed by vector normalization), division by zero produces an unspecified result but \textbf{must} not lead to Vulkan interruption or termination.
3.10. Fixed-Point Data Conversions

When generic vertex attributes and pixel color or depth components are represented as integers, they are often (but not always) considered to be normalized. Normalized integer values are treated specially when being converted to and from floating-point values, and are usually referred to as normalized fixed-point.

In the remainder of this section, \( b \) denotes the bit width of the fixed-point integer representation. When the integer is one of the types defined by the API, \( b \) is the bit width of that type. When the integer comes from an image containing color or depth component texels, \( b \) is the number of bits allocated to that component in its specified image format.

The signed and unsigned fixed-point representations are assumed to be \( b \)-bit binary two’s-complement integers and binary unsigned integers, respectively.

3.10.1. Conversion From Normalized Fixed-Point to Floating-Point

Unsigned normalized fixed-point integers represent numbers in the range \([0,1]\). The conversion from an unsigned normalized fixed-point value \( c \) to the corresponding floating-point value \( f \) is defined as

\[
f = \frac{c}{2^b - 1}
\]

Signed normalized fixed-point integers represent numbers in the range \([-1,1]\). The conversion from a signed normalized fixed-point value \( c \) to the corresponding floating-point value \( f \) is performed using

\[
f = \max\left(\frac{c}{2^b - 1}, -1.0\right)
\]

Only the range \([-2^{b-1} + 1, 2^{b-1} - 1]\) is used to represent signed fixed-point values in the range \([-1,1]\). For example, if \( b = 8 \), then the integer value -127 corresponds to -1.0 and the value 127 corresponds to 1.0. This equation is used everywhere that signed normalized fixed-point values are converted to floating-point.

Note that while zero is exactly expressible in this representation, one value (-128 in the example) is outside the representable range, and implementations must clamp it to -1.0. Where the value is subject to further processing by the implementation, e.g. during texture filtering, values less than -1.0 may be used but the result must be clamped before the value is returned to shaders.

3.10.2. Conversion From Floating-Point to Normalized Fixed-Point

The conversion from a floating-point value \( f \) to the corresponding unsigned normalized fixed-point value \( c \) is defined by first clamping \( f \) to the range \([0,1]\), then computing

\[
c = \text{convertFloatToUint}(f \times (2^b - 1), b)
\]

where convertFloatToUint(r,b) returns one of the two unsigned binary integer values with exactly \( b \)
bits which are closest to the floating-point value \( r \). Implementations \textbf{should} round to nearest. If \( r \) is equal to an integer, then that integer value \textbf{must} be returned. In particular, if \( f \) is equal to 0.0 or 1.0, then \( c \) \textbf{must} be assigned 0 or \( 2^b - 1 \), respectively.

The conversion from a floating-point value \( f \) to the corresponding signed normalized fixed-point value \( c \) is performed by clamping \( f \) to the range \([-1,1]\), then computing

\[
c = \text{convertFloatToInt}(f \times (2^b - 1), b)
\]

where \( \text{convertFloatToInt}(r,b) \) returns one of the two signed two’s-complement binary integer values with exactly \( b \) bits which are closest to the floating-point value \( r \). Implementations \textbf{should} round to nearest. If \( r \) is equal to an integer, then that integer value \textbf{must} be returned. In particular, if \( f \) is equal to -1.0, 0.0, or 1.0, then \( c \) \textbf{must} be assigned \( -(2^b - 1) \), 0, or \( 2^b - 1 \), respectively.

This equation is used everywhere that floating-point values are converted to signed normalized fixed-point.

### 3.11. String Representation

Strings passed into and returned from Vulkan API commands are usually defined to be null-terminated and UTF-8 encoded.

\[\text{Note}\]

Exceptions to this rule exist only when strings are defined or used by operating system APIs where that OS has a different convention. For example, \( \text{VkExportMemoryWin32HandleInfoKHR::name} \) is a null-terminated UTF-16 encoded string used in conjunction with Windows handles.

When a UTF-8 string is \textbf{returned from} a Vulkan API query, it is returned in a fixed-length buffer of \texttt{C char}. For example, a string returned in \( \text{VkPhysicalDeviceProperties::deviceName} \) has maximum length \( \text{VK_MAX_PHYSICAL_DEVICE_NAME_SIZE} \), and a string returned in \( \text{VkExtensionProperties::extensionName} \) has maximum length \( \text{VK_MAX_EXTENSION_NAME_SIZE} \). The string, \textbf{including} its null terminator, will always fit completely within this buffer. If the string is shorter than the buffer size, the contents of \texttt{char} in the buffer following the null terminator are undefined.

When a UTF-8 string is \textbf{passed into} a Vulkan API, such as \( \text{VkDeviceCreateInfo::ppEnabledExtensionNames} \), there is no explicit limit on the length of that string. However, the string \textbf{must} contain a valid UTF-8 encoded string and \textbf{must} be null-terminated.

### 3.12. Common Object Types

Some types of Vulkan objects are used in many different structures and command parameters, and are described here. These types include \textit{offsets}, \textit{extents}, and \textit{rectangles}.

#### 3.12.1. Offsets

Offsets are used to describe a pixel location within an image or framebuffer, as an \((x,y)\) location for
two-dimensional images, or an \((x,y,z)\) location for three-dimensional images.

A two-dimensional offset is defined by the structure:

```c
// Provided by VK_VERSION_1_0
typedef struct VkOffset2D {
    int32_t x;
    int32_t y;
} VkOffset2D;
```

- \(x\) is the \(x\) offset.
- \(y\) is the \(y\) offset.

A three-dimensional offset is defined by the structure:

```c
// Provided by VK_VERSION_1_0
typedef struct VkOffset3D {
    int32_t x;
    int32_t y;
    int32_t z;
} VkOffset3D;
```

- \(x\) is the \(x\) offset.
- \(y\) is the \(y\) offset.
- \(z\) is the \(z\) offset.

3.12.2. Extents

Extents are used to describe the size of a rectangular region of pixels within an image or framebuffer, as \((\text{width},\text{height})\) for two-dimensional images, or as \((\text{width},\text{height},\text{depth})\) for three-dimensional images.

A two-dimensional extent is defined by the structure:

```c
// Provided by VK_VERSION_1_0
typedef struct VkExtent2D {
    uint32_t width;
    uint32_t height;
} VkExtent2D;
```

- \(\text{width}\) is the width of the extent.
- \(\text{height}\) is the height of the extent.

A three-dimensional extent is defined by the structure:
typedef struct VkExtent3D {
    uint32_t width;
    uint32_t height;
    uint32_t depth;
} VkExtent3D;

- **width** is the width of the extent.
- **height** is the height of the extent.
- **depth** is the depth of the extent.

### 3.12.3. Rectangles

Rectangles are used to describe a specified rectangular region of pixels within an image or framebuffer. Rectangles include both an offset and an extent of the same dimensionality, as described above. Two-dimensional rectangles are defined by the structure

typedef struct VkRect2D {
    VkOffset2D offset;
    VkExtent2D extent;
} VkRect2D;

- **offset** is a VkOffset2D specifying the rectangle offset.
- **extent** is a VkExtent2D specifying the rectangle extent.

### 3.12.4. Structure Types

Each value corresponds to a particular structure with a sType member with a matching name. As a general rule, the name of each VkStructureType value is obtained by taking the name of the structure, stripping the leading Vk, prefixing each capital letter with _, converting the entire resulting string to upper case, and prefixing it with VK_STRUCTURE_TYPE_. For example, structures of type VkImageCreateInfo correspond to a VkStructureType value of VK_STRUCTURE_TYPE_IMAGE_CREATE_INFO, and thus a structure of this type must have its sType member set to this value before it is passed to the API.

The values VK_STRUCTURE_TYPE_LOADER_INSTANCE_CREATE_INFO and VK_STRUCTURE_TYPE_LOADER_DEVICE_CREATE_INFO are reserved for internal use by the loader, and do not have corresponding Vulkan structures in this Specification.

Structure types supported by the Vulkan API include:

typedef enum VkStructureType {
    VK_STRUCTURE_TYPE_APPLICATION_INFO = 0,
    VK_STRUCTURE_TYPE_INSTANCE_CREATE_INFO = 1,
} VkStructureType;
VK_STRUCTURE_TYPE_DEVICE_QUEUE_CREATE_INFO = 2,
VK_STRUCTURE_TYPE_DEVICE_CREATE_INFO = 3,
VK_STRUCTURE_TYPE_SUBMIT_INFO = 4,
VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_INFO = 5,
VK_STRUCTURE_TYPE_MAPPED_MEMORY_RANGE = 6,
VK_STRUCTURE_TYPE_FENCE_CREATE_INFO = 8,
VK_STRUCTURE_TYPE_SEMAPHORE_CREATE_INFO = 9,
VK_STRUCTURE_TYPE_EVENT_CREATE_INFO = 10,
VK_STRUCTURE_TYPE_QUERY_POOL_CREATE_INFO = 11,
VK_STRUCTURE_TYPE_BUFFER_CREATE_INFO = 12,
VK_STRUCTURE_TYPE_BUFFER_VIEW_CREATE_INFO = 13,
VK_STRUCTURE_TYPE_IMAGE_CREATE_INFO = 14,
VK_STRUCTURE_TYPE_IMAGE_VIEW_CREATE_INFO = 15,
VK_STRUCTURE_TYPE_PIPELINE_CACHE_CREATE_INFO = 17,
VK_STRUCTURE_TYPE_PIPELINE_SHADER_STAGE_CREATE_INFO = 18,
VK_STRUCTURE_TYPE_PIPELINE_VERTEX_INPUT_STATE_CREATE_INFO = 19,
VK_STRUCTURE_TYPE_PIPELINE_INPUT_ASSEMBLY_STATE_CREATE_INFO = 20,
VK_STRUCTURE_TYPE_PIPELINE_TESSELLATION_STATE_CREATE_INFO = 21,
VK_STRUCTURE_TYPE_PIPELINE_VIEWPORT_STATE_CREATE_INFO = 22,
VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_STATE_CREATE_INFO = 23,
VK_STRUCTURE_TYPE_PIPELINE_MULTISAMPLE_STATE_CREATE_INFO = 24,
VK_STRUCTURE_TYPE_PIPELINE_DEPTH_STENCIL_STATE_CREATE_INFO = 25,
VK_STRUCTURE_TYPE_PIPELINE_COLOR_BLEND_STATE_CREATE_INFO = 26,
VK_STRUCTURE_TYPE_PIPELINE_DYNAMIC_STATE_CREATE_INFO = 27,
VK_STRUCTURE_TYPE_GRAPHICS_PIPELINE_CREATE_INFO = 28,
VK_STRUCTURE_TYPE_COMPUTE_PIPELINE_CREATE_INFO = 29,
VK_STRUCTURE_TYPE_PIPELINE_LAYOUT_CREATE_INFO = 30,
VK_STRUCTURE_TYPE_SAMPLER_CREATE_INFO = 31,
VK_STRUCTURE_TYPE_DESCRIPTOR_SET_LAYOUT_CREATE_INFO = 32,
VK_STRUCTURE_TYPE_DESCRIPTOR_POOL_CREATE_INFO = 33,
VK_STRUCTURE_TYPE_DESCRIPTOR_SET_ALLOCATE_INFO = 34,
VK_STRUCTURE_TYPE_WRITE_DESCRIPTOR_SET = 35,
VK_STRUCTURE_TYPE_COPY_DESCRIPTOR_SET = 36,
VK_STRUCTURE_TYPE_FRAMEBUFFER_CREATE_INFO = 37,
VK_STRUCTURE_TYPE_RENDER_PASS_CREATE_INFO = 38,
VK_STRUCTURE_TYPE_COMMAND_POOL_CREATE_INFO = 39,
VK_STRUCTURE_TYPE_COMMAND_BUFFER_ALLOCATE_INFO = 40,
VK_STRUCTURE_TYPE_COMMAND_BUFFER_INHERITANCE_INFO = 41,
VK_STRUCTURE_TYPE_COMMAND_BUFFER_BEGIN_INFO = 42,
VK_STRUCTURE_TYPE_RENDER_PASS_BEGIN_INFO = 43,
VK_STRUCTURE_TYPE_BUFFER_MEMORY_BARRIER = 44,
VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER = 45,
VK_STRUCTURE_TYPE_MEMORY_BARRIER = 46,
VK_STRUCTURE_TYPE_LOADER_INSTANCE_CREATE_INFO = 47,
VK_STRUCTURE_TYPE_LOADER_DEVICE_CREATE_INFO = 48,

// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SUBGROUP_PROPERTIES = 1000094000,

// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_BIND_BUFFER_MEMORY_INFO = 1000157000,

// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORY_INFO = 1000157001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_16BIT_STORAGE_FEATURES = 1000083000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_MEMORYDEDICATED_REQUIREMENTS = 1000127000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_MEMORY_DEDICATED_ALLOCATE_INFO = 1000127001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_FLAGS_INFO = 1000060000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_DEVICE_GROUP_RENDER_PASS_BEGIN_INFO = 1000060003,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_DEVICE_GROUP_COMMAND_BUFFER_BEGIN_INFO = 1000060004,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_DEVICE_GROUP_SUBMIT_INFO = 1000060005,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_BIND_BUFFER_MEMORYDEVICE_GROUP_INFO = 1000060013,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORYDEVICE_GROUP_INFO = 1000060014,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_GROUP_PROPERTIES = 1000070000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_DEVICE_GROUP_DEVICE_CREATE_INFO = 1000070001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_BUFFER_MEMORY_REQUIREMENTS_INFO_2 = 1000146000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_IMAGE_MEMORY_REQUIREMENTS_INFO_2 = 1000146001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_MEMORY_REQUIREMENTS_2 = 1000146003,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FEATURES_2 = 1000059000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PROPERTIES_2 = 1000059001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_FORMAT_PROPERTIES_2 = 1000059002,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_IMAGE_FORMAT_PROPERTIES_2 = 1000059003,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_FORMAT_INFO_2 = 1000059004,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_QUEUE_FAMILY_PROPERTIES_2 = 1000059005,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MEMORY_PROPERTIES_2 = 1000059006,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICALDEVICE_POINT_CLIPPING_PROPERTIES = 1000117000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_RENDER_PASS_INPUT_ATTACHMENT_ASPECT_CREATE_INFO = 1000117001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_IMAGE_VIEW_USAGE_CREATE_INFO = 1000117002,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PIPELINE_TESSELLATION_DOMAIN_ORIGIN_STATE_CREATE_INFO = 1000117003,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_RENDER_PASS_MULTIVIEW_CREATE_INFO = 1000053000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MULTIVIEW_FEATURES = 1000053001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MULTIVIEW_PROPERTIES = 1000053002,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VARIABLE_POINTERS_FEATURES = 1000120000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PROTECTED_SUBMIT_INFO = 1000145000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PROTECTED_MEMORY_FEATURES = 1000145001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PROTECTED_MEMORY_PROPERTIES = 1000145002,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_DEVICE_QUEUE_INFO_2 = 1000145003,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_SAMPLER_YCBCR_CONVERSION_CREATE_INFO = 1000156000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_SAMPLER_YCBCR_CONVERSION_INFO = 1000156001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_BIND_IMAGE_PLANE_MEMORY_INFO = 1000156002,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_IMAGE_PLANE_MEMORY_REQUIREMENTS_INFO = 1000156003,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SAMPLER_YCBCR_CONVERSION_FEATURES = 1000156004,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_SAMPLER_YCBCR_CONVERSION_IMAGE_FORMAT_PROPERTIES = 1000156005,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_IMAGE_FORMAT_INFO = 1000071000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_EXTERNAL_IMAGE_FORMAT_PROPERTIES = 1000071001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_BUFFER_INFO = 1000071002,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_EXTERNAL_BUFFER_PROPERTIES = 1000071003,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ID_PROPERTIES = 1000071004,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_BUFFER_CREATE_INFO = 1000072000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_IMAGE_CREATE_INFO = 1000072001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_EXPORT_MEMORY_ALLOCATE_INFO = 1000072002,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_FENCE_INFO = 1000112000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_EXTERNAL_FENCE_PROPERTIES = 1000112001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_EXPORT_FENCE_CREATE_INFO = 1000113000,
VK_STRUCTURE_TYPE_EXPORT_SEMAPHORE_CREATE_INFO = 1000077000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SEMAPHORE_INFO = 1000076000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_EXTERNAL_SEMAPHORE_PROPERTIES = 1000076001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_3_PROPERTIES = 1000168000,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_DESCRIPTOR_SET_LAYOUT_SUPPORT = 1000168001,
// Provided by VK_VERSION_1_1
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_DRAW_PARAMETERS_FEATURES = 1000063000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_1_FEATURES = 49,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_1_PROPERTIES = 50,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_2_FEATURES = 51,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_2_PROPERTIES = 52,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_IMAGE_FORMAT_LIST_CREATE_INFO = 1000147000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_ATTACHMENT_DESCRIPTION_2 = 1000109000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_ATTACHMENT_REFERENCE_2 = 1000109001,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_2 = 1000109002,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_SUBPASS_DEPENDENCY_2 = 1000109003,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_RENDER_PASS_CREATE_INFO_2 = 1000109004,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_SUBPASS_BEGIN_INFO = 1000109005,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_SUBPASS_END_INFO = 1000109006,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_8BIT_STORAGE_FEATURES = 1000177000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DRIVER_PROPERTIES = 1000196000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_ATOMIC_INT64_FEATURES = 1000180000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_FLOAT16_INT8_FEATURES = 1000082000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FLOAT_CONTROLS_PROPERTIES = 1000197000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_DESCRIPTOR_SET_LAYOUT_BINDING_FLAGS_CREATE_INFO = 1000161000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DESCRIPTOR_INDEXING_FEATURES = 1000161001,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DESCRIPTOR_INDEXING_PROPERTIES = 1000161002,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_DESCRIPTOR_SET_VARIABLE_DESCRIPTOR_COUNT_ALLOCATE_INFO = 1000161003,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_DESCRIPTOR_SET_VARIABLE_DESCRIPTOR_COUNT_LAYOUT_SUPPORT = 1000161004,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DEPTH_STENCIL_RESOLVE_PROPERTIES = 1000199000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_DEPTH_STENCIL_RESOLVE = 1000199001,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SCALAR_BLOCK_LAYOUT_FEATURES = 1000221000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_IMAGE_STENCIL_USAGE_CREATE_INFO = 1000246000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SAMPLER_FILTER_MINMAX_PROPERTIES = 1000130000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_SAMPLER_REDUCTION_MODE_CREATE_INFO = 1000130001,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_MEMORY_MODEL_FEATURES = 1000211000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGELESS_FRAMEBUFFER_FEATURES = 1000108000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_FRAMEBUFFER_ATTACHMENTS_CREATE_INFO = 1000108001,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_FRAMEBUFFER_ATTACHMENT_IMAGE_INFO = 1000108002,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_RENDER_PASS_ATTACHMENT_BEGIN_INFO = 1000108003,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_UNIFORM_BUFFER_STANDARD_LAYOUT_FEATURES = 1000253000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_SUBGROUP_EXTENDED_TYPES_FEATURES = 1000175000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SEPARATE_DEPTH_STENCIL_LAYOUTS_FEATURES = 1000241000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_ATTACHMENT_REFERENCE_STENCIL_LAYOUT = 1000241001,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_ATTACHMENT_DESCRIPTION_STENCIL_LAYOUT = 1000241002,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_HOST_QUERY_RESET_FEATURES = 1000261000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TIMELINE_SEMAPHORE_FEATURES = 1000207000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TIMELINE_SEMAPHORE_PROPERTIES = 1000207001,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_SEMAPHORE_TYPE_CREATE_INFO = 1000207002,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_TIMELINE_SEMAPHORE_SUBMIT_INFO = 1000207003,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_SEMAPHORE_WAIT_INFO = 1000207004,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_SEMAPHORE_SIGNAL_INFO = 1000207005,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_BUFFER_DEVICE_ADDRESS_FEATURES = 1000257000,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_BUFFER_DEVICE_ADDRESS_INFO = 1000244001,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_MEMORY_OPAQUE_CAPTURE_ADDRESS_ALLOCATE_INFO = 1000257003,
// Provided by VK_VERSION_1_2
VK_STRUCTURE_TYPE_DEVICE_MEMORY_OPAQUE_CAPTURE_ADDRESS_INFO = 1000257004,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TERMINATE_INVOCATION_FEATURES = 1000215000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_DEMOTE_TO_HELPER_INVOCATION_FEATURES = 1000276000,
VK_STRUCTURE_TYPE_MEMORY_BARRIER_2 = 1000314000,
VK_STRUCTURE_TYPE_BUFFER_MEMORY_BARRIER_2 = 1000314001,
VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER_2 = 1000314002,
VK_STRUCTURE_TYPE_DEPENDENCY_INFO = 1000314003,
VK_STRUCTURE_TYPE_SUBMIT_INFO_2 = 1000314004,
VK_STRUCTURE_TYPE_SEMAPHORE_SUBMIT_INFO = 1000314005,
VK_STRUCTURE_TYPE_COMMAND_BUFFER_SUBMIT_INFO = 1000314006,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SYNCHRONIZATION_2_FEATURES = 1000314007,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_ROBUSTNESS_FEATURES = 1000335000,
VK_STRUCTURE_TYPE_COPY_BUFFER_INFO_2 = 1000337000,
VK_STRUCTURE_TYPE_COPY_IMAGE_INFO_2 = 1000337001,
VK_STRUCTURE_TYPE_COPY_BUFFER_TO_IMAGE_INFO_2 = 1000337002,
VK_STRUCTURE_TYPE_COPY_IMAGE_TO_BUFFER_INFO_2 = 1000337003,
VK_STRUCTURE_TYPE_BLIT_IMAGE_INFO_2 = 1000337004,
VK_STRUCTURE_TYPE_RESOLVE_IMAGE_INFO_2 = 1000337005,
VK_STRUCTURE_TYPE_BUFFER_COPY_2 = 1000337006,
VK_STRUCTURE_TYPE_IMAGE_COPY_2 = 1000337007,
VK_STRUCTURE_TYPE_IMAGE_BLIT_2 = 1000337008,
VK_STRUCTURE_TYPE_BUFFER_IMAGE_COPY_2 = 1000337009,
VK_STRUCTURE_TYPE_IMAGE_RESOLVE_2 = 1000337010,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SUBGROUP_SIZE_CONTROL_PROPERTIES = 1000225000,
VK_STRUCTURE_TYPE_PIPELINE_SHADER_STAGE_REQUIRED_SUBGROUP_SIZE_CREATE_INFO = 1000225001,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SUBGROUP_SIZE_CONTROL_FEATURES = 1000225002,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TEXTURE_COMPRESSION_ASTC_HDR_FEATURES = 1000066000,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TEXEL_BUFFER_ALIGNMENT_PROPERTIES = 1000281001,
// Provided by VKSC_VERSION_1_0
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_SC_1_0_FEATURES = 1000298000,
// Provided by VKSC_VERSION_1_0
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_SC_1_0_PROPERTIES = 1000298001,
// Provided by VKSC_VERSION_1_0
VK_STRUCTURE_TYPE_DEVICE_OBJECT_RESERVATION_CREATE_INFO = 1000298002,
// Provided by VKSC_VERSION_1.0
VK_STRUCTURE_TYPE_COMMAND_POOL_MEMORY_RESERVATION_CREATE_INFO = 1000298003,
// Provided by VKSC_VERSION_1.0
VK_STRUCTURE_TYPE_COMMAND_POOL_MEMORY_CONSUMPTION = 1000298004,
// Provided by VKSC_VERSION_1.0
VK_STRUCTURE_TYPE_PIPELINE_POOL_SIZE = 1000298005,
// Provided by VKSC_VERSION_1.0
VK_STRUCTURE_TYPE_FAULT_DATA = 1000298007,
// Provided by VKSC_VERSION_1.0
VK_STRUCTURE_TYPE_FAULT_CALLBACK_INFO = 1000298008,
// Provided by VKSC_VERSION_1.0
VK_STRUCTURE_TYPE_PIPELINE_OFFLINE_CREATE_INFO = 1000298010,
// Provided by VK_KHR_swapchain
VK_STRUCTURE_TYPE_SWAPCHAIN_CREATE_INFO_KHR = 1000001000
VK_STRUCTURE_TYPE_PRESENT_INFO_KHR = 1000001001
// Provided by VK_VERSION_1.1 with VK_KHR_swapchain
VK_STRUCTURE_TYPE_DEVICE_GROUP_PRESENT_CAPABILITIES_KHR = 1000060007
VK_STRUCTURE_TYPE_IMAGE_SWAPCHAIN_CREATE_INFO_KHR = 1000060008
VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORY_SWAPCHAIN_INFO_KHR = 1000060009
// Provided by VK_VERSION_1.1 with VK_KHR_swapchain
VK_STRUCTURE_TYPE_DEVICE_GROUP_PRESENT_INFO_KHR = 1000060011
VK_STRUCTURE_TYPE_DEVICE_GROUP_SWAPCHAIN_CREATE_INFO_KHR = 1000060012
// Provided by VK_KHR_display
VK_STRUCTURE_TYPE_DISPLAY_MODE_CREATE_INFO_KHR = 1000002000
VK_STRUCTURE_TYPE_DISPLAY_SURFACE_CREATE_INFO_KHR = 1000002001
// Provided by VK_KHR_display_swapchain
VK_STRUCTURE_TYPE_DISPLAY_PRESENT_INFO_KHR = 1000003000
// Provided by VK_NV_private_vendor_info
VK_STRUCTURE_TYPE_PRIVATE_VENDOR_INFO_PLACEHOLDER_OFFSET_0_NV = 1000051000
// Provided by VK_EXT_astc_decode_mode
VK_STRUCTURE_TYPE_IMAGE_VIEW_ASTC_DECODE_MODE_EXT = 1000067000
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ASTC_DECODE_FEATURES_EXT = 1000067001
// Provided by VK_KHR_external_memory_fd
VK_STRUCTURE_TYPE_IMPORT_MEMORY_FD_INFO_KHR = 1000074000
VK_STRUCTURE_TYPE_MEMORY_FD_PROPERTIES_KHR = 1000074001
VK_STRUCTURE_TYPE_MEMORY_GET_FD_INFO_KHR = 1000074002
// Provided by VK_KHR_external_semaphore_fd
VK_STRUCTURE_TYPE_IMPORT_SEMAPHORE_FD_INFO_KHR = 1000079000
VK_STRUCTURE_TYPE_SEMAPHORE_GET_FD_INFO_KHR = 1000079001
// Provided by VK_KHR_incremental_present
VK_STRUCTURE_TYPE_PRESENT_REGIONS_KHR = 1000084000,
   // Provided by VK_EXT_display_surface_counter
VK_STRUCTURE_TYPE_SURFACE_CAPABILITIES_2_EXT = 1000090000,
   // Provided by VK_EXT_display_control
VK_STRUCTURE_TYPE_DISPLAY_POWER_INFO_EXT = 1000091000,
   // Provided by VK_EXT_display_control
VK_STRUCTURE_TYPE_DEVICE_EVENT_INFO_EXT = 1000091001,
   // Provided by VK_EXT_display_control
VK_STRUCTURE_TYPE_DISPLAY_EVENT_INFO_EXT = 1000091002,
   // Provided by VK_EXT_display_control
VK_STRUCTURE_TYPE_SWAPCHAIN_COUNTER_CREATE_INFO_EXT = 1000091003,
   // Provided by VK_EXT_discard_rectangles
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DISCARD_RECTANGLE_PROPERTIES_EXT = 1000099000,
   // Provided by VK_EXT_discard_rectangles
VK_STRUCTURE_TYPE_PIPELINE_DISCARD_RECTANGLE_STATE_CREATE_INFO_EXT = 1000099001,
   // Provided by VK_EXT_conservative_rasterization
VK_STRUCTURE_TYPE_DISPLAY_CONTROL_CHARACTERISTICS_EXT = 1000101000,
   // Provided by VK_EXT_conservative_rasterization
VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_CONSERVATIVE_STATE_CREATE_INFO_EXT = 1000101001,
   // Provided by VK_EXT_depth_clip_enable
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DEPTH_CLIP_ENABLE_FEATURES_EXT = 1000102000,
   // Provided by VK_EXT_depth_clip_enable
VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_DEPTH_CLIP_STATE_CREATE_INFO_EXT = 1000102001,
   // Provided by VK_KHR_shared_presentable_image
VK_STRUCTURE_TYPE_SHARED_PRESENT_SURFACE_CAPABILITIES_KHR = 1000111000,
   // Provided by VK_KHR_external_fence_fd
VK_STRUCTURE_TYPE_IMPORT_FENCE_FD_INFO_KHR = 1000115000,
   // Provided by VK_KHR_external_fence_fd
VK_STRUCTURE_TYPE_FENCE_GET_FD_INFO_KHR = 1000115001,
   // Provided by VK_KHR_performance_query
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PERFORMANCE_QUERY_FEATURES_KHR = 1000116000,
   // Provided by VK_KHR_performance_query
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PERFORMANCE_QUERY_PROPERTIES_KHR = 1000116001,
   // Provided by VK_KHR_performance_query
VK_STRUCTURE_TYPE_QUERY_POOL_PERFORMANCE_CREATE_INFO_KHR = 1000116002,
   // Provided by VK_KHR_performance_query
VK_STRUCTURE_TYPE_PERFORMANCE_QUERY_SUBMIT_INFO_KHR = 1000116003,
   // Provided by VK_KHR_performance_query
VK_STRUCTURE_TYPE_ACQUIRE_PROFILING_LOCK_INFO_KHR = 1000116004,
   // Provided by VK_KHR_performance_query
VK_STRUCTURE_TYPE_PERFORMANCE_COUNTER_KHR = 1000116005,
   // Provided by VK_KHR_performance_query
VK_STRUCTURE_TYPE_PERFORMANCE_COUNTER_DESCRIPTION_KHR = 1000116006,
   // Provided by VK_KHR_get_surface_capabilities2
VK_STRUCTURE_TYPE_PERFORMANCE_QUERY_RESERVATION_INFO_KHR = 1000116007,
   // Provided by VK_KHR_performance_query
VK_STRUCTURE_TYPE_GET_SURFACE_CAPABILITIES2_KHR = 1000116008,
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SURFACE_INFO_2_KHR = 1000119000,
// Provided by VK_KHR_get_surface_capabilities2
VK_STRUCTURE_TYPE_SURFACE_CAPABILITIES_2_KHR = 1000119001,
// Provided by VK_KHR_get_surface_capabilities2
VK_STRUCTURE_TYPE_SURFACE_FORMAT_2_KHR = 1000119002,
// Provided by VK_KHR_get_surface_capabilities2
VK_STRUCTURE_TYPE_DISPLAY_PROPERTIES_2_KHR = 1000121000,
// Provided by VK_KHR_get_display_properties2
VK_STRUCTURE_TYPE_DISPLAY_PLANE_PROPERTIES_2_KHR = 1000121001,
// Provided by VK_KHR_get_display_properties2
VK_STRUCTURE_TYPE_DISPLAY_MODE_PROPERTIES_2_KHR = 1000121002,
// Provided by VK_KHR_get_display_properties2
VK_STRUCTURE_TYPE_DISPLAY_PLANE_INFO_2_KHR = 1000121003,
// Provided by VK_KHR_get_display_properties2
VK_STRUCTURE_TYPE_DISPLAY_PLANE_CAPABILITIES_2_KHR = 1000121004,
// Provided by VK_KHR_get_display_properties2
VK_STRUCTURE_TYPE_DEBUG_UTILS_OBJECT_NAME_INFO_EXT = 1000128000,
// Provided by VK_EXT_debug_utils
VK_STRUCTURE_TYPE_DEBUG_UTILS_OBJECT_TAG_INFO_EXT = 1000128001,
// Provided by VK_EXT_debug_utils
VK_STRUCTURE_TYPE_DEBUG_UTILS_LABEL_EXT = 1000128002,
// Provided by VK_EXT_debug_utils
VK_STRUCTURE_TYPE_DEBUG_UTILS_MESSENGER_CALLBACK_DATA_EXT = 1000128003,
// Provided by VK_EXT_debug_utils
VK_STRUCTURE_TYPE_DEBUG_UTILS_MESSENGER_CREATE_INFO_EXT = 1000128004,
// Provided by VK_EXT_debug_utils
VK_STRUCTURE_TYPE_SAMPLE_LOCATIONS_INFO_EXT = 1000143000,
// Provided by VK_EXT_sample_locations
VK_STRUCTURE_TYPE_RENDER_PASS_SAMPLE_LOCATIONS_BEGIN_INFO_EXT = 1000143001,
// Provided by VK_EXT_sample_locations
VK_STRUCTURE_TYPE_PIPELINE_SAMPLE_LOCATIONS_STATE_CREATE_INFO_EXT = 1000143002,
// Provided by VK_EXT_sample_locations
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SAMPLE_LOCATIONS_PROPERTIES_EXT = 1000143003,
// Provided by VK_EXT_sample_locations
VK_STRUCTURE_TYPE_MULTISAMPLE_PROPERTIES_EXT = 1000143004,
// Provided by VK_EXT_blend_operation_advanced
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_BLEND_OPERATION_ADVANCED_FEATURES_EXT = 1000148000,
// Provided by VK_EXT_blend_operation_advanced
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_BLEND_OPERATION_ADVANCED_PROPERTIES_EXT = 1000148001,
// Provided by VK_EXT_blend_operation_advanced
VK_STRUCTURE_TYPE_PIPELINE_COLOR_BLEND_ADVANCED_STATE_CREATE_INFO_EXT = 1000148002,
// Provided by VK_EXT_image_drm_format_modifier
VK_STRUCTURE_TYPE_DRM_FORMAT_MODIFIER_PROPERTIES_LIST_EXT = 1000158000,
// Provided by VK_EXT_image_drm_format_modifier
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_DRM_FORMAT_MODIFIER_INFO_EXT = 1000158002,
// Provided by VK_EXT_image_drm_format_modifier
VK_STRUCTURE_TYPE_IMAGE_DRM_FORMAT_MODIFIER_LIST_CREATE_INFO_EXT = 1000158003,
// Provided by VK_EXT_image_drm_format_modifier
VK_STRUCTURE_TYPE_IMAGE_DRM_FORMAT_MODIFIER_EXPLICIT_CREATE_INFO_EXT = 1000158004,
// Provided by VK_EXT_image_drm_format_modifier
VK_STRUCTURE_TYPE_IMAGE_DRM_FORMAT_MODIFIER_PROPERTIES_EXT = 1000158005,
// Provided by VK_EXT_image_drm_format_modifier with VK_KHR_format_feature_flags2 or
VK_VERSION_1_3
VK_STRUCTURE_TYPE_IMAGE_DRM_FORMAT_MODIFIER_PROPERTIES_LIST_2_EXT = 1000158006,
// Provided by VK_EXT_filter_cubic
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_VIEW_IMAGE_FORMAT_INFO_EXT = 1000170000,
// Provided by VK_EXT_filter_cubic
VK_STRUCTURE_TYPE_FILTER_CUBIC_IMAGE_VIEW_IMAGE_FORMAT_PROPERTIES_EXT = 1000170001,
// Provided by VK_EXT_external_memory_host
VK_STRUCTURE_TYPE_IMPORT_MEMORY_HOST_POINTER_INFO_EXT = 1000178000,
// Provided by VK_EXT_external_memory_host
VK_STRUCTURE_TYPE_MEMORY_HOST_POINTER_PROPERTIES_EXT = 1000178001,
// Provided by VK_EXT_external_memory_host
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_MEMORY_HOST_PROPERTIES_EXT = 1000178002,
// Provided by VK_KHR_shader_clock
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_CLOCK_FEATURES_KHR = 1000181000,
// Provided by VK_KHR_global_priority
VK_STRUCTURE_TYPE_DEVICE_QUEUE_GLOBAL_PRIORITY_CREATE_INFO_KHR = 1000174000,
// Provided by VK_KHR_global_priority
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_GLOBAL_PRIORITY_QUERY_FEATURES_KHR = 1000388000,
// Provided by VK_KHR_global_priority
VK_STRUCTURE_TYPE_QUEUE_FAMILY_GLOBAL_PRIORITY_PROPERTIES_KHR = 1000388001,
// Provided by VK_KHR_fragment_shading_rate
VK_STRUCTURE_TYPE_FRAGMENT_SHADING_RATE_ATTACHMENT_INFO_KHR = 1000226000,
// Provided by VK_KHR_fragment_shading_rate
VK_STRUCTURE_TYPE_PIPELINE_FRAGMENT_SHADING_RATE_STATE_CREATE_INFO_KHR = 1000226001,
// Provided by VK_KHR_fragment_shading_rate
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADING_RATE_PROPERTIES_KHR = 1000226002,
// Provided by VK_KHR_fragment_shading_rate
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADING_RATE_FEATURES_KHR = 1000226003,
// Provided by VK_KHR_fragment_shading_rate
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADING_RATE_KHR = 1000226004,
// Provided by VK_EXT_shader_image_atomic_int64
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_IMAGE_ATOMIC_INT64_FEATURES_EXT = 1000234000,
// Provided by VK_EXT_memory_budget
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MEMORY_BUDGET_PROPERTIES_EXT = 1000237000,
// Provided by VK_EXT_validation_features
VK_STRUCTURE_TYPE_VALIDATION_FEATURES_EXT = 1000247000,
// Provided by VK_EXT_fragment_shader_interlock
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADER_INTERLOCK_FEATURES_EXT = 1000251000,
// Provided by VK_EXT_ycbcr_image_arrays
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VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_YCBCR_IMAGE_ARRAYS_FEATURES_EXT = 1000252000,
// Provided by VK_EXT_headless_surface
VK_STRUCTURE_TYPE_HEADLESS_SURFACE_CREATE_INFO_EXT = 1000256000,
// Provided by VK_EXT_shader_atomic_float
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_ATOMIC_FLOAT_FEATURES_EXT = 1000260000,
// Provided by VK_EXT_extended_dynamic_state
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTENDED_DYNAMIC_STATE_FEATURES_EXT = 1000267000,
// Provided by VK_EXT_texel_buffer_alignment
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TEXEL_BUFFER_ALIGNMENT_FEATURES_EXT = 1000281000,
// Provided by VK_KHR_object_refresh
VK_STRUCTURE_TYPE_REFRESH_OBJECT_LIST_KHR = 1000308000,
// Provided by VK_KHR_synchronization2 with VK_NV_device_diagnostic_checkpoints
VK_STRUCTURE_TYPE_QUEUE_FAMILY_CHECKPOINT_PROPERTIES_2_NV = 1000314008,
// Provided by VK_KHR_synchronization2 with VK_NV_device_diagnostic_checkpoints
VK_STRUCTURE_TYPE_CHECKPOINT_DATA_2_NV = 1000314009,
// Provided by VK_EXT_ycbcr_2plane_444_formats
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_YCBCR_2_PLANE_444_FORMATS_FEATURES_EXT = 1000330000,
// Provided by VK_EXT_4444_formats
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_4444_FORMATS_FEATURES_EXT = 1000340000,
// Provided by VK_EXT_vertex_input_dynamic_state
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VERTEX_INPUT_DYNAMIC_STATE_FEATURES_EXT = 1000352000,
// Provided by VK_EXT_vertex_input_dynamic_state
VK_STRUCTURE_TYPE_VERTEX_INPUT_BINDING_DESCRIPTION_2_EXT = 1000352001,
// Provided by VK_EXT_vertex_input_dynamic_state
VK_STRUCTURE_TYPE_VERTEX_INPUT_ATTRIBUTE_DESCRIPTION_2_EXT = 1000352002,
// Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
VK_STRUCTURE_TYPE_IMPORT_FENCE_SCI_SYNC_INFO_NV = 1000373000,
// Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
VK_STRUCTURE_TYPE_EXPORT_FENCE_SCI_SYNC_INFO_NV = 1000373001,
// Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
VK_STRUCTURE_TYPE_FENCE_GET_SCI_SYNC_INFO_NV = 1000373002,
// Provided by VK_NV_external_sci_sync
VK_STRUCTURE_TYPE_SCI_SYNC_ATTRIBUTES_INFO_NV = 1000373003,
// Provided by VK_KHR_object_refresh
VK_STRUCTURE_TYPE_IMPORT_SEMAPHORE_SCI_SYNC_INFO_NV = 1000373004,
// Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
VK_STRUCTURE_TYPE_EXPORT_SEMAPHORE_SCI_SYNC_INFO_NV = 1000373005,
VK_STRUCTURE_TYPE_SEMAPHORE_GET_SCI_SYNC_INFO_NV = 1000373006,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SCI_SYNC_FEATURES_NV = 1000373007,

VK_STRUCTURE_TYPE_IMPORT_MEMORY_SCI_BUF_INFO_NV = 1000374000,

VK_STRUCTURE_TYPE_EXPORT_MEMORY_SCI_BUF_INFO_NV = 1000374001,

VK_STRUCTURE_TYPE_MEMORY_GET_SCI_BUF_INFO_NV = 1000374002,

VK_STRUCTURE_TYPE_MEMORY_SCI_BUF_PROPERTIES_NV = 1000374003,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_MEMORY_SCI_BUF_FEATURES_NV = 1000374004,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTENDED_DYNAMIC_STATE_2_FEATURES_EXT = 1000377000,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_COLOR_WRITE_ENABLE_FEATURES_EXT = 1000381000,

VK_STRUCTURE_TYPE_PIPELINE_COLOR_WRITE_CREATE_INFO_EXT = 1000381001,

VK_STRUCTURE_TYPE_APPLICATION_PARAMETERS_EXT = 1000435000,

VK_STRUCTURE_TYPE_SEMAPHORE_SCI_SYNC_POOL_CREATE_INFO_NV = 1000489000,

VK_STRUCTURE_TYPE_SEMAPHORE_SCI_SYNC_CREATE_INFO_NV = 1000489001,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SCI_SYNC_2_FEATURES_NV = 1000489002,

VK_STRUCTURE_TYPE_DEVICE_SEMAPHORE_SCI_SYNC_POOL_RESERVATION_CREATE_INFO_NV = 1000489003,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VERTEX_ATTRIBUTE_DIVISOR_PROPERTIES_KHR = 1000525000,

VK_STRUCTURE_TYPE_PIPELINE_VERTEX_INPUT_DIVISOR_STATE_CREATE_INFO_KHR = 1000190001,

VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VERTEX_ATTRIBUTE_DIVISOR_FEATURES_KHR = 1000190002,

VK_STRUCTURE_TYPE_SCREEN_BUFFER_PROPERTIES_QNX = 1000529000,

VK_STRUCTURE_TYPE_SCREEN_BUFFER_FORMAT_PROPERTIES_QNX = 1000529001,

VK_STRUCTURE_TYPE_IMPORT_SCREEN_BUFFER_INFO_QNX = 1000529002,

VK_STRUCTURE_TYPE_EXTERNAL_FORMAT_QNX = 1000529003,
VK_STRUCTURE_TYPE_PHYSICALDEVICEEXTERNALMEMORYSCREENBUFFERFEATURES_QNX = 1000529004,
  // Provided by VK_KHR_index_type_uint8
VK_STRUCTURE_TYPE_PHYSICALDEVICEINDEXTYPEUINT8FEATURESKHR = 1000265000,
  // Provided by VK_KHR_line_rasterization
VK_STRUCTURE_TYPE_PHYSICALDEVICE_LINE_RASTERIZATIONFEATURESKHR = 1000259000,
  // Provided by VK_KHR_calibrated_timestamps
VK_STRUCTURE_TYPE_PHYSICALDEVICE_LINE_RASTERIZATIONPROPERTIESKHR = 1000259002,
  // Provided by VK_KHR_line_rasterization
VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_LINE_STATE_CREATE_INFO_KHR = 1000259001,
  // Provided by VK_KHR_line_rasterization
VK_STRUCTURE_TYPE_PHYSICALDEVICE_LINE_RASTERIZATIONFEATURES_KHR = 1000259000,
  // Provided by VK_KHR_calibrated_timestamps
VK_STRUCTURE_TYPE_PHYSICALDEVICE_LINE_RASTERIZATIONPROPERTIES_KHR = 1000259002,
  // Provided by VK_KHR_line_rasterization
VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_LINE_STATE_CREATE_INFO_KHR = 1000259001,
  // Provided by VK_KHR_line_rasterization
VK_STRUCTURE_TYPE_PHYSICALDEVICE_LINE_RASTERIZATIONFEATURES_KHR = 1000259000,
  // Provided by VK_KHR_calibrated_timestamps
VK_STRUCTURE_TYPE_PHYSICALDEVICE_LINE_RASTERIZATIONPROPERTIES_KHR = 1000259002,
VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER_2_KHR = 
VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER_2,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_DEPENDENCY_INFO_KHR = VK_STRUCTURE_TYPE_DEPENDENCY_INFO,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_SUBMIT_INFO_2_KHR = VK_STRUCTURE_TYPE_SUBMIT_INFO_2,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_SEMAPHORE_SUBMIT_INFO_KHR = 
VK_STRUCTURE_TYPE_SEMAPHORE_SUBMIT_INFO,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_COMMAND_BUFFER_SUBMIT_INFO_KHR = 
VK_STRUCTURE_TYPE_COMMAND_BUFFER_SUBMIT_INFO,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SYNCHRONIZATION_2_FEATURES_KHR = 
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SYNCHRONIZATION_2_FEATURES,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_DEPENDENCY_INFO_KHR = VK_STRUCTURE_TYPE_DEPENDENCY_INFO,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_SUBMIT_INFO_2_KHR = VK_STRUCTURE_TYPE_SUBMIT_INFO_2,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_SEMAPHORE_SUBMIT_INFO_KHR = 
VK_STRUCTURE_TYPE_SEMAPHORE_SUBMIT_INFO,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_COMMAND_BUFFER_SUBMIT_INFO_KHR = 
VK_STRUCTURE_TYPE_COMMAND_BUFFER_SUBMIT_INFO,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SYNCHRONIZATION_2_FEATURES_KHR = 
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SYNCHRONIZATION_2_FEATURES,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_DEPENDENCY_INFO_KHR = VK_STRUCTURE_TYPE_DEPENDENCY_INFO,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_SUBMIT_INFO_2_KHR = VK_STRUCTURE_TYPE_SUBMIT_INFO_2,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_SEMAPHORE_SUBMIT_INFO_KHR = 
VK_STRUCTURE_TYPE_SEMAPHORE_SUBMIT_INFO,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_COMMAND_BUFFER_SUBMIT_INFO_KHR = 
VK_STRUCTURE_TYPE_COMMAND_BUFFER_SUBMIT_INFO,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SYNCHRONIZATION_2_FEATURES_KHR = 
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SYNCHRONIZATION_2_FEATURES,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_DEPENDENCY_INFO_KHR = VK_STRUCTURE_TYPE_DEPENDENCY_INFO,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_SUBMIT_INFO_2_KHR = VK_STRUCTURE_TYPE_SUBMIT_INFO_2,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_SEMAPHORE_SUBMIT_INFO_KHR = 
VK_STRUCTURE_TYPE_SEMAPHORE_SUBMIT_INFO,
   // Provided by VK_KHR_synchronization2
VK_STRUCTURE_TYPE_COMMAND_BUFFER_SUBMIT_INFO_KHR = 
VK_STRUCTURE_TYPE_COMMAND_BUFFER_SUBMIT_INFO,
3.13. API Name Aliases

A small number of APIs did not follow the naming conventions when initially defined. For consistency, when we discover an API name that violates the naming conventions, we rename it in the Specification, XML, and header files. For backwards compatibility, the original (incorrect) name is retained as a “typo alias”. The alias is deprecated and should not be used, but will be retained indefinitely.

Note

VK_STENCIL_FRONT_AND_BACK is an example of a typo alias. It was initially defined as part of VkStencilFaceFlagBits. Once the naming inconsistency was noticed, it was renamed to VK_STENCIL_FACE_FRONT_AND_BACK, and the old name was aliased to the correct name.
Chapter 4. Initialization

Before using Vulkan, an application must initialize it by loading the Vulkan commands, and creating a VkInstance object.

4.1. Command Function Pointers

Vulkan commands are not necessarily exposed by static linking on a platform. Commands to query function pointers for Vulkan commands are described below.

Note
When extensions are promoted or otherwise incorporated into another extension or Vulkan core version, command aliases may be included. Whilst the behavior of each command alias is identical, the behavior of retrieving each alias's function pointer is not. A function pointer for a given alias can only be retrieved if the extension or version that introduced that alias is supported and enabled, irrespective of whether any other alias is available.

Function pointers for all Vulkan commands can be obtained by calling:

```c
// Provided by VK_VERSION_1_0
PFN_vkVoidFunction vkGetInstanceProcAddr(
    VkInstance instance,
    const char* pName);
```

- `instance` is the instance that the function pointer will be compatible with, or NULL for commands not dependent on any instance.
- `pName` is the name of the command to obtain.

vkGetInstanceProcAddr itself is obtained in a platform- and loader- specific manner. Typically, the loader library will export this command as a function symbol, so applications can link against the loader library, or load it dynamically and look up the symbol using platform-specific APIs.

The table below defines the various use cases for vkGetInstanceProcAddr and expected return value (“fp” is “function pointer”) for each case. A valid returned function pointer (“fp”) must not be NULL.

The returned function pointer is of type PFN_vkVoidFunction, and must be cast to the type of the command being queried before use.

<table>
<thead>
<tr>
<th>instance</th>
<th>pName</th>
<th>return value</th>
</tr>
</thead>
<tbody>
<tr>
<td>*¹</td>
<td>NULL</td>
<td>undefined</td>
</tr>
<tr>
<td>invalid non-NULL instance</td>
<td>*¹</td>
<td>undefined</td>
</tr>
<tr>
<td>NULL</td>
<td>global command²</td>
<td>fp</td>
</tr>
<tr>
<td>instance</td>
<td>pName</td>
<td>return value</td>
</tr>
<tr>
<td>----------</td>
<td>-------</td>
<td>--------------</td>
</tr>
<tr>
<td>NULL</td>
<td>vkGetInstanceProcAddr</td>
<td>fp&lt;sup&gt;5&lt;/sup&gt;</td>
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<tr>
<td>instance</td>
<td>vkGetInstanceProcAddr</td>
<td>fp</td>
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<td>instance</td>
<td>core dispatchable command</td>
<td>fp&lt;sup&gt;3&lt;/sup&gt;</td>
</tr>
<tr>
<td>instance</td>
<td>enabled instance extension dispatchable command for instance</td>
<td>fp&lt;sup&gt;3&lt;/sup&gt;</td>
</tr>
<tr>
<td>instance</td>
<td>available device extension dispatchable command for instance</td>
<td>fp&lt;sup&gt;3&lt;/sup&gt;</td>
</tr>
<tr>
<td>any other case, not covered above</td>
<td>NULL</td>
<td></td>
</tr>
</tbody>
</table>

1. "*" means any representable value for the parameter (including valid values, invalid values, and NULL).

2. The global commands are: `vkEnumerateInstanceVersion`, `vkEnumerateInstanceExtensionProperties`, `vkEnumerateInstanceLayerProperties`, and `vkCreateInstance`. Dispatchable commands are all other commands which are not global.

3. The returned function pointer must only be called with a dispatchable object (the first parameter) that is `instance` or a child of `instance`, e.g. `VkInstance`, `VkPhysicalDevice`, `VkDevice`, `VkQueue`, or `VkCommandBuffer`.

4. An “available device extension” is a device extension supported by any physical device enumerated by `instance`.

5. `vkGetInstanceProcAddr` can resolve itself with a NULL instance pointer.

### Valid Usage (Implicit)

- VUID-vkGetInstanceProcAddr-instance-parameter
  If `instance` is not NULL, `instance` must be a valid `VkInstance` handle
- VUID-vkGetInstanceProcAddr-pName-parameter
  `pName` must be a null-terminated UTF-8 string

In order to support systems with multiple Vulkan implementations, the function pointers returned by `vkGetInstanceProcAddr` may point to dispatch code that calls a different real implementation for different `VkDevice` objects or their child objects. The overhead of the internal dispatch for `VkDevice`
objects can be avoided by obtaining device-specific function pointers for any commands that use a
device or device-child object as their dispatchable object. Such function pointers can be obtained by calling:

```c
// Provided by VK_VERSION_1_0
PFN_vkVoidFunction vkGetDeviceProcAddr(
    VkDevice device,
    const char* pName);
```

The table below defines the various use cases for `vkGetDeviceProcAddr` and expected return value ("fp" is "function pointer") for each case. A valid returned function pointer ("fp") must not be `NULL`.

The returned function pointer is of type `PFN_vkVoidFunction`, and must be cast to the type of the command being queried before use. The function pointer must only be called with a dispatchable object (the first parameter) that is `device` or a child of `device`.

### Table 3. `vkGetDeviceProcAddr` behavior

<table>
<thead>
<tr>
<th>device</th>
<th>pName</th>
<th>return value</th>
</tr>
</thead>
<tbody>
<tr>
<td>NULL</td>
<td>*1</td>
<td>undefined</td>
</tr>
<tr>
<td>invalid device</td>
<td>*1</td>
<td>undefined</td>
</tr>
<tr>
<td>device</td>
<td>NULL</td>
<td>undefined</td>
</tr>
<tr>
<td>device</td>
<td>requested core version2</td>
<td>fp4</td>
</tr>
<tr>
<td></td>
<td>device-level dispatchable command3</td>
<td></td>
</tr>
<tr>
<td>device</td>
<td>enabled extension</td>
<td>fp4</td>
</tr>
<tr>
<td></td>
<td>device-level dispatchable command3</td>
<td></td>
</tr>
<tr>
<td>any other case, not covered above</td>
<td>NULL</td>
<td></td>
</tr>
</tbody>
</table>

1

"*" means any representable value for the parameter (including valid values, invalid values, and `NULL`).

2

Device-level commands which are part of the core version specified by `VkApplicationInfo::apiVersion` when creating the instance will always return a valid function pointer. Core commands beyond that version which are supported by the implementation may either return `NULL` or a function pointer. If a function pointer is returned, it must not be called.

3

In this function, device-level excludes all physical-device-level commands.

4

The returned function pointer must only be called with a dispatchable object (the first parameter) that is `device` or a child of `device` e.g. `VkDevice`, `VkQueue`, or `VkCommandBuffer`. 
Valid Usage (Implicit)

- VUID-vkGetDeviceProcAddr-device-parameter
  device must be a valid VkDevice handle

- VUID-vkGetDeviceProcAddr-pName-parameter
  pName must be a null-terminated UTF-8 string

The definition of PFN_vkVoidFunction is:

```c
// Provided by VK_VERSION_1_0
typedef void (VKAPI_PTR *PFN_vkVoidFunction)(void);
```

This type is returned from command function pointer queries, and must be cast to an actual command function pointer before use.

### 4.1.1. Extending Physical Device Core Functionality

New core physical-device-level functionality can be used when the physical-device version is greater than or equal to the version of Vulkan that added the new functionality. The Vulkan version supported by a physical device can be obtained by calling vkGetPhysicalDeviceProperties.

### 4.1.2. Extending Physical Device From Device Extensions

In Vulkan SC 1.0, physical-device-level functionality of a device extension can be used with a physical device if the corresponding extension is enumerated by vkEnumerateDeviceExtensionProperties for that physical device, even before a logical device has been created.

To obtain a function pointer for a physical-device-level command from a device extension, an application can use vkGetInstanceProcAddr. This function pointer may point to dispatch code, which calls a different real implementation for different VkPhysicalDevice objects. Applications must not use a VkPhysicalDevice in any command added by an extension or core version that is not supported by that physical device.

Device extensions may define structures that can be added to the pNext chain of physical-device-level commands.

### 4.2. Instances

There is no global state in Vulkan and all per-application state is stored in a VkInstance object. Creating a VkInstance object initializes the Vulkan library and allows the application to pass information about itself to the implementation.

Instances are represented by VkInstance handles:
To query the version of instance-level functionality supported by the implementation, call:

// Provided by VK_VERSION_1_1
VkResult vkEnumerateInstanceVersion(
    uint32_t* pApiVersion);

- `pApiVersion` is a pointer to a `uint32_t`, which is the version of Vulkan supported by instance-level functionality, encoded as described in Version Numbers.

**Note**

The intended behavior of `vkEnumerateInstanceVersion` is that an implementation should not need to perform memory allocations and should unconditionally return `VK_SUCCESS`. The loader, and any enabled layers, may return `VK_ERROR_OUT_OF_HOST_MEMORY` in the case of a failed memory allocation.

### Valid Usage (Implicit)

- VUID-vkEnumerateInstanceVersion-pApiVersion-parameter
  - `pApiVersion` must be a valid pointer to a `uint32_t` value

### Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`

To create an instance object, call:

// Provided by VK_VERSION_1_0
VkResult vkCreateInstance(  
    const VkInstanceCreateInfo* pCreateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkInstance* pInstance);

- `pCreateInfo` is a pointer to a `VkInstanceCreateInfo` structure controlling creation of the instance.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pInstance` points a `VkInstance` handle in which the resulting instance is returned.
vkCreateInstance verifies that the requested layers exist. If not, vkCreateInstance will return VK_ERROR_LAYER_NOT_PRESENT. Next vkCreateInstance verifies that the requested extensions are supported (e.g. in the implementation or in any enabled instance layer) and if any requested extension is not supported, vkCreateInstance must return VK_ERROR_EXTENSION_NOT_PRESENT. After verifying and enabling the instance layers and extensions the VkInstance object is created and returned to the application. If a requested extension is only supported by a layer, both the layer and the extension need to be specified at vkCreateInstance time for the creation to succeed.

**Valid Usage**

- VUID-vkCreateInstance-ppEnabledExtensionNames-01388
  All required extensions for each extension in the VkInstanceCreateInfo::ppEnabledExtensionNames list must also be present in that list

**Valid Usage (Implicit)**

- VUID-vkCreateInstance-pCreateInfo-parameter
  pCreateInfo must be a valid pointer to a valid VkInstanceCreateInfo structure
- VUID-vkCreateInstance-pAllocator-null
  pAllocator must be NULL
- VUID-vkCreateInstance-pInstance-parameter
  pInstance must be a valid pointer to a VkInstance handle

**Return Codes**

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_INITIALIZATION_FAILED
- VK_ERROR_LAYER_NOT_PRESENT
- VK_ERROR_EXTENSION_NOT_PRESENT
- VK_ERROR_INCOMPATIBLE_DRIVER

The VkInstanceCreateInfo structure is defined as:
typedef struct VkInstanceCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkInstanceCreateFlags flags;
    const VkApplicationInfo* pApplicationInfo;
    uint32_t enabledLayerCount;
    const char* const* ppEnabledLayerNames;
    uint32_t enabledExtensionCount;
    const char* const* ppEnabledExtensionNames;
} VkInstanceCreateInfo;

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **flags** is a bitmask of **VkInstanceCreateFlagBits** indicating the behavior of the instance.
- **pApplicationInfo** is **NULL** or a pointer to a **VkApplicationInfo** structure. If not **NULL**, this information helps implementations recognize behavior inherent to classes of applications. **VkApplicationInfo** is defined in detail below.
- **enabledLayerCount** is the number of global layers to enable.
- **ppEnabledLayerNames** is a pointer to an array of **enabledLayerCount** null-terminated UTF-8 strings containing the names of layers to enable for the created instance. The layers are loaded in the order they are listed in this array, with the first array element being the closest to the application, and the last array element being the closest to the driver. See the **Layers** section for further details.
- **enabledExtensionCount** is the number of global extensions to enable.
- **ppEnabledExtensionNames** is a pointer to an array of **enabledExtensionCount** null-terminated UTF-8 strings containing the names of extensions to enable.

To capture events that occur while creating or destroying an instance, an application can link a **VkDebugUtilsMessengerCreateInfoEXT** structure to the **pNext** element of the **VkInstanceCreateInfo** structure given to **vkCreateInstance**. This callback is only valid for the duration of the **vkCreateInstance** and the **vkDestroyInstance** call. Use **vkCreateDebugUtilsMessengerEXT** to create persistent callback objects.

### Valid Usage

- **VUID-VkInstanceCreateInfo-pNext-04926**
  If the **pNext** chain of **VkInstanceCreateInfo** includes a **VkDebugUtilsMessengerCreateInfoEXT** structure, the list of enabled extensions in **ppEnabledExtensionNames** must contain **VK_EXT_debug_utils**
Valid Usage (Implicit)

- VUID-VkInstanceCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_INSTANCE_CREATE_INFO

- VUID-VkInstanceCreateInfo-pNext-pNext
  Each pNext member of any structure (including this one) in the pNext chain must be either NULL or a pointer to a valid instance of VkDebugUtilsMessengerCreateInfoEXT or VkValidationFeaturesEXT

- VUID-VkInstanceCreateInfo-sType-unique
  The sType value of each struct in the pNext chain must be unique, with the exception of structures of type VkDebugUtilsMessengerCreateInfoEXT

- VUID-VkInstanceCreateInfo-flags-zerobitmask
  flags must be 0

- VUID-VkInstanceCreateInfo-pApplicationInfo-parameter
  If pApplicationInfo is not NULL, pApplicationInfo must be a valid pointer to a valid VkApplicationInfo structure

- VUID-VkInstanceCreateInfo-ppEnabledLayerNames-parameter
  If enabledLayerCount is not 0, ppEnabledLayerNames must be a valid pointer to an array of enabledLayerCount null-terminated UTF-8 strings

- VUID-VkInstanceCreateInfo-ppEnabledExtensionNames-parameter
  If enabledExtensionCount is not 0, ppEnabledExtensionNames must be a valid pointer to an array of enabledExtensionCount null-terminated UTF-8 strings

---

// Provided by VK_VERSION_1_0
typedef enum VkInstanceCreateFlagBits {
} VkInstanceCreateFlagBits;

**Note**

All bits for this type are defined by extensions, and none of those extensions are enabled in this build of the specification.

// Provided by VK_VERSION_1_0
typedef VkFlags VkInstanceCreateFlags;

VkInstanceCreateFlags is a bitmask type for setting a mask, but is currently reserved for future use.

When creating a Vulkan instance for which you wish to enable or disable specific validation features, add a VkValidationFeaturesEXT structure to the pNext chain of the VkInstanceCreateInfo structure, specifying the features to be enabled or disabled.
// Provided by VK_EXT_validation_features

typedef struct VkValidationFeaturesEXT {
    VkStructureType sType;
    const void* pNext;
    uint32_t enabledValidationFeatureCount;
    const VkValidationFeatureEnableEXT* pEnabledValidationFeatures;
    uint32_t disabledValidationFeatureCount;
    const VkValidationFeatureDisableEXT* pDisabledValidationFeatures;
} VkValidationFeaturesEXT;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **enabledValidationFeatureCount** is the number of features to enable.
- **pEnabledValidationFeatures** is a pointer to an array of `VkValidationFeatureEnableEXT` values specifying the validation features to be enabled.
- **disabledValidationFeatureCount** is the number of features to disable.
- **pDisabledValidationFeatures** is a pointer to an array of `VkValidationFeatureDisableEXT` values specifying the validation features to be disabled.

### Valid Usage

- **VUID-VkValidationFeaturesEXT-pEnabledValidationFeatures-02967**
  If the `pEnabledValidationFeatures` array contains `VK_VALIDATION_FEATURE_ENABLE_GPU_ASSISTED_RESERVE_BINDING_SLOT_EXT`, then it **must** also contain `VK_VALIDATION_FEATURE_ENABLE_GPU_ASSISTED_EXT`

- **VUID-VkValidationFeaturesEXT-pEnabledValidationFeatures-02968**
  If the `pEnabledValidationFeatures` array contains `VK_VALIDATION_FEATURE_ENABLE_DEBUG_PRINTF_EXT`, then it **must not** contain `VK_VALIDATION_FEATURE_ENABLE_GPU_ASSISTED_EXT`

### Valid Usage (Implicit)

- **VUID-VkValidationFeaturesEXT-sType-sType**
  `sType` **must** be `VK_STRUCTURE_TYPE_VALIDATION_FEATURES_EXT`

- **VUID-VkValidationFeaturesEXT-pEnabledValidationFeatures-parameter**
  If `enabledValidationFeatureCount` is not 0, `pEnabledValidationFeatures` **must** be a valid pointer to an array of `enabledValidationFeatureCount` valid `VkValidationFeatureEnableEXT` values

- **VUID-VkValidationFeaturesEXT-pDisabledValidationFeatures-parameter**
  If `disabledValidationFeatureCount` is not 0, `pDisabledValidationFeatures` **must** be a valid pointer to an array of `disabledValidationFeatureCount` valid `VkValidationFeatureDisableEXT` values
Possible values of elements of the `VkValidationFeaturesEXT::pEnabledValidationFeatures` array, specifying validation features to be enabled, are:

```c
// Provided by VK_EXT_validation_features
typedef enum VkValidationFeatureEnableEXT {
    VK_VALIDATION_FEATURE_ENABLE_GPU_ASSISTED_EXT = 0,
    VK_VALIDATION_FEATURE_ENABLE_GPU_ASSISTED_RESERVE_BINDING_SLOT_EXT = 1,
    VK_VALIDATION_FEATURE_ENABLE_BEST_PRACTICES_EXT = 2,
    VK_VALIDATION_FEATURE_ENABLE_DEBUG_PRINTF_EXT = 3,
    VK_VALIDATION_FEATURE_ENABLE_SYNCHRONIZATION_VALIDATION_EXT = 4,
} VkValidationFeatureEnableEXT;
```

- `VK_VALIDATION_FEATURE_ENABLE_GPU_ASSISTED_EXT` specifies that GPU-assisted validation is enabled. Activating this feature instruments shader programs to generate additional diagnostic data. This feature is disabled by default.

- `VK_VALIDATION_FEATURE_ENABLE_GPU_ASSISTED_RESERVE_BINDING_SLOT_EXT` specifies that the validation layers reserve a descriptor set binding slot for their own use. The layer reports a value for `VkPhysicalDeviceLimits::maxBoundDescriptorSets` that is one less than the value reported by the device. If the device supports the binding of only one descriptor set, the validation layer does not perform GPU-assisted validation. This feature is disabled by default.

- `VK_VALIDATION_FEATURE_ENABLE_BEST_PRACTICES_EXT` specifies that Vulkan best-practices validation is enabled. Activating this feature enables the output of warnings related to common misuse of the API, but which are not explicitly prohibited by the specification. This feature is disabled by default.

- `VK_VALIDATION_FEATURE_ENABLE_DEBUG_PRINTF_EXT` specifies that the layers will process `debugPrintfEXT` operations in shaders and send the resulting output to the debug callback. This feature is disabled by default.

- `VK_VALIDATION_FEATURE_ENABLE_SYNCHRONIZATION_VALIDATION_EXT` specifies that Vulkan synchronization validation is enabled. This feature reports resource access conflicts due to missing or incorrect synchronization operations between actions (Draw, Copy, Dispatch, Blit) reading or writing the same regions of memory. This feature is disabled by default.

Possible values of elements of the `VkValidationFeaturesEXT::pDisabledValidationFeatures` array, specifying validation features to be disabled, are:
// Provided by VK_EXT_validation_features

typedef enum VkValidationFeatureDisableEXT {
    VK_VALIDATION_FEATURE_DISABLE_ALL_EXT = 0,
    VK_VALIDATION_FEATURE_DISABLE_SHADERS_EXT = 1,
    VK_VALIDATION_FEATURE_DISABLE_THREAD_SAFETY_EXT = 2,
    VK_VALIDATION_FEATURE_DISABLE_API_PARAMETERS_EXT = 3,
    VK_VALIDATION_FEATURE_DISABLE_OBJECT_LIFETIMES_EXT = 4,
    VK_VALIDATION_FEATURE_DISABLE_CORE_CHECKS_EXT = 5,
    VK_VALIDATION_FEATURE_DISABLE_UNIQUE_HANDLES_EXT = 6,
    VK_VALIDATION_FEATURE_DISABLE_SHADER_VALIDATION_CACHE_EXT = 7,
} VkValidationFeatureDisableEXT;

- **VK_VALIDATION_FEATURE_DISABLE_ALL_EXT** specifies that all validation checks are disabled.

- **VK_VALIDATION_FEATURE_DISABLE_SHADERS_EXT** specifies that shader validation is disabled. This feature is enabled by default.

- **VK_VALIDATION_FEATURE_DISABLE_THREAD_SAFETY_EXT** specifies that thread safety validation is disabled. This feature is enabled by default.

- **VK_VALIDATION_FEATURE_DISABLE_API_PARAMETERS_EXT** specifies that stateless parameter validation is disabled. This feature is enabled by default.

- **VK_VALIDATION_FEATURE_DISABLE_OBJECT_LIFETIMES_EXT** specifies that object lifetime validation is disabled. This feature is enabled by default.

- **VK_VALIDATION_FEATURE_DISABLE_CORE_CHECKS_EXT** specifies that core validation checks are disabled. If this feature is disabled, the shader validation and GPU-assisted validation features are also disabled.

- **VK_VALIDATION_FEATURE_DISABLE_UNIQUE_HANDLES_EXT** specifies that protection against duplicate non-dispatchable object handles is disabled. This feature is enabled by default.

- **VK_VALIDATION_FEATURE_DISABLE_SHADER_VALIDATION_CACHE_EXT** specifies that there will be no caching of shader validation results and every shader will be validated on every application execution. Shader validation caching is enabled by default.

**Note**

Disabling checks such as parameter validation and object lifetime validation prevents the reporting of error conditions that can cause other validation checks to behave incorrectly or crash. Some validation checks assume that their inputs are already valid and do not always revalidate them.

The *VkApplicationInfo* structure is defined as:
// Provided by VK_VERSION_1_0

typedef struct VkApplicationInfo {
    VkStructureType sType;
    const void* pNext;
    const char* pApplicationName;
    uint32_t applicationVersion;
    const char* pEngineName;
    uint32_t engineVersion;
    uint32_t apiVersion;
} VkApplicationInfo;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **pApplicationName** is NULL or is a pointer to a null-terminated UTF-8 string containing the name of the application.
- **applicationVersion** is an unsigned integer variable containing the developer-supplied version number of the application.
- **pEngineName** is NULL or is a pointer to a null-terminated UTF-8 string containing the name of the engine (if any) used to create the application.
- **engineVersion** is an unsigned integer variable containing the developer-supplied version number of the engine used to create the application.
- **apiVersion** must be the highest version of Vulkan that the application is designed to use, encoded as described in Version Numbers. The patch version number specified in apiVersion is ignored when creating an instance object. The variant version of the instance must match that requested in apiVersion.

Vulkan 1.0 implementations were required to return VK_ERROR_INCOMPATIBLE_DRIVER if apiVersion was larger than 1.0. Implementations that support Vulkan 1.1 or later must not return VK_ERROR_INCOMPATIBLE_DRIVER for any value of apiVersion, unless an incompatible variant is requested.

**Note**

Vulkan SC 1.0 is based on Vulkan 1.2 and thus instance creation may only fail with VK_ERROR_INCOMPATIBLE_DRIVER if an incompatible variant is requested - that is if the Vulkan SC API is requested from a Vulkan implementation or if the Vulkan API is requested from a Vulkan SC implementation.

**Note**

Providing a NULL VkInstanceCreateInfo::pApplicationInfo or providing an apiVersion of 0 is equivalent to providing an apiVersion of VK_MAKE_API_VERSION(1,1,0,0).

To provide application parameters at instance creation time, an application can link one or more VkApplicationParametersEXT structures to the pNext chain of the VkApplicationInfo structure.
If \texttt{VkApplicationParametersEXT:vendorID} does not correspond to an ICD that is currently available, or if \texttt{VkApplicationParametersEXT:deviceID} is not 0 and does not correspond to a physical device that is available on the system, \texttt{vkCreateInstance} will fail and return \texttt{VK_ERROR_INCOMPATIBLE_DRIVER}. If \texttt{VkApplicationParametersEXT:deviceID} is 0, the application parameter applies to all physical devices supported by the ICD identified by \texttt{VkApplicationParametersEXT:vendorID}.

If \texttt{VkApplicationParametersEXT::key} is not a valid implementation-defined application parameter key for the instance being created with \texttt{vendorID}, or if \texttt{value} is not a valid value for the specified \texttt{key}, \texttt{vkCreateInstance} will fail and return \texttt{VK_ERROR_INITIALIZATION_FAILED}.

For any implementation-defined application parameter \texttt{key} that exists but is not set by the application, the implementation-specific default value is used.

### Valid Usage

- \textbf{VUID-VkApplicationInfo-apiVersion-05021}
  
  If \texttt{apiVersion} is not 0 and its variant is \texttt{VKSC_API_VARIANT}, then it \textbf{must} be greater than or equal to \texttt{VKSC_API_VERSION_1.0}

- \textbf{VUID-VkApplicationInfo-key-05093}
  
  The \texttt{key} value of each \texttt{VkApplicationParametersEXT} structure in the \texttt{VkApplicationInfo::pNext} chain \textbf{must} be unique for each \texttt{vendorID} and \texttt{deviceID} pairing

### Valid Usage (Implicit)

- \textbf{VUID-VkApplicationInfo-sType-sType}
  
  \texttt{sType} \textbf{must} be \texttt{VK_STRUCTURE_TYPE_APPLICATION_INFO}

- \textbf{VUID-VkApplicationInfo-pNext-pNext}
  
  \texttt{pNext} \textbf{must} be \texttt{NULL} or a pointer to a valid instance of \texttt{VkApplicationParametersEXT}

- \textbf{VUID-VkApplicationInfo-sType-unique}
  
  The \texttt{sType} value of each struct in the \texttt{pNext} chain \textbf{must} be unique, with the exception of structures of type \texttt{VkApplicationParametersEXT}

- \textbf{VUID-VkApplicationInfo-pApplicationName-parameter}
  
  If \texttt{pApplicationName} is not \texttt{NULL}, \texttt{pApplicationName} \textbf{must} be a null-terminated UTF-8 string

- \textbf{VUID-VkApplicationInfo-pEngineName-parameter}
  
  If \texttt{pEngineName} is not \texttt{NULL}, \texttt{pEngineName} \textbf{must} be a null-terminated UTF-8 string

The \texttt{VkApplicationParametersEXT} structure is defined as:
// Provided by VK_EXT_application_parameters

typedef struct VkApplicationParametersEXT {
    VkStructureType sType;
    const void* pNext;
    uint32_t vendorID;
    uint32_t deviceID;
    uint32_t key;
    uint64_t value;
} VkApplicationParametersEXT;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **vendorID** is the VkPhysicalDeviceProperties::vendorID of the ICD that the application parameter is applied to.
- **deviceID** is 0 or the VkPhysicalDeviceProperties::deviceID of the physical device that the application parameter is applied to.
- **key** is a 32-bit vendor-specific enumerant identifying the application parameter that is being set.
- **value** is the 64-bit value that is being set for the application parameter specified by key.

**Valid Usage (Implicit)**

- VUID-VkApplicationParametersEXT-sType-sType
  
  sType must be VK_STRUCTURE_TYPE_APPLICATION_PARAMETERS_EXT

To destroy an instance, call:

// Provided by VK_VERSION_1_0

void vkDestroyInstance(
    VkInstance instance,
    const VkAllocationCallbacks* pAllocator);

- **instance** is the handle of the instance to destroy.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.

**Valid Usage**

- VUID-vkDestroyInstance-instance-00629
  
  All child objects created using instance must have been destroyed prior to destroying instance

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Valid Usage (Implicit)

- VUID-vkDestroyInstance-instance-parameter
  If instance is not NULL, instance must be a valid VkInstance handle
- VUID-vkDestroyInstance-pAllocator-null
  pAllocator must be NULL

Host Synchronization

- Host access to instance must be externally synchronized
- Host access to all VkPhysicalDevice objects enumerated from instance must be externally synchronized
Chapter 5. Devices and Queues

Once Vulkan is initialized, devices and queues are the primary objects used to interact with a Vulkan implementation.

Vulkan separates the concept of physical and logical devices. A physical device usually represents a single complete implementation of Vulkan (excluding instance-level functionality) available to the host, of which there are a finite number. A logical device represents an instance of that implementation with its own state and resources independent of other logical devices.

Physical devices are represented by VkPhysicalDevice handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_HANDLE(VkPhysicalDevice)
```

### 5.1. Physical Devices

To retrieve a list of physical device objects representing the physical devices installed in the system, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkEnumeratePhysicalDevices(VkInstance instance, uint32_t* pPhysicalDeviceCount, VkPhysicalDevice* pPhysicalDevices);
```

- `instance` is a handle to a Vulkan instance previously created with vkCreateInstance.
- `pPhysicalDeviceCount` is a pointer to an integer related to the number of physical devices available or queried, as described below.
- `pPhysicalDevices` is either NULL or a pointer to an array of VkPhysicalDevice handles.

If `pPhysicalDevices` is NULL, then the number of physical devices available is returned in `pPhysicalDeviceCount`. Otherwise, `pPhysicalDeviceCount` must point to a variable set by the user to the number of elements in the `pPhysicalDevices` array, and on return the variable is overwritten with the number of handles actually written to `pPhysicalDevices`. If `pPhysicalDeviceCount` is less than the number of physical devices available, at most `pPhysicalDeviceCount` structures will be written, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available physical devices were returned.

**Valid Usage (Implicit)**

- VUID-vkEnumeratePhysicalDevices-instance-parameter `instance` must be a valid VkInstance handle
- VUID-vkEnumeratePhysicalDevices-pPhysicalDeviceCount-parameter
**pPhysicalDeviceCount** must be a valid pointer to a `uint32_t` value

- **VUID-vkEnumeratePhysicalDevices-pPhysicalDevices-parameter**
  If the value referenced by `pPhysicalDeviceCount` is not 0, and `pPhysicalDevices` is not NULL, `pPhysicalDevices` must be a valid pointer to an array of `pPhysicalDeviceCount` `VkPhysicalDevice` handles

## Return Codes

### Success
- VK_SUCCESS
- VK_INCOMPLETE

### Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_INITIALIZATION_FAILED

To query general properties of physical devices once enumerated, call:

```c
// Provided by VK_VERSION_1_0
void vkGetPhysicalDeviceProperties(
    VkPhysicalDevice physicalDevice,
    VkPhysicalDeviceProperties* pProperties);
```

- `physicalDevice` is the handle to the physical device whose properties will be queried.
- `pProperties` is a pointer to a `VkPhysicalDeviceProperties` structure in which properties are returned.

## Valid Usage (Implicit)

- **VUID-vkGetPhysicalDeviceProperties-physicalDevice-parameter**
  `physicalDevice` must be a valid `VkPhysicalDevice` handle

- **VUID-vkGetPhysicalDeviceProperties-pProperties-parameter**
  `pProperties` must be a valid pointer to a `VkPhysicalDeviceProperties` structure

The `VkPhysicalDeviceProperties` structure is defined as:
typedef struct VkPhysicalDeviceProperties {
    uint32_t apiVersion;
    uint32_t driverVersion;
    uint32_t vendorID;
    uint32_t deviceID;
    VkPhysicalDeviceType deviceType;
    char deviceName[VK_MAX_PHYSICAL_DEVICE_NAME_SIZE];
    uint8_t pipelineCacheUUID[VK_UUID_SIZE];
    VkPhysicalDeviceLimits limits;
    VkPhysicalDeviceSparseProperties sparseProperties;
} VkPhysicalDeviceProperties;

• **apiVersion** is the version of Vulkan supported by the device, encoded as described in [Version Numbers](#).

• **driverVersion** is the vendor-specified version of the driver.

• **vendorID** is a unique identifier for the vendor (see below) of the physical device.

• **deviceID** is a unique identifier for the physical device among devices available from the vendor.

• **deviceType** is a *VkPhysicalDeviceType* specifying the type of device.

• **deviceName** is an array of *VK_MAX_PHYSICAL_DEVICE_NAME_SIZE* char containing a null-terminated UTF-8 string which is the name of the device.

• **pipelineCacheUUID** is an array of *VK_UUID_SIZE* uint8_t values representing a universally unique identifier for the device.

• **limits** is the *VkPhysicalDeviceLimits* structure specifying device-specific limits of the physical device. See [Limits](#) for details.

• **sparseProperties** is the *VkPhysicalDeviceSparseProperties* structure specifying various sparse related properties of the physical device. See [Sparse Properties](#) for details.

**Note**

The value of **apiVersion** may be different than the version returned by `vkEnumerateInstanceVersion`; either higher or lower. In such cases, the application must not use functionality that exceeds the version of Vulkan associated with a given object. The `pApiVersion` parameter returned by `vkEnumerateInstanceVersion` is the version associated with a *VkInstance* and its children, except for a *VkPhysicalDevice* and its children. *VkPhysicalDeviceProperties::apiVersion* is the version associated with a *VkPhysicalDevice* and its children.

**Note**

The encoding of **driverVersion** is implementation-defined. It may not use the same encoding as **apiVersion**. Applications should follow information from the vendor on how to extract the version information from **driverVersion**.
The `vendorID` and `deviceID` fields are provided to allow applications to adapt to device characteristics that are not adequately exposed by other Vulkan queries.

**Note**

These may include performance profiles, hardware errata, or other characteristics.

The `vendor` identified by `vendorID` is the entity responsible for the most salient characteristics of the underlying implementation of the `VkPhysicalDevice` being queried.

**Note**

For example, in the case of a discrete GPU implementation, this should be the GPU chipset vendor. In the case of a hardware accelerator integrated into a system-on-chip (SoC), this should be the supplier of the silicon IP used to create the accelerator.

If the vendor has a **PCI vendor ID**, the low 16 bits of `vendorID` must contain that PCI vendor ID, and the remaining bits must be set to zero. Otherwise, the value returned must be a valid Khronos vendor ID, obtained as described in the Vulkan Documentation and Extensions: Procedures and Conventions document in the section “Registering a Vendor ID with Khronos”. Khronos vendor IDs are allocated starting at 0x10000, to distinguish them from the PCI vendor ID namespace. Khronos vendor IDs are symbolically defined in the `VkVendorId` type.

The vendor is also responsible for the value returned in `deviceID`. If the implementation is driven primarily by a **PCI device** with a **PCI device ID**, the low 16 bits of `deviceID` must contain that PCI device ID, and the remaining bits must be set to zero. Otherwise, the choice of what values to return may be dictated by operating system or platform policies - but should uniquely identify both the device version and any major configuration options (for example, core count in the case of multicore devices).

**Note**

The same device ID should be used for all physical implementations of that device version and configuration. For example, all uses of a specific silicon IP GPU version and configuration should use the same device ID, even if those uses occur in different SoCs.

Khronos vendor IDs which may be returned in `VkPhysicalDeviceProperties::vendorID` are:
typedef enum VkVendorId {
    VK_VENDOR_ID_KHRONOS = 0x10000,
    VK_VENDOR_ID_VIV = 0x10001,
    VK_VENDOR_ID_VSI = 0x10002,
    VK_VENDOR_ID_KAZAN = 0x10003,
    VK_VENDOR_ID_CODEPLAY = 0x10004,
    VK_VENDOR_ID_MESA = 0x10005,
    VK_VENDOR_ID_POCL = 0x10006,
    VK_VENDOR_ID_MOBILEYE = 0x10007,
} VkVendorId;

Note
Khronos vendor IDs may be allocated by vendors at any time. Only the latest canonical versions of this Specification, of the corresponding vk.xml API Registry, and of the corresponding vulkan_sc_core.h header file must contain all reserved Khronos vendor IDs.

Only Khronos vendor IDs are given symbolic names at present. PCI vendor IDs returned by the implementation can be looked up in the PCI-SIG database.

VK_MAX_PHYSICAL_DEVICE_NAME_SIZE is the length in char values of an array containing a physical device name string, as returned in VkPhysicalDeviceProperties::deviceName.

#define VK_MAX_PHYSICAL_DEVICE_NAME_SIZE  256U

The physical device types which may be returned in VkPhysicalDeviceProperties::deviceType are:

• VK_PHYSICAL_DEVICE_TYPE_OTHER - the device does not match any other available types.
• VK_PHYSICAL_DEVICE_TYPE_INTEGRATED_GPU - the device is typically one embedded in or tightly coupled with the host.
• VK_PHYSICAL_DEVICE_TYPE_DISCRETE_GPU - the device is typically a separate processor connected to the host via an interlink.
• VK_PHYSICAL_DEVICE_TYPE_VIRTUAL_GPU - the device is typically a virtual node in a virtualization environment.
• **VK_PHYSICAL_DEVICE_TYPE_CPU** - the device is typically running on the same processors as the host.

The physical device type is advertised for informational purposes only, and does not directly affect the operation of the system. However, the device type may correlate with other advertised properties or capabilities of the system, such as how many memory heaps there are.

To query general properties of physical devices once enumerated, call:

```c
// Provided by VK_VERSION_1_1
void vkGetPhysicalDeviceProperties2(
    VkPhysicalDevice physicalDevice,
    VkPhysicalDeviceProperties2* pProperties);
```

- `physicalDevice` is the handle to the physical device whose properties will be queried.
- `pProperties` is a pointer to a `VkPhysicalDeviceProperties2` structure in which properties are returned.

Each structure in `pProperties` and its `pNext` chain contains members corresponding to implementation-dependent properties, behaviors, or limits. `vkGetPhysicalDeviceProperties2` fills in each member to specify the corresponding value for the implementation.

### Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceProperties2-physicalDevice-parameter `physicalDevice` must be a valid `VkPhysicalDevice` handle
- VUID-vkGetPhysicalDeviceProperties2-pProperties-parameter `pProperties` must be a valid pointer to a `VkPhysicalDeviceProperties2` structure

The `VkPhysicalDeviceProperties2` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceProperties2 {
    VkStructureType sType;
    void* pNext;
    VkPhysicalDeviceProperties properties;
} VkPhysicalDeviceProperties2;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `properties` is a `VkPhysicalDeviceProperties` structure describing properties of the physical device. This structure is written with the same values as if it were written by `vkGetPhysicalDeviceProperties`.

The `pNext` chain of this structure is used to extend the structure with properties defined by extensions.
Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceProperties2-sType-sType**
  
  *sType* must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PROPERTIES_2`

- **VUID-VkPhysicalDeviceProperties2-pNext-pNext**
  
  Each `pNext` member of any structure (including this one) in the `pNext` chain must be either NULL or a pointer to a valid instance of
  
  `VkPhysicalDeviceBlendOperationAdvancedPropertiesEXT`,
  
  `VkPhysicalDeviceConservativeRasterizationPropertiesEXT`,
  
  `VkPhysicalDeviceCustomBorderColorPropertiesEXT`,
  
  `VkPhysicalDeviceDepthStencilResolveProperties`,
  
  `VkPhysicalDeviceDescriptorIndexingProperties`,
  
  `VkPhysicalDeviceDiscardRectanglePropertiesEXT`,
  
  `VkPhysicalDeviceDriverProperties`,
  
  `VkPhysicalDeviceExternalMemoryHostPropertiesEXT`,
  
  `VkPhysicalDeviceFloatControlsProperties`,
  
  `VkPhysicalDeviceFragmentShadingRatePropertiesKHR`,
  
  `VkPhysicalDeviceIDProperties`,
  
  `VkPhysicalDeviceLineRasterizationPropertiesKHR`,
  
  `VkPhysicalDeviceMaintenance3Properties`,
  
  `VkPhysicalDeviceMultiviewProperties`,
  
  `VkPhysicalDevicePCIBusInfoPropertiesEXT`,
  
  `VkPhysicalDevicePerformanceQueryPropertiesKHR`,
  
  `VkPhysicalDevicePointClippingProperties`,
  
  `VkPhysicalDeviceProtectedMemoryProperties`,
  
  `VkPhysicalDeviceRobustness2PropertiesEXT`,
  
  `VkPhysicalDeviceSampleLocationsPropertiesEXT`,
  
  `VkPhysicalDeviceSamplerFilterMinmaxProperties`,
  
  `VkPhysicalDeviceSubgroupProperties`,
  
  `VkPhysicalDeviceSubgroupSizeControlProperties`,
  
  `VkPhysicalDeviceTexelBufferAlignmentProperties`,
  
  `VkPhysicalDeviceTimelineSemaphoreProperties`,
  
  `VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR`,
  
  `VkPhysicalDeviceVulkan11Properties`,
  
  `VkPhysicalDeviceVulkan12Properties`,
  
  or
  
  `VkPhysicalDeviceVulkanSC10Properties`

- **VUID-VkPhysicalDeviceProperties2-sType-unique**
  
  The `sType` value of each struct in the `pNext` chain must be unique

The `VkPhysicalDeviceVulkan11Properties` structure is defined as:
typedef struct VkPhysicalDeviceVulkan11Properties {
    VkStructureType sType;
    void* pNext;
    uint8_t deviceUUID[VK_UUID_SIZE];
    uint8_t driverUUID[VK_UUID_SIZE];
    uint8_t deviceLUID[VK_LUID_SIZE];
    VkBool32 deviceLUIDValid;
    uint32_t subgroupSize;
    VkShaderStageFlags subgroupSupportedStages;
    VkSubgroupFeatureFlags subgroupSupportedOperations;
    VkBool32 subgroupQuadOperationsInAllStages;
    VkPointClippingBehavior pointClippingBehavior;
    uint32_t maxMultiviewViewCount;
    uint32_t maxMultiviewInstanceIndex;
    VkBool32 protectedNoFault;
    uint32_t maxPerSetDescriptors;
    VkDeviceSize maxMemoryAllocationSize;
} VkPhysicalDeviceVulkan11Properties;

• **sType** is a VkStructureType value identifying this structure.

• **pNext** is NULL or a pointer to a structure extending this structure.

• **deviceUUID** is an array of VK_UUID_SIZE uint8_t values representing a universally unique identifier for the device.

• **driverUUID** is an array of VK_UUID_SIZE uint8_t values representing a universally unique identifier for the driver build in use by the device.

• **deviceLUID** is an array of VK_LUID_SIZE uint8_t values representing a locally unique identifier for the device.

• **deviceNodeMask** is a uint32_t bitfield identifying the node within a linked device adapter corresponding to the device.

• **deviceLUIDValid** is a boolean value that will be VK_TRUE if deviceLUID contains a valid LUID and deviceNodeMask contains a valid node mask, and VK_FALSE if they do not.

• **subgroupSize** is the default number of invocations in each subgroup. subgroupSize is at least 1 if any of the physical device’s queues support VK_QUEUE_GRAPHICS_BIT or VK_QUEUE_COMPUTE_BIT. subgroupSize is a power-of-two.

• **subgroupSupportedStages** is a bitfield of VkShaderStageFlagBits describing the shader stages that group operations with subgroup scope are supported in. subgroupSupportedStages will have the VK_SHADER_STAGE_COMPUTE_BIT bit set if any of the physical device’s queues support VK_QUEUE_COMPUTE_BIT.

• **subgroupSupportedOperations** is a bitmask of VkSubgroupFeatureFlagBits specifying the sets of group operations with subgroup scope supported on this device. subgroupSupportedOperations will have the VK_SUBGROUP_FEATURE_BASIC_BIT bit set if any of the physical device’s queues support VK_QUEUE_GRAPHICS_BIT or VK_QUEUE_COMPUTE_BIT.
• subgroupQuadOperationsInAllStages is a boolean specifying whether quad group operations are available in all stages, or are restricted to fragment and compute stages.

• pointClippingBehavior is a VkPointClippingBehavior value specifying the point clipping behavior supported by the implementation.

• maxMultiviewViewCount is one greater than the maximum view index that can be used in a subpass.

• maxMultiviewInstanceIndex is the maximum valid value of instance index allowed to be generated by a drawing command recorded within a subpass of a multiview render pass instance.

• protectedNoFault specifies how an implementation behaves when an application attempts to write to unprotected memory in a protected queue operation, read from protected memory in an unprotected queue operation, or perform a query in a protected queue operation. If this limit is VK_TRUE, such writes will be discarded or have undefined values written, reads and queries will return undefined values. If this limit is VK_FALSE, applications must not perform these operations. See Protected Memory Access Rules for more information.

• maxPerSetDescriptors is a maximum number of descriptors (summed over all descriptor types) in a single descriptor set that is guaranteed to satisfy any implementation-dependent constraints on the size of a descriptor set itself. Applications can query whether a descriptor set that goes beyond this limit is supported using vkGetDescriptorSetLayoutSupport.

• maxMemoryAllocationSize is the maximum size of a memory allocation that can be created, even if there is more space available in the heap.

If the VkPhysicalDeviceVulkan11Properties structure is included in the pNext chain of the VkPhysicalDeviceProperties2 structure passed to vkGetPhysicalDeviceProperties2, it is filled in with each corresponding implementation-dependent property.

These properties correspond to Vulkan 1.1 functionality.

The members of VkPhysicalDeviceVulkan11Properties have the same values as the corresponding members of VkPhysicalDeviceIDProperties, VkPhysicalDeviceSubgroupProperties, VkPhysicalDevicePointClippingProperties, VkPhysicalDeviceMultiviewProperties, VkPhysicalDeviceProtectedMemoryProperties, and VkPhysicalDeviceMaintenance3Properties.

Valid Usage (Implicit)

• VUID-VkPhysicalDeviceVulkan11Properties-sType-sType

  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_1_PROPERTIES

The VkPhysicalDeviceVulkan12Properties structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceVulkan12Properties {
  VkStructureType          sType;
  void*                    pNext;
  VkDriverId               driverID;
} VkPhysicalDeviceVulkan12Properties;
```
char char
char VkConformanceVersion
VkConformanceVersion
VkShaderFloatControlsIndependence
denormBehaviorIndependence;
VkShaderFloatControlsIndependence
roundingModeIndependence;
VkBool32 shaderSignedZeroInfNanPreserveFloat16;
VkBool32 shaderSignedZeroInfNanPreserveFloat32;
VkBool32 shaderSignedZeroInfNanPreserveFloat64;
VkBool32 shaderDenormPreserveFloat16;
VkBool32 shaderDenormPreserveFloat32;
VkBool32 shaderDenormPreserveFloat64;
VkBool32 shaderDenormFlushToZeroFloat16;
VkBool32 shaderDenormFlushToZeroFloat32;
VkBool32 shaderDenormFlushToZeroFloat64;
VkBool32 shaderRoundingModeRTEFloat16;
VkBool32 shaderRoundingModeRTEFloat32;
VkBool32 shaderRoundingModeRTEFloat64;
VkBool32 shaderRoundingModeRTZFloat16;
VkBool32 shaderRoundingModeRTZFloat32;
VkBool32 shaderRoundingModeRTZFloat64;
uint32_t maxUpdateAfterBindDescriptorsInAllPools;
VkBool32 shaderUniformBufferArrayNonUniformIndexingNative;
VkBool32 shaderSampledImageArrayNonUniformIndexingNative;
VkBool32 shaderStorageBufferArrayNonUniformIndexingNative;
VkBool32 shaderStorageImageArrayNonUniformIndexingNative;
VkBool32 shaderInputAttachmentArrayNonUniformIndexingNative;
VkBool32 robustBufferAccessUpdateAfterBind;
VkBool32 quadDivergentImplicitLod;
uint32_t maxPerStageDescriptorUpdateAfterBindSamplers;
uint32_t maxPerStageDescriptorUpdateAfterBindUniformBuffers;
uint32_t maxPerStageDescriptorUpdateAfterBindStorageBuffers;
uint32_t maxPerStageDescriptorUpdateAfterBindSampledImages;
uint32_t maxPerStageDescriptorUpdateAfterBindStorageImages;
uint32_t maxPerStageDescriptorUpdateAfterBindInputAttachments;
uint32_t maxPerStageUpdateAfterBindResources;
uint32_t maxDescriptorSetUpdateAfterBindUniformBuffers;
uint32_t maxDescriptorSetUpdateAfterBindUniformBuffersDynamic;
maxDescriptorSetUpdateAfterBindStorageBuffers;
    uint32_t maxDescriptorSetUpdateAfterBindStorageBuffersDynamic;
    uint32_t maxDescriptorSetUpdateAfterBindSampledImages;
    uint32_t maxDescriptorSetUpdateAfterBindStorageImages;
    uint32_t maxDescriptorSetUpdateAfterBindInputAttachments;
    VkResolveModeFlags supportedDepthResolveModes;
    VkResolveModeFlags supportedStencilResolveModes;
    VkBool32 independentResolveNone;
    VkBool32 independentResolve;
    VkBool32 filterMinmaxSingleComponentFormats;
    VkBool32 filterMinmaxImageComponentMapping;
    uint64_t maxTimelineSemaphoreValueDifference;
    VkSampleCountFlags framebufferIntegerColorSampleCounts;
} VkPhysicalDeviceVulkan12Properties;

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **driverID** is a unique identifier for the driver of the physical device.
- **driverName** is an array of **VK_MAX_DRIVER_NAME_SIZE** char containing a null-terminated UTF-8 string which is the name of the driver.
- **driverInfo** is an array of **VK_MAX_DRIVER_INFO_SIZE** char containing a null-terminated UTF-8 string with additional information about the driver.
- **conformanceVersion** is the latest version of the Vulkan conformance test that the implementor has successfully tested this driver against prior to release (see **VkConformanceVersion**).
- **denormBehaviorIndependence** is a **VkShaderFloatControlsIndependence** value indicating whether, and how, denorm behavior can be set independently for different bit widths.
- **roundingModeIndependence** is a **VkShaderFloatControlsIndependence** value indicating whether, and how, rounding modes can be set independently for different bit widths.
- **shaderSignedZeroInfNanPreserveFloat16** is a boolean value indicating whether sign of a zero, Nans and \( \pm \infty \) can be preserved in 16-bit floating-point computations. It also indicates whether the **SignedZeroInfNanPreserve** execution mode can be used for 16-bit floating-point types.
- **shaderSignedZeroInfNanPreserveFloat32** is a boolean value indicating whether sign of a zero, Nans and \( \pm \infty \) can be preserved in 32-bit floating-point computations. It also indicates whether the **SignedZeroInfNanPreserve** execution mode can be used for 32-bit floating-point types.
- **shaderSignedZeroInfNanPreserveFloat64** is a boolean value indicating whether sign of a zero, Nans and \( \pm \infty \) can be preserved in 64-bit floating-point computations. It also indicates whether the **SignedZeroInfNanPreserve** execution mode can be used for 64-bit floating-point types.
- **shaderDenormPreserveFloat16** is a boolean value indicating whether denorms can be preserved in 16-bit floating-point computations. It also indicates whether the **DenormPreserve** execution mode can be used for 16-bit floating-point types.
- **shaderDenormPreserveFloat32** is a boolean value indicating whether denorms can be preserved
in 32-bit floating-point computations. It also indicates whether the DenormPreserve execution mode can be used for 32-bit floating-point types.

- shaderDenormPreserveFloat64 is a boolean value indicating whether denormals can be preserved in 64-bit floating-point computations. It also indicates whether the DenormPreserve execution mode can be used for 64-bit floating-point types.

- shaderDenormFlushToZeroFloat16 is a boolean value indicating whether denormals can be flushed to zero in 16-bit floating-point computations. It also indicates whether the DenormFlushToZero execution mode can be used for 16-bit floating-point types.

- shaderDenormFlushToZeroFloat32 is a boolean value indicating whether denormals can be flushed to zero in 32-bit floating-point computations. It also indicates whether the DenormFlushToZero execution mode can be used for 32-bit floating-point types.

- shaderDenormFlushToZeroFloat64 is a boolean value indicating whether denormals can be flushed to zero in 64-bit floating-point computations. It also indicates whether the DenormFlushToZero execution mode can be used for 64-bit floating-point types.

- shaderRoundingModeRTEFloat16 is a boolean value indicating whether an implementation supports the round-to-nearest-even rounding mode for 16-bit floating-point arithmetic and conversion instructions. It also indicates whether the RoundingModeRTE execution mode can be used for 16-bit floating-point types.

- shaderRoundingModeRTEFloat32 is a boolean value indicating whether an implementation supports the round-to-nearest-even rounding mode for 32-bit floating-point arithmetic and conversion instructions. It also indicates whether the RoundingModeRTE execution mode can be used for 32-bit floating-point types.

- shaderRoundingModeRTEFloat64 is a boolean value indicating whether an implementation supports the round-to-nearest-even rounding mode for 64-bit floating-point arithmetic and conversion instructions. It also indicates whether the RoundingModeRTE execution mode can be used for 64-bit floating-point types.

- shaderRoundingModeRTZFloat16 is a boolean value indicating whether an implementation supports the round-towards-zero rounding mode for 16-bit floating-point arithmetic and conversion instructions. It also indicates whether the RoundingModeRTZ execution mode can be used for 16-bit floating-point types.

- shaderRoundingModeRTZFloat32 is a boolean value indicating whether an implementation supports the round-towards-zero rounding mode for 32-bit floating-point arithmetic and conversion instructions. It also indicates whether the RoundingModeRTZ execution mode can be used for 32-bit floating-point types.

- shaderRoundingModeRTZFloat64 is a boolean value indicating whether an implementation supports the round-towards-zero rounding mode for 64-bit floating-point arithmetic and conversion instructions. It also indicates whether the RoundingModeRTZ execution mode can be used for 64-bit floating-point types.

- maxUpdateAfterBindDescriptorsInAllPools is the maximum number of descriptors (summed over all descriptor types) that can be created across all pools that are created with the VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT bit set. Pool creation may fail when this limit is exceeded, or when the space this limit represents is unable to satisfy a pool creation due to fragmentation.
• **shaderUniformBufferArrayNonUniformIndexingNative** is a boolean value indicating whether uniform buffer descriptors natively support nonuniform indexing. If this is VK_FALSE, then a single dynamic instance of an instruction that nonuniformly indexes an array of uniform buffers **may** execute multiple times in order to access all the descriptors.

• **shaderSampledImageArrayNonUniformIndexingNative** is a boolean value indicating whether sampler and image descriptors natively support nonuniform indexing. If this is VK_FALSE, then a single dynamic instance of an instruction that nonuniformly indexes an array of samplers or images **may** execute multiple times in order to access all the descriptors.

• **shaderStorageBufferArrayNonUniformIndexingNative** is a boolean value indicating whether storage buffer descriptors natively support nonuniform indexing. If this is VK_FALSE, then a single dynamic instance of an instruction that nonuniformly indexes an array of storage buffers **may** execute multiple times in order to access all the descriptors.

• **shaderStorageImageArrayNonUniformIndexingNative** is a boolean value indicating whether storage image descriptors natively support nonuniform indexing. If this is VK_FALSE, then a single dynamic instance of an instruction that nonuniformly indexes an array of storage images **may** execute multiple times in order to access all the descriptors.

• **shaderInputAttachmentArrayNonUniformIndexingNative** is a boolean value indicating whether input attachment descriptors natively support nonuniform indexing. If this is VK_FALSE, then a single dynamic instance of an instruction that nonuniformly indexes an array of input attachments **may** execute multiple times in order to access all the descriptors.

• **robustBufferAccessUpdateAfterBind** is a boolean value indicating whether robustBufferAccess can be enabled on a device simultaneously with descriptorBindingUniformBufferUpdateAfterBind, descriptorBindingStorageBufferUpdateAfterBind, descriptorBindingUniformTexelBufferUpdateAfterBind, and/or descriptorBindingStorageTexelBufferUpdateAfterBind. If this is VK_FALSE, then either robustBufferAccess **must** be disabled or all of these update-after-bind features **must** be disabled.

• **quadDivergentImplicitLod** is a boolean value indicating whether implicit LOD calculations for image operations have well-defined results when the image and/or sampler objects used for the instruction are not uniform within a quad. See Derivative Image Operations.

• **maxPerStageDescriptorUpdateAfterBindSamplers** is similar to **maxPerStageDescriptorSamplers** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

• **maxPerStageDescriptorUpdateAfterBindUniformBuffers** is similar to **maxPerStageDescriptorUniformBuffers** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

• **maxPerStageDescriptorUpdateAfterBindStorageBuffers** is similar to **maxPerStageDescriptorStorageBuffers** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

• **maxPerStageDescriptorUpdateAfterBindSampledImages** is similar to **maxPerStageDescriptorSampledImages** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

• **maxPerStageDescriptorUpdateAfterBindStorageImages** is similar to **maxPerStageDescriptorStorageImages** but counts descriptors from descriptor sets created with or
without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set.

- `maxPerStageDescriptorUpdateAfterBindInputAttachments` is similar to `maxPerStageDescriptorInputAttachments` but counts descriptors from descriptor sets created with or without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set.

- `maxPerStageUpdateAfterBindResources` is similar to `maxPerStageResources` but counts descriptors from descriptor sets created with or without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set.

- `maxDescriptorSetUpdateAfterBindSamplers` is similar to `maxDescriptorSetSamplers` but counts descriptors from descriptor sets created with or without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set.

- `maxDescriptorSetUpdateAfterBindUniformBuffers` is similar to `maxDescriptorSetUniformBuffers` but counts descriptors from descriptor sets created with or without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set.

- `maxDescriptorSetUpdateAfterBindUniformBuffersDynamic` is similar to `maxDescriptorSetUniformBuffersDynamic` but counts descriptors from descriptor sets created with or without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set. While an application can allocate dynamic uniform buffer descriptors from a pool created with the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT`, bindings for these descriptors must not be present in any descriptor set layout that includes bindings created with `VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT`.

- `maxDescriptorSetUpdateAfterBindStorageBuffers` is similar to `maxDescriptorSetStorageBuffers` but counts descriptors from descriptor sets created with or without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set.

- `maxDescriptorSetUpdateAfterBindStorageBuffersDynamic` is similar to `maxDescriptorSetStorageBuffersDynamic` but counts descriptors from descriptor sets created with or without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set. While an application can allocate dynamic storage buffer descriptors from a pool created with the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT`, bindings for these descriptors must not be present in any descriptor set layout that includes bindings created with `VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT`.

- `maxDescriptorSetUpdateAfterBindSampledImages` is similar to `maxDescriptorSetSampledImages` but counts descriptors from descriptor sets created with or without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set.

- `maxDescriptorSetUpdateAfterBindStorageImages` is similar to `maxDescriptorSetStorageImages` but counts descriptors from descriptor sets created with or without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set.

- `supportedDepthResolveModes` is a bitmask of `VkResolveModeFlagBits` indicating the set of supported depth resolve modes. A value of `VK_RESOLVE_MODE_NONE` indicates that depth resolve operations are disallowed [SCID-8]. If any bits are set then `VK_RESOLVE_MODE_SAMPLE_ZERO_BIT` must be included in the set but implementations may support additional modes.
• supportedStencilResolveModes is a bitmask of VkResolveModeFlagBits indicating the set of supported stencil resolve modes. A value of VK_RESOLVE_MODE_NONE indicates that stencil resolve operations are disallowed [SCID-8]. If any bits are set then VK_RESOLVE_MODE_SAMPLE_ZERO_BIT must be included in the set but implementations may support additional modes. VK_RESOLVE_MODE_AVERAGE_BIT must not be included in the set.

• independentResolveNone is VK_TRUE if the implementation supports setting the depth and stencil resolve modes to different values when one of those modes is VK_RESOLVE_MODE_NONE. Otherwise the implementation only supports setting both modes to the same value.

• independentResolve is VK_TRUE if the implementation supports all combinations of the supported depth and stencil resolve modes, including setting either depth or stencil resolve mode to VK_RESOLVE_MODE_NONE. An implementation that supports independentResolve must also support independentResolveNone.

• filterMinmaxSingleComponentFormats is a boolean value indicating whether a minimum set of required formats support min/max filtering.

• filterMinmaxImageComponentMapping is a boolean value indicating whether the implementation supports non-identity component mapping of the image when doing min/max filtering.

• maxTimelineSemaphoreValueDifference indicates the maximum difference allowed by the implementation between the current value of a timeline semaphore and any pending signal or wait operations.

• framebufferIntegerColorSampleCounts is a bitmask of VkSampleCountFlagBits indicating the color sample counts that are supported for all framebuffer color attachments with integer formats.

If the VkPhysicalDeviceVulkan12Properties structure is included in the pNext chain of the VkPhysicalDeviceProperties2 structure passed to vkGetPhysicalDeviceProperties2, it is filled in with each corresponding implementation-dependent property.

These properties correspond to Vulkan 1.2 functionality.

The members of VkPhysicalDeviceVulkan12Properties must have the same values as the corresponding members of VkPhysicalDeviceDriverProperties, VkPhysicalDeviceFloatControlsProperties, VkPhysicalDeviceDepthStencilResolveProperties, VkPhysicalDeviceSamplerFilterMinmaxProperties, and VkPhysicalDeviceTimelineSemaphoreProperties.

Valid Usage (Implicit)

• VUID-VkPhysicalDeviceVulkan12Properties-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_2_PROPERTIES

The VkPhysicalDeviceVulkanSC10Properties structure is defined as:
// Provided by VKSC_VERSION_1_0

typedef struct VkPhysicalDeviceVulkanSC10Properties {
    VkStructureType sType;
    void* pNext;
    VkBool32 deviceNoDynamicHostAllocations;
    VkBool32 deviceDestroyFreesMemory;
    VkBool32 commandPoolMultipleCommandBuffersRecording;
    VkBool32 commandPoolResetCommandBuffer;
    VkBool32 commandBufferSimultaneousUse;
    VkBool32 secondaryCommandBufferNullOrImagelessFramebuffer;
    VkBool32 recycleDescriptorSetMemory;
    VkBool32 recyclePipelineMemory;
    uint32_t maxRenderPassSubpasses;
    uint32_t maxRenderPassDependencies;
    uint32_t maxSubpassInputAttachments;
    uint32_t maxSubpassPreserveAttachments;
    uint32_t maxFramebufferAttachments;
    uint32_t maxDescriptorSetLayoutBindings;
    uint32_t maxQueryFaultCount;
    uint32_t maxCallbackFaultCount;
    uint32_t maxCommandPoolCommandBuffers;
    VkDeviceSize maxCommandBufferSize;
} VkPhysicalDeviceVulkanSC10Properties;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• deviceNoDynamicHostAllocations indicates whether the implementation will perform dynamic host memory allocations for physical or logical device commands. If deviceNoDynamicHostAllocations is VK_TRUE the implementation will allocate host memory for objects based on the provided VkDeviceObjectReservationCreateInfo limits during vkCreateDevice. Under valid API usage, VK_ERROR_OUT_OF_HOST_MEMORY may only be returned by commands which do not explicitly disallow it.
• deviceDestroyFreesMemory indicates whether destroying the device frees all memory resources back to the system.
• commandPoolMultipleCommandBuffersRecording indicates whether multiple command buffers from the same command pool can be in the recording state at the same time.
• commandPoolResetCommandBuffer indicates whether command buffers support vkResetCommandBuffer, and vkBeginCommandBuffer when not in the initial state.
• commandBufferSimultaneousUse indicates whether command buffers support VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT.
• secondaryCommandBufferNullOrImagelessFramebuffer indicates whether the framebuffer member of VkCommandBufferInheritanceInfo may be equal to VK_NULL_HANDLE or be created with a VkFramebufferCreateInfo::flags value that includes VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT if the command buffer will be executed within a render pass instance.
• recycleDescriptorSetMemory indicates whether descriptor pools are able to immediately reuse
pool memory from descriptor sets that have been freed. If this is \texttt{VK_FALSE}, then memory \textbf{may} only be reallocated after \texttt{vkResetDescriptorPool} is called.

- \texttt{recyclePipelineMemory} indicates whether the memory for a pipeline is available for reuse by new pipelines after the pipeline is destroyed.
- \texttt{maxRenderPassSubpasses} is the maximum number of subpasses in a render pass.
- \texttt{maxRenderPassDependencies} is the maximum number of dependencies in a render pass.
- \texttt{maxSubpassInputAttachments} is the maximum number of input attachments in a subpass.
- \texttt{maxSubpassPreserveAttachments} is the maximum number of preserve attachments in a subpass.
- \texttt{maxFramebufferAttachments} is the maximum number of attachments in a framebuffer, as well as the maximum number of attachments in a render pass.
- \texttt{maxDescriptorSetLayoutBindings} is the maximum number of bindings in a descriptor set layout.
- \texttt{maxQueryFaultCount} is the maximum number of faults that the implementation \textbf{can} record, to be reported via \texttt{vkGetFaultData}.
- \texttt{maxCallbackFaultCount} is the maximum number of faults that the implementation \textbf{can} report via a single call to \texttt{PFN_vkFaultCallbackFunction}.
- \texttt{maxCommandPoolCommandBuffers} is the maximum number of command buffers that \textbf{can} be allocated from a single command pool.
- \texttt{maxCommandBufferSize} is the maximum supported size of a single command buffer in bytes. Applications \textbf{can} use \texttt{vkGetCommandPoolMemoryConsumption} to compare a command buffer's current memory usage to this limit.

\textbf{Note}

Implementations that do not have a fixed upper bound on the number of command buffers that \textbf{may} be allocated from a command pool \textbf{can} report 0xffffffffu for \texttt{maxCommandPoolCommandBuffers}.

Implementations that do not have a fixed upper bound on the command buffer size \textbf{can} report uint64\_max for \texttt{maxCommandBufferSize}.

If the \texttt{VkPhysicalDeviceVulkanSC10Properties} structure is included in the \texttt{pNext} chain of the \texttt{VkPhysicalDeviceProperties2} structure passed to \texttt{vkGetPhysicalDeviceProperties2}, it is filled in with each corresponding implementation-dependent property.

These properties correspond to Vulkan SC 1.0 functionality.

\textbf{Valid Usage (Implicit)}

- VUID-VkPhysicalDeviceVulkanSC10Properties-sType-sType
  \texttt{sType} \textbf{must} be \texttt{VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_SC_1_0_PROPERTIES}

The \texttt{VkPhysicalDeviceIDProperties} structure is defined as:
typedef struct VkPhysicalDeviceIDProperties {
    VkStructureType sType;
    void*pNext;
    uint8_t deviceUUID[VK_UUID_SIZE];
    uint8_t driverUUID[VK_UUID_SIZE];
    uint8_t deviceLUID[VK_LUID_SIZE];
    uint32_t deviceNodeMask;
    VkBool32 deviceLUIDValid;
} VkPhysicalDeviceIDProperties;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **deviceUUID** is an array of VK_UUID_SIZE uint8_t values representing a universally unique identifier for the device.
- **driverUUID** is an array of VK_UUID_SIZE uint8_t values representing a universally unique identifier for the driver build in use by the device.
- **deviceLUID** is an array of VK_LUID_SIZE uint8_t values representing a locally unique identifier for the device.
- **deviceNodeMask** is a uint32_t bitfield identifying the node within a linked device adapter corresponding to the device.
- **deviceLUIDValid** is a boolean value that will be VK_TRUE if deviceLUID contains a valid LUID and deviceNodeMask contains a valid node mask, and VK_FALSE if they do not.

If the VkPhysicalDeviceIDProperties structure is included in the pNext chain of the VkPhysicalDeviceProperties2 structure passed to vkGetPhysicalDeviceProperties2, it is filled in with each corresponding implementation-dependent property.

deviceUUID must be immutable for a given device across instances, processes, driver APIs, driver versions, and system reboots.

Applications can compare the driverUUID value across instance and process boundaries, and can make similar queries in external APIs to determine whether they are capable of sharing memory objects and resources using them with the device.

deviceUUID and/or driverUUID must be used to determine whether a particular external object can be shared between driver components, where such a restriction exists as defined in the compatibility table for the particular object type:

- External memory handle types compatibility
- External semaphore handle types compatibility
- External fence handle types compatibility

If deviceLUIDValid is VK_FALSE, the values of deviceLUID and deviceNodeMask are undefined. If deviceLUIDValid is VK_TRUE and Vulkan is running on the Windows operating system, the contents of
DeviceLUID can be cast to an LUID object and must be equal to the locally unique identifier of a IDXGIAdapter1 object that corresponds to physicalDevice. If deviceLUIDValid is VK_TRUE, deviceNodeMask must contain exactly one bit. If Vulkan is running on an operating system that supports the Direct3D 12 API and physicalDevice corresponds to an individual device in a linked device adapter, deviceNodeMask identifies the Direct3D 12 node corresponding to physicalDevice. Otherwise, deviceNodeMask must be 1.

Note

Although they have identical descriptions, VkPhysicalDeviceIDProperties::deviceUUID may differ from VkPhysicalDeviceProperties2::pipelineCacheUUID. The former is intended to identify and correlate devices across API and driver boundaries, while the latter is used to identify a compatible device and driver combination to use when serializing and de-serializing pipeline state.

Implementations should return deviceUUID values which are likely to be unique even in the presence of multiple Vulkan implementations (such as a GPU driver and a software renderer; two drivers for different GPUs; or the same Vulkan driver running on two logically different devices).

Khronos' conformance testing is unable to guarantee that deviceUUID values are actually unique, so implementors should make their own best efforts to ensure this. In particular, hard-coded deviceUUID values, especially all-0 bits, should never be used.

A combination of values unique to the vendor, the driver, and the hardware environment can be used to provide a deviceUUID which is unique to a high degree of certainty. Some possible inputs to such a computation are:

- Information reported by vkGetPhysicalDeviceProperties
- PCI device ID (if defined)
- PCI bus ID, or similar system configuration information.
- Driver binary checksums.

Note

While VkPhysicalDeviceIDProperties::deviceUUID is specified to remain consistent across driver versions and system reboots, it is not intended to be usable as a serializable persistent identifier for a device. It may change when a device is physically added to, removed from, or moved to a different connector in a system while that system is powered down. Further, there is no reasonable way to verify with conformance testing that a given device retains the same UUID in a given system across all driver versions supported in that system. While implementations should make every effort to report consistent device UUIDs across driver versions, applications should avoid relying on the persistence of this value for uses other than identifying compatible devices for external object sharing purposes.
Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceIDProperties-sType-sType**
  
  *sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ID_PROPERTIES*

**VK_UUID_SIZE** is the length in `uint8_t` values of an array containing a universally unique device or driver build identifier, as returned in `VkPhysicalDeviceIDProperties::deviceUUID` and `VkPhysicalDeviceIDProperties::driverUUID`.

```c
#define VK_UUID_SIZE                      16U
```

**VK_LUID_SIZE** is the length in `uint8_t` values of an array containing a locally unique device identifier, as returned in `VkPhysicalDeviceIDProperties::deviceLUID`.

```c
#define VK_LUID_SIZE                      8U
```

The `VkPhysicalDeviceDriverProperties` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceDriverProperties {
    VkStructureType       sType;
    void*                 pNext;
    VkDriverId            driverID;
    char                   driverName[VK_MAX_DRIVER_NAME_SIZE];
    char                   driverInfo[VK_MAX_DRIVER_INFO_SIZE];
    VkConformanceVersion  conformanceVersion;
} VkPhysicalDeviceDriverProperties;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **driverID** is a unique identifier for the driver of the physical device.
- **driverName** is an array of `VK_MAX_DRIVER_NAME_SIZE char` containing a null-terminated UTF-8 string which is the name of the driver.
- **driverInfo** is an array of `VK_MAX_DRIVER_INFO_SIZE char` containing a null-terminated UTF-8 string with additional information about the driver.
- **conformanceVersion** is the latest version of the Vulkan conformance test that the implementor has successfully tested this driver against prior to release (see `VkConformanceVersion`).

If the `VkPhysicalDeviceDriverProperties` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

These are properties of the driver corresponding to a physical device.
driverID must be immutable for a given driver across instances, processes, driver versions, and system reboots.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceDriverProperties-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DRIVER_PROPERTIES

Khronos driver IDs which may be returned in VkPhysicalDeviceDriverProperties::driverID are:

```c
// Provided by VK_VERSION_1_2
typedef enum VkDriverId {
    VK_DRIVER_ID_AMD_PROPRIETARY = 1,
    VK_DRIVER_ID_AMD_OPEN_SOURCE = 2,
    VK_DRIVER_ID_MESA_RADV = 3,
    VK_DRIVER_ID_NVIDIA_PROPRIETARY = 4,
    VK_DRIVER_ID_INTEL_PROPRIETARY_WINDOWS = 5,
    VK_DRIVER_ID_INTEL_OPEN_SOURCE_MESA = 6,
    VK_DRIVER_ID_IMAGINATION_PROPRIETARY = 7,
    VK_DRIVER_ID_QUALCOMM_PROPRIETARY = 8,
    VK_DRIVER_ID_ARM_PROPRIETARY = 9,
    VK_DRIVER_ID_GOOGLE_SWIFTSHADER = 10,
    VK_DRIVER_ID_GGP_PROPRIETARY = 11,
    VK_DRIVER_ID_BROADCOM_PROPRIETARY = 12,
    VK_DRIVER_ID_MESA_LLVMPipe = 13,
    VK_DRIVER_ID_MOLTENVK = 14,
    VK_DRIVER_ID_COREAVI_PROPRIETARY = 15,
    VK_DRIVER_ID_JUICE_PROPRIETARY = 16,
    VK_DRIVER_ID_VERISILICON_PROPRIETARY = 17,
    VK_DRIVER_ID_MESA_TURNIP = 18,
    VK_DRIVER_ID_MESA_V3DV = 19,
    VK_DRIVER_ID_MESA_PANVK = 20,
    VK_DRIVER_ID_SAMSUNG_PROPRIETARY = 21,
    VK_DRIVER_ID_MESA_VENUS = 22,
    VK_DRIVER_ID_MESA_DOZEN = 23,
    VK_DRIVER_ID_MESA_NVK = 24,
    VK_DRIVER_ID_MESA_AGXV = 25,
    VK_DRIVER_ID_MESA_VENUS = 26,
    VK_DRIVER_ID_MESA_RESERVED_27 = 27,
} VkDriverId;
```

Note

Khronos driver IDs may be allocated by vendors at any time. There may be multiple driver IDs for the same vendor, representing different drivers (for e.g. different platforms, proprietary or open source, etc.). Only the latest canonical versions of this Specification, of the corresponding vk.xml API Registry, and of the corresponding vulkan_sc_core.h header file must contain all reserved Khronos
driver IDs.

Only driver IDs registered with Khronos are given symbolic names. There may be unregistered driver IDs returned.

VK_MAX_DRIVER_NAME_SIZE is the length in char values of an array containing a driver name string, as returned in VkPhysicalDeviceDriverProperties::driverName.

```
#define VK_MAX_DRIVER_NAME_SIZE 256U
```

VK_MAX_DRIVER_INFO_SIZE is the length in char values of an array containing a driver information string, as returned in VkPhysicalDeviceDriverProperties::driverInfo.

```
#define VK_MAX_DRIVER_INFO_SIZE 256U
```

The conformance test suite version an implementation is compliant with is described with the VkConformanceVersion structure:

```
// Provided by VK_VERSION_1_2
typedef struct VkConformanceVersion {
    uint8_t major;
    uint8_t minor;
    uint8_t subminor;
    uint8_t patch;
} VkConformanceVersion;
```

- **major** is the major version number of the conformance test suite.
- **minor** is the minor version number of the conformance test suite.
- **subminor** is the subminor version number of the conformance test suite.
- **patch** is the patch version number of the conformance test suite.

The VkPhysicalDevicePCIBusInfoPropertiesEXT structure is defined as:

```
// Provided by VK_EXT_pci_bus_info
typedef struct VkPhysicalDevicePCIBusInfoPropertiesEXT {
    VkStructureType sType;
    void* pNext;
    uint32_t pciDomain;
    uint32_t pciBus;
    uint32_t pciDevice;
    uint32_t pciFunction;
} VkPhysicalDevicePCIBusInfoPropertiesEXT;
```

- **sType** is a VkStructureType value identifying this structure.
• `pNext` is NULL or a pointer to a structure extending this structure.

• `pciDomain` is the PCI bus domain.

• `pciBus` is the PCI bus identifier.

• `pciDevice` is the PCI device identifier.

• `pciFunction` is the PCI device function identifier.

If the `VkPhysicalDevicePCIBusInfoPropertiesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

These are properties of the PCI bus information of a physical device.

**Valid Usage (Implicit)**

• VUID-VkPhysicalDevicePCIBusInfoPropertiesEXT-sType-sType

  sType must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PCI_BUS_INFO_PROPERTIES_EXT`

To query properties of queues available on a physical device, call:

```c
// Provided by VK_VERSION_1_0
void vkGetPhysicalDeviceQueueFamilyProperties(
    VkPhysicalDevice physicalDevice,
    uint32_t* pQueueFamilyPropertyCount,
    VkQueueFamilyProperties* pQueueFamilyProperties);
```

• `physicalDevice` is the handle to the physical device whose properties will be queried.

• `pQueueFamilyPropertyCount` is a pointer to an integer related to the number of queue families available or queried, as described below.

• `pQueueFamilyProperties` is either NULL or a pointer to an array of `VkQueueFamilyProperties` structures.

If `pQueueFamilyProperties` is NULL, then the number of queue families available is returned in `pQueueFamilyPropertyCount`. Implementations must support at least one queue family. Otherwise, `pQueueFamilyPropertyCount` must point to a variable set by the user to the number of elements in the `pQueueFamilyProperties` array, and on return the variable is overwritten with the number of structures actually written to `pQueueFamilyProperties`. If `pQueueFamilyPropertyCount` is less than the number of queue families available, at most `pQueueFamilyPropertyCount` structures will be written.

**Valid Usage (Implicit)**

• VUID-vkGetPhysicalDeviceQueueFamilyProperties-physicalDevice-parameter

  `physicalDevice` must be a valid `VkPhysicalDevice` handle

• VUID-vkGetPhysicalDeviceQueueFamilyProperties-pQueueFamilyPropertyCount-parameter
pQueueFamilyPropertyCount must be a valid pointer to a uint32_t value

- VUID-vkGetPhysicalDeviceQueueFamilyProperties-pQueueFamilyProperties-parameter
If the value referenced by pQueueFamilyPropertyCount is not 0, and pQueueFamilyProperties
is not NULL, pQueueFamilyProperties must be a valid pointer to an array of
pQueueFamilyPropertyCount VkQueueFamilyProperties structures

The VkQueueFamilyProperties structure is defined as:

```
// Provided by VK_VERSION_1_0
typedef struct VkQueueFamilyProperties {
    VkQueueFlags queueFlags;
    uint32_t queueCount;
    uint32_t timestampValidBits;
    VkExtent3D minImageTransferGranularity;
} VkQueueFamilyProperties;
```

- queueFlags is a bitmask of VkQueueFlagBits indicating capabilities of the queues in this queue family.
- queueCount is the unsigned integer count of queues in this queue family. Each queue family must
  support at least one queue.
- timestampValidBits is the unsigned integer count of meaningful bits in the timestamps written
  via vkCmdWriteTimestamp2KHR or vkCmdWriteTimestamp. The valid range for the count is 36
  to 64 bits, or a value of 0, indicating no support for timestamps. Bits outside the valid range are
  guaranteed to be zeros.
- minImageTransferGranularity is the minimum granularity supported for image transfer
  operations on the queues in this queue family.

The value returned in minImageTransferGranularity has a unit of compressed texel blocks for images
having a block-compressed format, and a unit of texels otherwise.

Possible values of minImageTransferGranularity are:

- (0,0,0) specifies that only whole mip levels must be transferred using the image transfer
  operations on the corresponding queues. In this case, the following restrictions apply to all
  offset and extent parameters of image transfer operations:

  ◦ The x, y, and z members of a VkOffset3D parameter must always be zero.

  ◦ The width, height, and depth members of a VkExtent3D parameter must always match the
    width, height, and depth of the image subresource corresponding to the parameter,
    respectively.

- \((A_x, A_y, A_z)\) where \(A_x, A_y, \) and \(A_z\) are all integer powers of two. In this case the following
  restrictions apply to all image transfer operations:

  ◦ \(x, y, \) and \(z\) of a VkOffset3D parameter must be integer multiples of \(A_x, A_y, \) and \(A_z,\)
    respectively.

  ◦ width of a VkExtent3D parameter must be an integer multiple of \(A_x,\) or else \(x + width\) must
equal the width of the image subresource corresponding to the parameter.

- **height** of a *VkExtent3D* parameter **must** be an integer multiple of $A_y$, or else $y + \text{height} \text{ must}$ equal the height of the image subresource corresponding to the parameter.

- **depth** of a *VkExtent3D* parameter **must** be an integer multiple of $A_z$, or else $z + \text{depth} \text{ must}$ equal the depth of the image subresource corresponding to the parameter.

- If the format of the image corresponding to the parameters is one of the block-compressed formats then for the purposes of the above calculations the granularity **must** be scaled up by the compressed texel block dimensions.

Queues supporting graphics and/or compute operations **must** report (1,1,1) in `minImageTransferGranularity`, meaning that there are no additional restrictions on the granularity of image transfer operations for these queues. Other queues supporting image transfer operations are only **required** to support whole mip level transfers, thus `minImageTransferGranularity` for queues belonging to such queue families **may** be (0,0,0).

The **Device Memory** section describes memory properties queried from the physical device.

For physical device feature queries see the **Features** chapter.

Bits which **may** be set in `VkQueueFamilyProperties::queueFlags`, indicating capabilities of queues in a queue family are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkQueueFlagBits {
    VK_QUEUE_GRAPHICS_BIT = 0x00000001,
    VK_QUEUE_COMPUTE_BIT = 0x00000002,
    VK_QUEUE_TRANSFER_BIT = 0x00000004,
    // Provided by VK_VERSION_1_1
    VK_QUEUE_PROTECTED_BIT = 0x00000010,
} VkQueueFlagBits;
```

- **VK_QUEUE_GRAPHICS_BIT** specifies that queues in this queue family support graphics operations.
- **VK_QUEUE_COMPUTE_BIT** specifies that queues in this queue family support compute operations.
- **VK_QUEUE_TRANSFER_BIT** specifies that queues in this queue family support transfer operations.
- **VK_QUEUE_SPARSE_BINDING_BIT** specifies that queues in this queue family support sparse memory management operations (see **Sparse Resources**). If any of the sparse resource features are enabled, then at least one queue family **must** support this bit. This flag is not supported in Vulkan SC [SCID-8].
- **VK_QUEUE_PROTECTED_BIT** specifies that queues in this queue family support the `VK_DEVICE_QUEUE_CREATE_PROTECTED_BIT` bit. (see **Protected Memory**). If the physical device supports the `protectedMemory` feature, at least one of its queue families **must** support this bit.

If an implementation exposes any queue family that supports graphics operations, at least one queue family of at least one physical device exposed by the implementation **must** support both graphics and compute operations.
Furthermore, if the protectedMemory physical device feature is supported, then at least one queue family of at least one physical device exposed by the implementation must support graphics operations, compute operations, and protected memory operations.

**Note**

All commands that are allowed on a queue that supports transfer operations are also allowed on a queue that supports either graphics or compute operations. Thus, if the capabilities of a queue family include VK_QUEUE_GRAPHICS_BIT or VK_QUEUE_COMPUTE_BIT, then reporting the VK_QUEUE_TRANSFER_BIT capability separately for that queue family is optional.

For further details see Queues.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkQueueFlags;
```

**VkQueueFlags** is a bitmask type for setting a mask of zero or more **VkQueueFlagBits**.

To query properties of queues available on a physical device, call:

```c
// Provided by VK_VERSION_1_1
void vkGetPhysicalDeviceQueueFamilyProperties2(
    VkPhysicalDevice physicalDevice,
    uint32_t*pQueueFamilyPropertyCount,
    VkQueueFamilyProperties2*pQueueFamilyProperties);
```

- **physicalDevice** is the handle to the physical device whose properties will be queried.
- **pQueueFamilyPropertyCount** is a pointer to an integer related to the number of queue families available or queried, as described in vkGetPhysicalDeviceQueueFamilyProperties.
- **pQueueFamilyProperties** is either NULL or a pointer to an array of **VkQueueFamilyProperties2** structures.

vkGetPhysicalDeviceQueueFamilyProperties2 behaves similarly to vkGetPhysicalDeviceQueueFamilyProperties, with the ability to return extended information in a `pNext` chain of output structures.

**Valid Usage (Implicit)**

- VUID-vkGetPhysicalDeviceQueueFamilyProperties2-physicalDevice-parameter
  **physicalDevice** must be a valid **VkPhysicalDevice** handle
- VUID-vkGetPhysicalDeviceQueueFamilyProperties2-pQueueFamilyPropertyCount-parameter
  **pQueueFamilyPropertyCount** must be a valid pointer to a `uint32_t` value
- VUID-vkGetPhysicalDeviceQueueFamilyProperties2-pQueueFamilyProperties-parameter
  If the value referenced by `pQueueFamilyPropertyCount` is not 0, and **pQueueFamilyProperties**
is not NULL, `pQueueFamilyProperties` must be a valid pointer to an array of `pQueueFamilyPropertyCount` `VkQueueFamilyProperties2` structures.

The `VkQueueFamilyProperties2` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkQueueFamilyProperties2 {
    VkStructureType sType;
    void* pNext;
    VkQueueFamilyProperties queueFamilyProperties;
} VkQueueFamilyProperties2;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `queueFamilyProperties` is a `VkQueueFamilyProperties` structure which is populated with the same values as in `vkGetPhysicalDeviceQueueFamilyProperties`.

**Valid Usage (Implicit)**

- VUID-VkQueueFamilyProperties2-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_QUEUE_FAMILY_PROPERTIES_2`

- VUID-VkQueueFamilyProperties2-pNext-pNext
  Each `pNext` member of any structure (including this one) in the `pNext` chain must be either `NULL` or a pointer to a valid instance of `VkQueueFamilyCheckpointProperties2NV` or `VkQueueFamilyGlobalPriorityPropertiesKHR`

- VUID-VkQueueFamilyProperties2-sType-unique
  The `sType` value of each struct in the `pNext` chain must be unique

The `VkQueueFamilyGlobalPriorityPropertiesKHR` structure is defined as:

```c
// Provided by VK_KHR_global_priority
typedef struct VkQueueFamilyGlobalPriorityPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    uint32_t priorityCount;
    VkQueueGlobalPriorityKHR priorities[VK_MAX_GLOBAL_PRIORITY_SIZE_KHR];
} VkQueueFamilyGlobalPriorityPropertiesKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `priorityCount` is the number of supported global queue priorities in this queue family, and it must be greater than 0.
- `priorities` is an array of `VK_MAX_GLOBAL_PRIORITY_SIZE_KHR` `VkQueueGlobalPriorityKHR` enums
representing all supported global queue priorities in this queue family. The first `priorityCount` elements of the array will be valid.

If the `VkQueueFamilyGlobalPriorityPropertiesKHR` structure is included in the `pNext` chain of the `VkQueueFamilyProperties2` structure passed to `vkGetPhysicalDeviceQueueFamilyProperties2`, it is filled in with the list of supported global queue priorities for the indicated family.

The valid elements of `priorities` must not contain any duplicate values.

The valid elements of `priorities` must be a continuous sequence of `VkQueueGlobalPriorityKHR` enums in the ascending order.

**Note**

For example, returning `priorityCount` as 3 with supported `priorities` as `VK_QUEUE_GLOBAL_PRIORITY_LOW_KHR`, `VK_QUEUE_GLOBAL_PRIORITY_MEDIUM_KHR` and `VK_QUEUE_GLOBAL_PRIORITY_REALTIME_KHR` is not allowed.

### Valid Usage (Implicit)

- `VUID-VkQueueFamilyGlobalPriorityPropertiesKHR-sType-sType` 
  `sType` must be `VK_STRUCTURE_TYPE_QUEUE_FAMILY_GLOBAL_PRIORITY_PROPERTIES_KHR`

`VK_MAX_GLOBAL_PRIORITY_SIZE_KHR` is the length of an array of `VkQueueGlobalPriorityKHR` enumerants representing supported queue priorities, as returned in `VkQueueFamilyGlobalPriorityPropertiesKHR::priorities`.

```
#define VK_MAX_GLOBAL_PRIORITY_SIZE_KHR   16U
```

To enumerate the performance query counters available on a queue family of a physical device, call:

```c
// Provided by VK_KHR_performance_query
VkResult vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR(
    VkPhysicalDevice physicalDevice,
    uint32_t queueFamilyIndex,
    uint32_t* pCounterCount,
    VkPerformanceCounterKHR* pCounters,
    VkPerformanceCounterDescriptionKHR* pCounterDescriptions);
```

- `physicalDevice` is the handle to the physical device whose queue family performance query counter properties will be queried.
- `queueFamilyIndex` is the index into the queue family of the physical device we want to get properties for.
- `pCounterCount` is a pointer to an integer related to the number of counters available or queried, as described below.
• pCounters is either NULL or a pointer to an array of VkPerformanceCounterKHR structures.
• pCounterDescriptions is either NULL or a pointer to an array of VkPerformanceCounterDescriptionKHR structures.

If pCounters is NULL and pCounterDescriptions is NULL, then the number of counters available is returned in pCounterCount. Otherwise, pCounterCount must point to a variable set by the user to the number of elements in the pCounters, pCounterDescriptions, or both arrays and on return the variable is overwritten with the number of structures actually written out. If pCounterCount is less than the number of counters available, at most pCounterCount structures will be written, and VK_INCOMPLETE will be returned instead of VK_SUCCESS, to indicate that not all the available counters were returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage (Implicit)

• VUID-vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR-physicalDevice-parameter
  physicalDevice must be a valid VkPhysicalDevice handle
• VUID-vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR-pCounterCount-parameter
  pCounterCount must be a valid pointer to a uint32_t value
• VUID-vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR-pCounters-parameter
  If the value referenced by pCounterCount is not Ø, and pCounters is not NULL, pCounters must be a valid pointer to an array of pCounterCount VkPerformanceCounterKHR structures
• VUID-vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR-pCounterDescriptions-parameter
  If the value referenced by pCounterCount is not Ø, and pCounterDescriptions is not NULL, pCounterDescriptions must be a valid pointer to an array of pCounterCount VkPerformanceCounterDescriptionKHR structures

Return Codes

Success
• VK_SUCCESS
• VK_INCOMPLETE

Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY
• VK_ERROR_INITIALIZATION_FAILED
The `VkPerformanceCounterKHR` structure is defined as:

```c
// Provided by VK_KHR_performance_query
typedef struct VkPerformanceCounterKHR {
    VkStructureType sType;
    void* pNext;
    VkPerformanceCounterUnitKHR unit;
    VkPerformanceCounterScopeKHR scope;
    VkPerformanceCounterStorageKHR storage;
    uint8_t uuid[VK_UUID_SIZE];
} VkPerformanceCounterKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `unit` is a `VkPerformanceCounterUnitKHR` specifying the unit that the counter data will record.
- `scope` is a `VkPerformanceCounterScopeKHR` specifying the scope that the counter belongs to.
- `storage` is a `VkPerformanceCounterStorageKHR` specifying the storage type that the counter’s data uses.
- `uuid` is an array of size `VK_UUID_SIZE`, containing 8-bit values that represent a universally unique identifier for the counter of the physical device.

**Valid Usage (Implicit)**

- `VUID-VkPerformanceCounterKHR-sType-sType`  
  `sType` must be `VK_STRUCTURE_TYPE_PERFORMANCE_COUNTER_KHR`
- `VUID-VkPerformanceCounterKHR-pNext-pNext`  
  `pNext` must be `NULL`

Performance counters have an associated unit. This unit describes how to interpret the performance counter result.

The performance counter unit types which **may** be returned in `VkPerformanceCounterKHR::unit` are:
typedef enum VkPerformanceCounterUnitKHR {
    VK_PERFORMANCE_COUNTER_UNIT_GENERIC_KHR = 0,
    VK_PERFORMANCE_COUNTER_UNIT_PERCENTAGE_KHR = 1,
    VK_PERFORMANCE_COUNTER_UNIT_NANOSECONDS_KHR = 2,
    VK_PERFORMANCE_COUNTER_UNIT_BYTES_KHR = 3,
    VK_PERFORMANCE_COUNTER_UNIT_BYTES_PER_SECOND_KHR = 4,
    VK_PERFORMANCE_COUNTER_UNIT_KELVIN_KHR = 5,
    VK_PERFORMANCE_COUNTER_UNIT_WATTS_KHR = 6,
    VK_PERFORMANCE_COUNTER_UNIT_VOLTS_KHR = 7,
    VK_PERFORMANCE_COUNTER_UNIT_AMPS_KHR = 8,
    VK_PERFORMANCE_COUNTER_UNIT_HERTZ_KHR = 9,
    VK_PERFORMANCE_COUNTER_UNIT_CYCLES_KHR = 10,
} VkPerformanceCounterUnitKHR;

• VK_PERFORMANCE_COUNTER_UNIT_GENERIC_KHR - the performance counter unit is a generic data point.
• VK_PERFORMANCE_COUNTER_UNIT_PERCENTAGE_KHR - the performance counter unit is a percentage (%).
• VK_PERFORMANCE_COUNTER_UNIT_NANOSECONDS_KHR - the performance counter unit is a value of nanoseconds (ns).
• VK_PERFORMANCE_COUNTER_UNIT_BYTES_KHR - the performance counter unit is a value of bytes.
• VK_PERFORMANCE_COUNTER_UNIT_BYTES_PER_SECOND_KHR - the performance counter unit is a value of bytes/s.
• VK_PERFORMANCE_COUNTER_UNIT_KELVIN_KHR - the performance counter unit is a temperature reported in Kelvin.
• VK_PERFORMANCE_COUNTER_UNIT_WATTS_KHR - the performance counter unit is a value of watts (W).
• VK_PERFORMANCE_COUNTER_UNIT_VOLTS_KHR - the performance counter unit is a value of volts (V).
• VK_PERFORMANCE_COUNTER_UNIT_AMPS_KHR - the performance counter unit is a value of amps (A).
• VK_PERFORMANCE_COUNTER_UNIT_HERTZ_KHR - the performance counter unit is a value of hertz (Hz).
• VK_PERFORMANCE_COUNTER_UNIT_CYCLES_KHR - the performance counter unit is a value of cycles.

Performance counters have an associated scope. This scope describes the granularity of a performance counter.

The performance counter scope types which may be returned in VkPerformanceCounterKHR::scope are:
// Provided by VK_KHR_performance_query

typedef enum VkPerformanceCounterScopeKHR {
    VK_PERFORMANCE_COUNTER_SCOPE_COMMAND_BUFFER_KHR = 0,
    VK_PERFORMANCE_COUNTER_SCOPE_RENDER_PASS_KHR = 1,
    VK_PERFORMANCE_COUNTER_SCOPE_COMMAND_KHR = 2,
    VK_QUERY_SCOPE_COMMAND_BUFFER_KHR =
    VK_PERFORMANCE_COUNTER_SCOPE_COMMAND_BUFFER_KHR,
    VK_QUERY_SCOPE_RENDER_PASS_KHR = VK_PERFORMANCE_COUNTER_SCOPE_RENDER_PASS_KHR,
    VK_QUERY_SCOPE_COMMAND_KHR = VK_PERFORMANCE_COUNTER_SCOPE_COMMAND_KHR,
} VkPerformanceCounterScopeKHR;

- **VK_PERFORMANCE_COUNTER_SCOPE_COMMAND_BUFFER_KHR** - the performance counter scope is a single complete command buffer.
- **VK_PERFORMANCE_COUNTER_SCOPE_RENDER_PASS_KHR** - the performance counter scope is zero or more complete render passes. The performance query containing the performance counter must begin and end outside a render pass instance.
- **VK_PERFORMANCE_COUNTER_SCOPE_COMMAND_KHR** - the performance counter scope is zero or more commands.

Performance counters have an associated storage. This storage describes the payload of a counter result.

The performance counter storage types which may be returned in `VkPerformanceCounterKHR::storage` are:

// Provided by VK_KHR_performance_query

typedef enum VkPerformanceCounterStorageKHR {
    VK_PERFORMANCE_COUNTER_STORAGE_INT32_KHR = 0,
    VK_PERFORMANCE_COUNTER_STORAGE_INT64_KHR = 1,
    VK_PERFORMANCE_COUNTER_STORAGE_UINT32_KHR = 2,
    VK_PERFORMANCE_COUNTER_STORAGE_UINT64_KHR = 3,
    VK_PERFORMANCE_COUNTER_STORAGE_FLOAT32_KHR = 4,
    VK_PERFORMANCE_COUNTER_STORAGE_FLOAT64_KHR = 5,
} VkPerformanceCounterStorageKHR;

- **VK_PERFORMANCE_COUNTER_STORAGE_INT32_KHR** - the performance counter storage is a 32-bit signed integer.
- **VK_PERFORMANCE_COUNTER_STORAGE_INT64_KHR** - the performance counter storage is a 64-bit signed integer.
- **VK_PERFORMANCE_COUNTER_STORAGE_UINT32_KHR** - the performance counter storage is a 32-bit unsigned integer.
- **VK_PERFORMANCE_COUNTER_STORAGE_UINT64_KHR** - the performance counter storage is a 64-bit unsigned integer.
- **VK_PERFORMANCE_COUNTER_STORAGE_FLOAT32_KHR** - the performance counter storage is a 32-bit floating-point.
• **VK_PERFORMANCE_COUNTER_STORAGE_FLOAT64_KHR** - the performance counter storage is a 64-bit floating-point.

The **VkPerformanceCounterDescriptionKHR** structure is defined as:

```c
// Provided by VK_KHR_performance_query
typedef struct VkPerformanceCounterDescriptionKHR {
    VkStructureType sType;
    void* pNext;
    VkPerformanceCounterDescriptionFlagsKHR flags;
    char name[VK_MAX_DESCRIPTION_SIZE];
    char category[VK_MAX_DESCRIPTION_SIZE];
    char description[VK_MAX_DESCRIPTION_SIZE];
} VkPerformanceCounterDescriptionKHR;
```

• **sType** is a **VkStructureType** value identifying this structure.

• **pNext** is **NULL** or a pointer to a structure extending this structure.

• **flags** is a bitmask of **VkPerformanceCounterDescriptionFlagBitsKHR** indicating the usage behavior for the counter.

• **name** is an array of size **VK_MAX_DESCRIPTION_SIZE**, containing a null-terminated UTF-8 string specifying the name of the counter.

• **category** is an array of size **VK_MAX_DESCRIPTION_SIZE**, containing a null-terminated UTF-8 string specifying the category of the counter.

• **description** is an array of size **VK_MAX_DESCRIPTION_SIZE**, containing a null-terminated UTF-8 string specifying the description of the counter.

### Valid Usage (Implicit)

- **VUID-VkPerformanceCounterDescriptionKHR-sType-sType**  
  **sType** must be **VK_STRUCTURE_TYPE_PERFORMANCE_COUNTER_DESCRIPTION_KHR**

- **VUID-VkPerformanceCounterDescriptionKHR-pNext-pNext**  
  **pNext** must be **NULL**

Bits which **can** be set in **VkPerformanceCounterDescriptionKHR::flags**, specifying usage behavior of a performance counter, are:
typedef enum VkPerformanceCounterDescriptionFlagBitsKHR {
    VK_PERFORMANCE_COUNTER_DESCRIPTION_PERFORMANCE_IMPACTING_BIT_KHR = 0x00000001,
    VK_PERFORMANCE_COUNTER_DESCRIPTION_CONCURRENTLY_IMPACTED_BIT_KHR = 0x00000002,
    VK_PERFORMANCE_COUNTER_DESCRIPTION_PERFORMANCE_IMPACTING_KHR =
    VK_PERFORMANCE_COUNTER_DESCRIPTION_PERFORMANCE_IMPACTING_BIT_KHR,
    VK_PERFORMANCE_COUNTER_DESCRIPTION_CONCURRENTLY_IMPACTED_KHR =
    VK_PERFORMANCE_COUNTER_DESCRIPTION_CONCURRENTLY_IMPACTED_BIT_KHR,
} VkPerformanceCounterDescriptionFlagBitsKHR;

- VK_PERFORMANCE_COUNTER_DESCRIPTION_PERFORMANCE_IMPACTING_BIT_KHR specifies that recording the counter *may* have a noticeable performance impact.
- VK_PERFORMANCE_COUNTER_DESCRIPTION_CONCURRENTLY_IMPACTED_BIT_KHR specifies that concurrently recording the counter while other submitted command buffers are running *may* impact the accuracy of the recording.

// Provided by VK_KHR_performance_query
typedef VkFlags VkPerformanceCounterDescriptionFlagsKHR;

VkPerformanceCounterDescriptionFlagsKHR is a bitmask type for setting a mask of zero or more VkPerformanceCounterDescriptionFlagBitsKHR.

5.2. Devices

Device objects represent logical connections to physical devices. Each device exposes a number of queue families each having one or more queues. All queues in a queue family support the same operations.

As described in Physical Devices, a Vulkan application will first query for all physical devices in a system. Each physical device can then be queried for its capabilities, including its queue and queue family properties. Once an acceptable physical device is identified, an application will create a corresponding logical device. The created logical device is then the primary interface to the physical device.

How to enumerate the physical devices in a system and query those physical devices for their queue family properties is described in the Physical Device Enumeration section above.

A single logical device can be created from multiple physical devices, if those physical devices belong to the same device group. A device group is a set of physical devices that support accessing each other's memory and recording a single command buffer that can be executed on all the physical devices. Device groups are enumerated by calling vkEnumeratePhysicalDeviceGroups, and a logical device is created from a subset of the physical devices in a device group by passing the physical devices through VkDeviceGroupDeviceCreateInfo. For two physical devices to be in the same device group, they must support identical extensions, features, and properties.

**Note**
Physical devices in the same device group **must** be so similar because there are no rules for how different features/properties would interact. They **must** return the same values for nearly every invariant `vkGetPhysicalDevice*` feature, property, capability, etc., but could potentially differ for certain queries based on things like having a different display connected, or a different compositor. The specification does not attempt to enumerate which state is in each category, because such a list would quickly become out of date.

To retrieve a list of the device groups present in the system, call:

```c
// Provided by VK_VERSION_1_1
VkResult vkEnumeratePhysicalDeviceGroups(
    VkInstance instance,
    uint32_t* pPhysicalDeviceGroupCount,
    VkPhysicalDeviceGroupProperties* pPhysicalDeviceGroupProperties);
```

- `instance` is a handle to a Vulkan instance previously created with `vkCreateInstance`.
- `pPhysicalDeviceGroupCount` is a pointer to an integer related to the number of device groups available or queried, as described below.
- `pPhysicalDeviceGroupProperties` is either `NULL` or a pointer to an array of `VkPhysicalDeviceGroupProperties` structures.

If `pPhysicalDeviceGroupProperties` is `NULL`, then the number of device groups available is returned in `pPhysicalDeviceGroupCount`. Otherwise, `pPhysicalDeviceGroupCount` **must** point to a variable set by the user to the number of elements in the `pPhysicalDeviceGroupProperties` array, and on return the variable is overwritten with the number of structures actually written to `pPhysicalDeviceGroupProperties`. If `pPhysicalDeviceGroupCount` is less than the number of device groups available, at most `pPhysicalDeviceGroupCount` structures will be written, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available device groups were returned.

Every physical device **must** be in exactly one device group.

**Valid Usage (Implicit)**

- `VUID-vkEnumeratePhysicalDeviceGroups-instance-parameter`
  `instance` **must** be a valid `VkInstance` handle

- `VUID-vkEnumeratePhysicalDeviceGroups-pPhysicalDeviceGroupCount-parameter`
  `pPhysicalDeviceGroupCount` **must** be a valid pointer to a `uint32_t` value

- `VUID-vkEnumeratePhysicalDeviceGroups-pPhysicalDeviceGroupProperties-parameter`
  If the value referenced by `pPhysicalDeviceGroupCount` is not 0, and `pPhysicalDeviceGroupProperties` is not `NULL`, `pPhysicalDeviceGroupProperties` **must** be a valid pointer to an array of `pPhysicalDeviceGroupCount` `VkPhysicalDeviceGroupProperties` structures
Return Codes

Success
• VK_SUCCESS
• VK_INCOMPLETE

Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY
• VK_ERROR_INITIALIZATION_FAILED

The VkPhysicalDeviceGroupProperties structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceGroupProperties {
    VkStructureType sType;
    void* pNext;
    uint32_t physicalDeviceCount;
    VkPhysicalDevice physicalDevices[VK_MAX_DEVICE_GROUP_SIZE];
    VkBool32 subsetAllocation;
} VkPhysicalDeviceGroupProperties;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **physicalDeviceCount** is the number of physical devices in the group.
- **physicalDevices** is an array of VK_MAX_DEVICE_GROUP_SIZE VkPhysicalDevice handles representing all physical devices in the group. The first physicalDeviceCount elements of the array will be valid.
- **subsetAllocation** specifies whether logical devices created from the group support allocating device memory on a subset of devices, via the deviceMask member of the VkMemoryAllocateFlagsInfo. If this is VK_FALSE, then all device memory allocations are made across all physical devices in the group. If physicalDeviceCount is 1, then subsetAllocation must be VK_FALSE.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceGroupProperties-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_GROUP_PROPERTIES
- VUID-VkPhysicalDeviceGroupProperties-pNext-pNext
  pNext must be NULL

VK_MAX_DEVICE_GROUP_SIZE is the length of an array containing VkPhysicalDevice handle values
representing all physical devices in a group, as returned in `VkPhysicalDeviceGroupProperties::physicalDevices`.

```c
#define VK_MAX_DEVICE_GROUP_SIZE 32U
```

### 5.2.1. Device Creation

Logical devices are represented by `VkDevice` handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_HANDLE(VkDevice)
```

A logical device is created as a *connection* to a physical device. To create a logical device, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateDevice(
    VkPhysicalDevice physicalDevice,
    const VkDeviceCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkDevice* pDevice);
```

- `physicalDevice` must be one of the device handles returned from a call to `vkEnumeratePhysicalDevices` (see Physical Device Enumeration).
- `pCreateInfo` is a pointer to a `VkDeviceCreateInfo` structure containing information about how to create the device.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pDevice` is a pointer to a handle in which the created `VkDevice` is returned.

`vkCreateDevice` verifies that extensions and features requested in the `ppEnabledExtensionNames` and `pEnabledFeatures` members of `pCreateInfo`, respectively, are supported by the implementation. If any requested extension is not supported, `vkCreateDevice` must return `VK_ERROR_EXTENSION_NOT_PRESENT`. If any requested feature is not supported, `vkCreateDevice` must return `VK_ERROR_FEATURE_NOT_PRESENT`. Support for extensions can be checked before creating a device by querying `vkEnumerateDeviceExtensionProperties`. Support for features can similarly be checked by querying `vkGetPhysicalDeviceFeatures`.

`vkCreateDevice` also verifies that mandatory structures and features for Vulkan SC are present and enabled:

- The `pNext` chain must include a `VkDeviceObjectReservationCreateInfo` structure.
- The `pNext` chain must include a `VkPhysicalDeviceVulkanSC10Features` structure.

If any of these conditions are not met, `vkCreateDevice` must return `VK_ERROR_INITIALIZATION_FAILED`.

After verifying and enabling the extensions the `VkDevice` object is created and returned to the
An implementation may allow multiple logical devices to be created from the same physical device. Logical device creation may fail due to lack of device-specific resources, including too many other logical devices, in addition to other errors. If that occurs, `vkCreateDevice` will return `VK_ERROR_TOO_MANY_OBJECTS`.

If the pipeline cache data pointed to by the `pInitialData` member of any element of `VkDeviceObjectReservationCreateInfo::pPipelineCacheCreateInfos` is not compatible with the device, then `vkCreateDevice` will return `VK_ERROR_INVALID_PIPELINE_CACHE_DATA`.

Some implementations may only accept pipeline cache data pointers that conform to platform and/or implementation specific alignment requirements. These alignment requirements cannot exceed 8 bytes. If any of the pipeline cache data pointers specified in the `pInitialData` member of the elements of `VkDeviceObjectReservationCreateInfo::pPipelineCacheCreateInfos` are not aligned according to these requirements, then `vkCreateDevice` will return `VK_ERROR_INVALID_PIPELINE_CACHE_DATA`.

To provide application parameters at device creation time, an application can link one or more `VkApplicationParametersEXT` structures to the `pNext` chain of the `VkDeviceCreateInfo` structure.

If the `VkApplicationParametersEXT::vendorID` and `VkApplicationParametersEXT::deviceID` values do not match the `VkPhysicalDeviceProperties::vendorID` and `VkPhysicalDeviceProperties::deviceID` of `physicalDevice`, `vkCreateDevice` must return `VK_ERROR_INITIALIZATION_FAILED`.

If `VkApplicationParametersEXT::key` is not a valid implementation-defined application parameter key for the device being created, or if `value` is not a valid value for the specified `key`, `vkCreateDevice` will fail and return `VK_ERROR_INITIALIZATION_FAILED`.

For any implementation-defined application parameter `key` that exists but is not set by the application, the implementation-specific default value is used.

### Valid Usage

- VUID-vkCreateDevice-ppEnabledExtensionNames-01387
  All required device extensions for each extension in the `VkDeviceCreateInfo::ppEnabledExtensionNames` list must also be present in that list

- VUID-vkCreateDevice-key-05092
  The key value of each `VkApplicationParametersEXT` structure in the `VkDeviceCreateInfo::pNext` chain must be unique

- VUID-vkCreateDevice-deviceMemoryRequestCount-05095
  The sum of `deviceMemoryRequestCount` over all `VkDeviceObjectReservationCreateInfo` structures included in the `VkDeviceCreateInfo::pNext` chain must be less than or equal to `VkPhysicalDeviceLimits::maxMemoryAllocationCount`

- VUID-vkCreateDevice-samplerRequestCount-05096
  The sum of `samplerRequestCount` over all `VkDeviceObjectReservationCreateInfo` structures included in the `VkDeviceCreateInfo::pNext` chain must be less than or equal to `VkPhysicalDeviceLimits::maxSamplerAllocationCount`
Valid Usage (Implicit)

- VUID-vkCreateDevice-physicalDevice-parameter
  physicalDevice must be a valid VkPhysicalDevice handle

- VUID-vkCreateDevice-pCreateInfo-parameter
  pCreateInfo must be a valid pointer to a valid VkDeviceCreateInfo structure

- VUID-vkCreateDevice-pAllocator-null
  pAllocator must be NULL

- VUID-vkCreateDevice-pDevice-parameter
  pDevice must be a valid pointer to a VkDevice handle

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_INITIALIZATION_FAILED
- VK_ERROR_EXTENSION_NOT_PRESENT
- VK_ERROR_FEATURE_NOT_PRESENT
- VK_ERROR_TOO_MANY_OBJECTS
- VK_ERROR_DEVICE_LOST
- VK_ERROR_INVALID_PIPELINE_CACHE_DATA

The VkDeviceCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkDeviceCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkDeviceCreateFlags flags;
    uint32_t queueCreateInfoCount;
    const VkDeviceQueueCreateInfo* pQueueCreateInfos;
    uint32_t enabledLayerCount;
    const char* const* ppEnabledLayerNames;
    uint32_t enabledExtensionCount;
    const char* const* ppEnabledExtensionNames;
    const VkPhysicalDeviceFeatures* pEnabledFeatures;
} VkDeviceCreateInfo;
```
• **sType** is a *VkStructureType* value identifying this structure.

• **pNext** is **NULL** or a pointer to a structure extending this structure.

• **flags** is reserved for future use.

• **queueCreateInfoCount** is the unsigned integer size of the *pNext* array. Refer to the **Queue Creation** section below for further details.

• **pNext** is a pointer to an array of *VkDeviceQueueCreateInfo* structures describing the queues that are requested to be created along with the logical device. Refer to the **Queue Creation** section below for further details.

• **enabledLayerCount** is deprecated and ignored.

• **ppEnabledLayerNames** is deprecated and ignored. See **Device Layer Deprecation**.

• **enabledExtensionCount** is the number of device extensions to enable.

• **ppEnabledExtensionNames** is a pointer to an array of **enabledExtensionCount** null-terminated UTF-8 strings containing the names of extensions to enable for the created device. See the **Extensions** section for further details.

• **pEnabledFeatures** is **NULL** or a pointer to a *VkPhysicalDeviceFeatures* structure containing boolean indicators of all the features to be enabled. Refer to the **Features** section for further details.

---

**Valid Usage**

• **VUID-VkDeviceCreateInfo-queueFamilyIndex-02802**

  The **queueFamilyIndex** member of each element of *pNext* must be unique within *pNext*, except that two members can share the same **queueFamilyIndex** if one describes protected-capable queues and one describes queues that are not protected-capable.

• **VUID-VkDeviceCreateInfo-pQueueCreateInfos-06755**

  If multiple elements of *pNext* share the same **queueFamilyIndex**, the sum of their **queueCount** members must be less than or equal to the **queueCount** member of the *VkQueueFamilyProperties* structure, as returned by *vkGetPhysicalDeviceQueueFamilyProperties* in the **queueFamilyProperties**[queueFamilyIndex].

• **VUID-VkDeviceCreateInfo-pQueueCreateInfos-06654**

  If multiple elements of *pNext* share the same **queueFamilyIndex**, then all of such elements must have the same global priority level, which can be specified explicitly by the including a *VkDeviceQueueGlobalPriorityCreateInfoKHR* structure in the **pNext** chain, or by the implicit default value.

• **VUID-VkDeviceCreateInfo-pNext-00373**

  If the **pNext** chain includes a *VkPhysicalDeviceFeatures2* structure, then *pNext* must be **NULL**.

• **VUID-VkDeviceCreateInfo-pNext-02829**

  If the **pNext** chain includes a *VkPhysicalDeviceVulkan11Features* structure, then it must not include a *VkPhysicalDevice16BitStorageFeatures*,

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VkPhysicalDeviceMultiviewFeatures, VkPhysicalDeviceVariablePointersFeatures,
VkPhysicalDeviceProtectedMemoryFeatures,
VkPhysicalDeviceSamplerYcbcrConversionFeatures,
or VkPhysicalDeviceShaderDrawParametersFeatures structure

• VUID-VkDeviceCreateInfo-pNext-02830
  If the pNext chain includes a VkPhysicalDeviceVulkan12Features structure, then it must not include a
  VkPhysicalDevice8BitStorageFeatures,
  VkPhysicalDeviceShaderAtomicInt64Features,
  VkPhysicalDeviceDescriptorIndexingFeatures,
  VkPhysicalDeviceScalarBlockLayoutFeatures,
  VkPhysicalDeviceImagelessFramebufferFeatures,
  VkPhysicalDeviceUniformBufferStandardLayoutFeatures,
  VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures,
  VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures,
  VkPhysicalDeviceHostQueryResetFeatures,
  VkPhysicalDeviceTimelineSemaphoreFeatures,
  VkPhysicalDeviceBufferDeviceAddressFeatures,
or VkPhysicalDeviceVulkanMemoryModelFeatures structure

• VUID-VkDeviceCreateInfo-None-04896
  If sparseImageInt64Atomics is enabled, shaderImageInt64Atomics must be enabled

• VUID-VkDeviceCreateInfo-None-04897
  If sparseImageFloat32Atomics is enabled, shaderImageFloat32Atomics must be enabled

• VUID-VkDeviceCreateInfo-None-04898
  If sparseImageFloat32AtomicAdd is enabled, shaderImageFloat32AtomicAdd must be enabled

Valid Usage (Implicit)

• VUID-VkDeviceCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_DEVICE_CREATE_INFO

• VUID-VkDeviceCreateInfo-pNext-pNext
  Each pNext member of any structure (including this one) in the pNext chain must be either
  NULL or a pointer to a valid instance of VkApplicationParametersEXT,
  VkDeviceGroupDeviceCreateInfo, VkDeviceObjectReservationCreateInfo,
  VkDeviceSemaphoreSciSyncPoolReservationCreateInfoNV, VkFaultCallbackInfo,
  VkPerformanceQueryReservationInfoKHR, VkPhysicalDevice16BitStorageFeatures,
  VkPhysicalDevice4444FormatsFeaturesEXT, VkPhysicalDevice8BitStorageFeatures,
  VkPhysicalDeviceASTCDecodeFeaturesEXT,
  VkPhysicalDeviceBlendOperationAdvancedFeaturesEXT,
  VkPhysicalDeviceBufferDeviceAddressFeatures,
  VkPhysicalDeviceColorWriteEnableFeaturesEXT,
  VkPhysicalDeviceCustomBorderColorFeaturesEXT,
  VkPhysicalDeviceDepthClipEnableFeaturesEXT,
  VkPhysicalDeviceDescriptorIndexingFeatures,
  VkPhysicalDeviceExtendedDynamicState2FeaturesEXT,
VkPhysicalDeviceExtendedDynamicStateFeaturesEXT,
VkPhysicalDeviceExternalMemorySciBufFeaturesNV,
VkPhysicalDeviceExternalMemoryScreenBufferFeaturesQNX,
VkPhysicalDeviceExternalSciSync2FeaturesNV,
VkPhysicalDeviceExternalSciSyncFeaturesNV,
VkPhysicalDeviceFragmentShaderInterlockFeaturesEXT,
VkPhysicalDeviceFragmentShadingRateFeaturesKHR,
VkPhysicalDeviceGlobalPriorityQueryFeaturesKHR,
VkPhysicalDeviceHostQueryResetFeatures,
VkPhysicalDeviceImageRobustnessFeatures,
VkPhysicalDeviceImagelessFramebufferFeatures,
VkPhysicalDeviceIndexTypeUint8FeaturesKHR,
VkPhysicalDeviceLineRasterizationFeaturesKHR,
VkPhysicalDeviceMultiviewFeatures,
VkPhysicalDevicePerformanceQueryFeaturesKHR,
VkPhysicalDeviceProtectedMemoryFeatures,
VkPhysicalDeviceRobustness2FeaturesEXT,
VkPhysicalDeviceShaderAtomicFloatFeaturesEXT,
VkPhysicalDeviceShaderAtomicInt64Features,
VkPhysicalDeviceShaderClockFeaturesKHR,
VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures,
VkPhysicalDeviceShaderDrawParametersFeatures,
VkPhysicalDeviceShaderFloat16Int8Features,
VkPhysicalDeviceShaderImageAtomicInt64FeaturesEXT,
VkPhysicalDeviceShaderTerminateInvocationFeatures,
VkPhysicalDeviceSubgroupSizeControlFeatures,
VkPhysicalDeviceSynchronization2Features,
VkPhysicalDeviceTexelBufferAlignmentFeaturesEXT,
VkPhysicalDeviceTextureCompressionASTCHDRFeatures,
VkPhysicalDeviceTimelineSemaphoreFeatures,
VkPhysicalDeviceUniformBufferStandardLayoutFeatures,
VkPhysicalDeviceVariablePointersFeatures,
VkPhysicalDeviceVertexAttributeDivisorFeaturesKHR,
VkPhysicalDeviceVertexInputDynamicStateFeaturesEXT,
VkPhysicalDeviceVulkan11Features,
VkPhysicalDeviceVulkan12Features,
VkPhysicalDeviceVulkanMemoryModelFeatures,
VkPhysicalDeviceVulkanSC10Features,
VkPhysicalDeviceYcbcr2Plane444FormatsFeaturesEXT,
VkPhysicalDeviceYcbcrImageArraysFeaturesEXT,

- VUID-VkDeviceCreateInfo-sType-unique
  The sType value of each struct in the pNext chain must be unique, with the exception of structures of type VkApplicationParametersEXT, VkDeviceObjectReservationCreateInfo,
  VkDeviceSemaphoreSciSyncPoolReservationCreateInfo,
  VkPerformanceQueryReservationInfoKHR,

- VUID-VkDeviceCreateInfo-flags-zerobitmask
  flags must be 0
• VUID-VkDeviceCreateInfo-pQueueCreateInfos-parameter
  pQueueCreateInfos must be a valid pointer to an array of queueCreateInfoCount valid
  VkDeviceQueueCreateInfo structures

• VUID-VkDeviceCreateInfo-ppEnabledLayerNames-parameter
  If enabledLayerCount is not 0, ppEnabledLayerNames must be a valid pointer to an array of
  enabledLayerCount null-terminated UTF-8 strings

• VUID-VkDeviceCreateInfo-ppEnabledExtensionNames-parameter
  If enabledExtensionCount is not 0, ppEnabledExtensionNames must be a valid pointer to an
  array of enabledExtensionCount null-terminated UTF-8 strings

• VUID-VkDeviceCreateInfo-pEnabledFeatures-parameter
  If pEnabledFeatures is not NULL, pEnabledFeatures must be a valid pointer to a valid
  VkPhysicalDeviceFeatures structure

• VUID-VkDeviceCreateInfo-queueCreateInfoCount-arraylength
  queueCreateInfoCount must be greater than 0

// Provided by VK_VERSION_1_0
typedef VkFlags VkDeviceCreateFlags;

VkDeviceCreateFlags is a bitmask type for setting a mask, but is currently reserved for future use.

A logical device can be created that connects to one or more physical devices by adding a
VkDeviceGroupDeviceCreateInfo structure to the pNext chain of VkDeviceCreateInfo. The
VkDeviceGroupDeviceCreateInfo structure is defined as:

// Provided by VK_VERSION_1_1
typedef struct VkDeviceGroupDeviceCreateInfo {
  VkStructureType sType;
  const void* pNext;
  uint32_t physicalDeviceCount;
  const VkPhysicalDevice* pPhysicalDevices;
} VkDeviceGroupDeviceCreateInfo;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• physicalDeviceCount is the number of elements in the pPhysicalDevices array.
• pPhysicalDevices is a pointer to an array of physical device handles belonging to the same
device group.

The elements of the pPhysicalDevices array are an ordered list of the physical devices that the
logical device represents. These must be a subset of a single device group, and need not be in the
same order as they were enumerated. The order of the physical devices in the pPhysicalDevices
array determines the device index of each physical device, with element i being assigned a device
index of i. Certain commands and structures refer to one or more physical devices by using device
indices or *device masks* formed using device indices.

A logical device created without using `VkDeviceGroupDeviceCreateInfo`, or with `physicalDeviceCount` equal to zero, is equivalent to a `physicalDeviceCount` of one and `pPhysicalDevices` pointing to the `physicalDevice` parameter to `vkCreateDevice`. In particular, the device index of that physical device is zero.

### Valid Usage

- **VUID-VkDeviceGroupDeviceCreateInfo-pPhysicalDevices-00375**
  
  Each element of `pPhysicalDevices` must be unique

- **VUID-VkDeviceGroupDeviceCreateInfo-pPhysicalDevices-00376**
  
  All elements of `pPhysicalDevices` must be in the same device group as enumerated by `vkEnumeratePhysicalDeviceGroups`

- **VUID-VkDeviceGroupDeviceCreateInfo-physicalDeviceCount-00377**
  
  If `physicalDeviceCount` is not 0, the `physicalDevice` parameter of `vkCreateDevice` must be an element of `pPhysicalDevices`

### Valid Usage (Implicit)

- **VUID-VkDeviceGroupDeviceCreateInfo-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_DEVICE_GROUP_DEVICE_CREATE_INFO`

- **VUID-VkDeviceGroupDeviceCreateInfo-pPhysicalDevices-parameter**
  
  If `physicalDeviceCount` is not 0, `pPhysicalDevices` must be a valid pointer to an array of `physicalDeviceCount` valid `VkPhysicalDevice` handles

Data structures for objects are reserved by the implementation at device creation time. The application must provide upper bounds on numbers of objects and other limits at device creation time. To reserve data structures for use by objects created from this device, add a `VkDeviceObjectReservationCreateInfo` structure to the `pNext` chain of the `VkDeviceCreateInfo` structure.
// Provided by VKSC_VERSION_1_0

typedef struct VkDeviceObjectReservationCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t pipelineCacheCreateInfoCount;
    const VkPipelineCacheCreateInfo* pipelineCacheCreateInfos;
    uint32_t pipelinePoolSizeCount;
    const VkPipelinePoolSize* pipelinePoolSizes;
    uint32_t semaphoreRequestCount;
    uint32_t commandBufferRequestCount;
    uint32_t fenceRequestCount;
    uint32_t deviceMemoryRequestCount;
    uint32_t bufferRequestCount;
    uint32_t imageRequestCount;
    uint32_t eventRequestCount;
    uint32_t queryPoolRequestCount;
    uint32_t bufferViewRequestCount;
    uint32_t imageViewRequestCount;
    uint32_t layeredImageViewRequestCount;
    uint32_t pipelineCacheRequestCount;
    uint32_t pipelineLayoutRequestCount;
    uint32_t renderPassRequestCount;
    uint32_t graphicsPipelineRequestCount;
    uint32_t computePipelineRequestCount;
    uint32_t descriptorSetLayoutRequestCount;
    uint32_t samplerRequestCount;
    uint32_t descriptorPoolRequestCount;
    uint32_t descriptorSetRequestCount;
    uint32_t framebufferRequestCount;
    uint32_t commandPoolRequestCount;
    uint32_t samplerYcbcrConversionRequestCount;
    uint32_t surfaceRequestCount;
    uint32_t swapchainRequestCount;
    uint32_t displayModeRequestCount;
    uint32_t subpassDescriptionRequestCount;
    uint32_t attachmentDescriptionRequestCount;
    uint32_t descriptorSetLayoutBindingRequestCount;
    uint32_t descriptorSetLayoutBindingLimit;
    uint32_t maxImageViewMipLevels;
    uint32_t maxImageViewArrayLayers;
    uint32_t maxLayeredImageViewMipLevels;
    uint32_t maxOcclusionQueriesPerPool;
    uint32_t maxPipelineStatisticsQueriesPerPool;
    uint32_t maxTimestampQueriesPerPool;
    uint32_t maxImmutableSamplersPerDescriptorSetLayout;
} VkDeviceObjectReservationCreateInfo;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• **pipelineCacheCreateInfoCount** is the length of the `pPipelineCacheCreateInfos` array.

• **pPipelineCacheCreateInfos** is a pointer to an array of `VkPipelineCacheCreateInfo` structures that contain the creation information of the pipeline caches that can be created on this device.

• **pipelinePoolSizeCount** is the length of the `pPipelinePoolSizes` array.

• **pPipelinePoolSizes** is a pointer to an array of `VkPipelinePoolSize` structures requesting memory be reserved for pipelines of the specified sizes.

• **semaphoreRequestCount** is the requested maximum number of `VkSemaphore` objects that can exist at the same time.

• **commandBufferRequestCount** is the requested maximum number of `VkCommandBuffer` objects that can be reserved by all `VkCommandPool` objects.

• **fenceRequestCount** is the requested maximum number of `VkFence` objects that can exist at the same time.

• **deviceMemoryRequestCount** is the requested maximum number of `VkDeviceMemory` objects that can exist at the same time.

• **bufferRequestCount** is the requested maximum number of `VkBuffer` objects that can exist at the same time.

• **imageRequestCount** is the requested maximum number of `VkImage` objects that can exist at the same time.

• **eventRequestCount** is the requested maximum number of `VkEvent` objects that can exist at the same time.

• **queryPoolRequestCount** is the requested maximum number of `VkQueryPool` objects that can exist at the same time.

• **bufferViewRequestCount** is the requested maximum number of `VkBufferView` objects that can exist at the same time.

• **imageViewRequestCount** is the requested maximum number of `VkImageView` objects that can exist at the same time.

• **layeredImageViewRequestCount** is the requested maximum number of `VkImageView` objects created with `VkImageViewCreateInfo::subresourceRange.layerCount` greater than 1 that can exist at the same time.

• **pipelineCacheRequestCount** is the requested maximum number of `VkPipelineCache` objects that can exist at the same time.

• **pipelineLayoutRequestCount** is the requested maximum number of `VkPipelineLayout` objects that can exist at the same time.

• **renderPassRequestCount** is the requested maximum number of `VkRenderPass` objects that can exist at the same time.

• **graphicsPipelineRequestCount** is the requested maximum number of graphics `VkPipeline` objects that can exist at the same time.

• **computePipelineRequestCount** is the requested maximum number of compute `VkPipeline` objects that can exist at the same time.

• **descriptorSetLayoutRequestCount** is the requested maximum number of `VkDescriptorSetLayout`
objects that **can** exist at the same time.

- **samplerRequestCount** is the requested maximum number of `VkSampler` objects that **can** exist at the same time.

- **descriptorPoolRequestCount** is the requested maximum number of `VkDescriptorPool` objects that **can** exist at the same time.

- **descriptorSetRequestCount** is the requested maximum number of `VkDescriptorSet` objects that **can** exist at the same time.

- **framebufferRequestCount** is the requested maximum number of `VkFramebuffer` objects that **can** exist at the same time.

- **commandPoolRequestCount** is the requested maximum number of `VkCommandPool` objects that **can** exist at the same time.

- **samplerYcbcrConversionRequestCount** is the requested maximum number of `VkSamplerYcbcrConversion` objects that **can** exist at the same time.

- **surfaceRequestCount** is deprecated and implementations **must** ignore it.

- **swapchainRequestCount** is the requested maximum number of `VkSwapchainKHR` objects that **can** exist at the same time.

- **displayModeRequestCount** is deprecated and implementations **must** ignore it.

- **subpassDescriptionRequestCount** is the requested maximum sum of all `VkRenderPassCreateInfo2::subpassCount` values across all `VkRenderPass` objects that **can** exist at the same time.

- **attachmentDescriptionRequestCount** is the requested maximum sum of all `VkRenderPassCreateInfo2::attachmentCount` values across all `VkRenderPass` objects that **can** exist at the same time.

- **descriptorSetLayoutBindingRequestCount** is the requested maximum sum of all `VkDescriptorSetLayoutCreateInfo::bindingCount` values across all `VkDescriptorSetLayout` objects that **can** exist at the same time.

- **descriptorSetLayoutBindingLimit** is one greater than the maximum value of `VkDescriptorSetLayoutBinding::binding` that **can** be used.

- **maxImageViewMipLevels** is the maximum value of `VkImageViewCreateInfo::subresourceRange.levelCount` that **can** be used.

- **maxImageViewArrayLayers** is the maximum value of ` VkImageViewCreateInfo::subresourceRange.layerCount` that **can** be used.

- **maxLayeredImageViewMipLevels** is the maximum value of ` VkImageViewCreateInfo::subresourceRange.levelCount` that **can** be used when ` VkImageViewCreateInfo::subresourceRange.layerCount` is greater than 1.

- **maxOcclusionQueriesPerPool** is the requested maximum number of `VK_QUERY_TYPE_OCCLUSION` queries that **can** exist at the same time in a single query pool.

- **maxPipelineStatisticsQueriesPerPool** is the requested maximum number of `VK_QUERY_TYPE_PIPELINE_STATISTICS` queries that **can** exist at the same time in a single query pool.
• **maxTimestampQueriesPerPool** is the requested maximum number of **VK_QUERY_TYPE_TIMESTAMP** queries that can exist at the same time in a single query pool.

• **maxImmutableSamplersPerDescriptorSetLayout** is the requested maximum number of immutable samplers that can be used across all bindings in a descriptor set layout.

Multiple **VkDeviceObjectReservationCreateInfo** structures can be chained together. The maximum value from all instances of **maxImageViewMipLevels**, **maxImageViewArrayLayers**, **maxLayeredImageViewMipLevels**, **descriptorSetLayoutBindingLimit**, **maxOcclusionQueriesPerPool**, **maxPipelineStatisticsQueriesPerPool**, and **maxImmutableSamplersPerDescriptorSetLayout** will be reserved. For the remaining members, the sum of the requested resources from all instances of **VkDeviceObjectReservationCreateInfo** will be reserved.

If **VkPhysicalDeviceVulkanSC10Properties::deviceDestroyFreesMemory** is **VK_TRUE**, the reserved memory is returned to the system when the device is destroyed, otherwise it may not be returned to the system until the process is terminated.

### Valid Usage

- VUID-VkDeviceObjectReservationCreateInfo-maxImageViewArrayLayers-05014
  maxImageViewArrayLayers must be less than or equal to **VkPhysicalDeviceLimits::maxImageArrayLayers**

- VUID-VkDeviceObjectReservationCreateInfo-maxImageViewMipLevels-05015
  maxImageViewMipLevels must be less than or equal to the number of levels in the complete mipmap chain based on the maximum of **VkPhysicalDeviceLimits::maxImageDimension1D**, **maxImageDimension2D**, **maxImageDimension3D**, and **maxImageDimensionCube**

- VUID-VkDeviceObjectReservationCreateInfo-maxLayeredImageViewMipLevels-05016
  maxLayeredImageViewMipLevels must be less than or equal to the number of levels in the complete mipmap chain based on **VkPhysicalDeviceLimits::maxImageDimension1D**, **maxImageDimension2D**, **maxImageDimension3D**, and **maxImageDimensionCube**

- VUID-VkDeviceObjectReservationCreateInfo-subpassDescriptionRequestCount-05017
  subpassDescriptionRequestCount must be less than or equal to renderPassRequestCount multiplied by **VkPhysicalDeviceVulkanSC10Properties::maxRenderPassSubpasses**

- VUID-VkDeviceObjectReservationCreateInfo-attachmentDescriptionRequestCount-05018
  attachmentDescriptionRequestCount must be less than or equal to renderPassRequestCount multiplied by **VkPhysicalDeviceVulkanSC10Properties::maxFramebufferAttachments**

### Valid Usage (Implicit)

- VUID-VkDeviceObjectReservationCreateInfo-sType-sType
  sType must be **VK_STRUCTURE_TYPE_DEVICE_OBJECT_RESERVATION_CREATE_INFO**

- VUID-VkDeviceObjectReservationCreateInfo-pPipelineCacheCreateInfos-parameter
  If pipelineCacheCreateInfoCount is not 0, pPipelineCacheCreateInfos must be a valid pointer to an array of pipelineCacheCreateInfoCount valid **VkPipelineCacheCreateInfo**
structures

- VUID-VkDeviceObjectReservationCreateInfo-pPipelinePoolSizes-parameter
  If `pipelinePoolSizeCount` is not 0, `pPipelinePoolSizes` must be a valid pointer to an array of `pipelinePoolSizeCount` valid `VkPipelinePoolSize` structures

If the `pNext` chain of `VkDeviceObjectReservationCreateInfo` includes a `VkPerformanceQueryReservationInfoKHR` structure, then the structure indicates upper bounds on the number of performance queries that can exist at the same time in a query pool.

The `VkPerformanceQueryReservationInfoKHR` structure is defined as:

```c
// Provided by VKSC_VERSION_1_0 with VK_KHR_performance_query
typedef struct VkPerformanceQueryReservationInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t maxPerformanceQueriesPerPool;
} VkPerformanceQueryReservationInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `maxPerformanceQueriesPerPool` is the requested maximum number of `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR` queries that can exist at the same time in a single query pool.

If the `pNext` chain does not include this structure, then `maxPerformanceQueriesPerPool` defaults to 0.

Multiple `VkPerformanceQueryReservationInfoKHR` structures can be chained together. The maximum value from all instances of `maxPerformanceQueriesPerPool` will be reserved.

**Valid Usage (Implicit)**

- VUID-VkPerformanceQueryReservationInfoKHR-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_PERFORMANCE_QUERY_RESERVATION_INFO_KHR`

If the `pNext` chain of `VkDeviceObjectReservationCreateInfo` includes a `VkDeviceSemaphoreSciSyncPoolReservationCreateInfoNV` structure, then the structure indicates the maximum number of `VkSemaphoreSciSyncPoolNV` objects that can exist at the same time.

The `VkDeviceSemaphoreSciSyncPoolReservationCreateInfoNV` structure is defined as:
typedef struct VkDeviceSemaphoreSciSyncPoolReservationCreateInfoNV {
    VkStructureType sType;
    const void* pNext;
    uint32_t semaphoreSciSyncPoolRequestCount;
} VkDeviceSemaphoreSciSyncPoolReservationCreateInfoNV;

- **sType** is a ` VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **semaphoreSciSyncPoolRequestCount** is the requested maximum number of `VkSemaphoreSciSyncPoolNV` objects that can exist at the same time.

If the `VkDeviceObjectReservationCreateInfo::pNext` chain does not include this structure, then `semaphoreSciSyncPoolRequestCount` defaults to 0.

Multiple `VkDeviceSemaphoreSciSyncPoolReservationCreateInfoNV` structures can be chained together. The sum of the `semaphoreSciSyncPoolRequestCount` values from all instances of `VkDeviceSemaphoreSciSyncPoolReservationCreateInfoNV` will be reserved.

**Valid Usage (Implicit)**

- `VUID-VkDeviceSemaphoreSciSyncPoolReservationCreateInfoNV-sType-sType` must be `VK_STRUCTURE_TYPE_DEVICE_SEMAPHORE_SCI_SYNC_POOL_RESERVATION_CREATE_INFO_NV`

Memory for pipelines is reserved by the implementation at device creation time. The application specifies sizes to be reserved and a count for each size, and when a pipeline is created the application specifies which size to use.
Valid Usage (Implicit)

- VUID-VkPipelinePoolSize-sType-sType
  sType must be VK_STRUCTURE_TYPE_PIPELINE_POOL_SIZE
- VUID-VkPipelinePoolSize-pNext-pNext
  pNext must be NULL

5.2.2. Device Use

The following is a high-level list of VkDevice uses along with references on where to find more information:

- Creation of queues. See the Queues section below for further details.
- Creation and tracking of various synchronization constructs. See Synchronization and Cache Control for further details.
- Allocating, freeing, and managing memory. See Memory Allocation and Resource Creation for further details.
- Creation and destruction of command buffers and command buffer pools. See Command Buffers for further details.
- Creation, destruction, and management of graphics state. See Pipelines and Resource Descriptors, among others, for further details.

5.2.3. Lost Device

A logical device may become lost for a number of implementation-specific reasons, indicating that pending and future command execution may fail and cause resources and backing memory to become undefined.

Note

Fault Handling can be used by the implementation to provide more information on the cause of a device becoming lost. Allowing applications to take appropriate corrective behavior for the cause of the device lost.

Note

Typical reasons for device loss will include things like execution timing out (to prevent denial of service), power management events, platform resource management, implementation errors.

Applications not adhering to valid usage may also result in device loss being reported, however this is not guaranteed. Even if device loss is reported, the system may be in an unrecoverable state, and further usage of the API is still considered invalid.

When this happens, certain commands will return VK_ERROR_DEVICE_LOST. After any such event, the
logical device is considered *lost*. It is not possible to reset the logical device to a non-lost state, however the lost state is specific to a logical device (*VkDevice*), and the corresponding physical device (*VkPhysicalDevice*) *may* be otherwise unaffected.

In some cases, the physical device *may* also be lost, and attempting to create a new logical device will fail, returning *VK_ERROR_DEVICE_LOST*. This is usually indicative of a problem with the underlying implementation, or its connection to the host. If the physical device has not been lost, and a new logical device is successfully created from that physical device, it *must* be in the non-lost state.

Note

Whilst logical device loss *may* be recoverable, in the case of physical device loss, it is unlikely that an application will be able to recover unless additional, unaffected physical devices exist on the system. The error is largely informational and intended only to inform the user that a platform issue has occurred, and *should* be investigated further. For example, underlying hardware *may* have developed a fault or become physically disconnected from the rest of the system. In many cases, physical device loss *may* cause other more serious issues such as the operating system crashing; in which case it *may* not be reported via the Vulkan API.

When a device is lost, its child objects are not implicitly destroyed and their handles are still valid. Those objects *must* still be destroyed before their parents or the device *can* be destroyed (see the Object Lifetime section). The host address space corresponding to device memory mapped using *vkMapMemory* is still valid, and host memory accesses to these mapped regions are still valid, but the contents are undefined. It is still legal to call any API command on the device and child objects.

Once a device is lost, command execution *may* fail, and certain commands that return a *VkResult* *may* return *VK_ERROR DEVICE_LOST*. These commands can be identified by the inclusion of *VK_ERROR DEVICE_LOST* in the Return Codes section for each command. Commands that do not allow runtime errors *must* still operate correctly for valid usage and, if applicable, return valid data.

Commands that wait indefinitely for device execution (namely *vkDeviceWaitIdle*, *vkQueueWaitIdle*, *vkWaitForFences* or *vkAcquireNextImageKHR* with a maximum *timeout*, and *vkGetQueryPoolResults* with the *VK_QUERY_RESULT_WAIT_BIT* bit set in *flags*) *must* return in finite time even in the case of a lost device, and return either *VK_SUCCESS* or *VK_ERROR DEVICE_LOST*. For any command that *may* return *VK_ERROR DEVICE_LOST*, for the purpose of determining whether a command buffer is in the pending state, or whether resources are considered in-use by the device, a return value of *VK_ERROR DEVICE_LOST* is equivalent to *VK_SUCCESS*.

The content of any external memory objects that have been exported from or imported to a lost device become undefined. Objects on other logical devices or in other APIs which are associated with the same underlying memory resource as the external memory objects on the lost device are unaffected other than their content becoming undefined. The layout of subresources of images on other logical devices that are bound to *VkDeviceMemory* objects associated with the same underlying memory resources as external memory objects on the lost device becomes *VK_IMAGE_LAYOUT_UNDEFINED*.

The state of *VkSemaphore* objects on other logical devices created by importing a semaphore payload with temporary permanence which was exported from the lost device is undefined. The state of
VkSemaphore objects on other logical devices that permanently share a semaphore payload with a VkSemaphore object on the lost device is undefined, and remains undefined following any subsequent signal operations. Implementations must ensure pending and subsequently submitted wait operations on such semaphores behave as defined in Semaphore State Requirements For Wait Operations for external semaphores not in a valid state for a wait operation.

5.2.4. Device Destruction

To destroy a device, call:

```c
// Provided by VK_VERSION_1_0
def void vkDestroyDevice(
    VkDevice device,
    const VkAllocationCallbacks* pAllocator);
```

- `device` is the logical device to destroy.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.

To ensure that no work is active on the device, `vkDeviceWaitIdle` can be used to gate the destruction of the device. Prior to destroying a device, an application is responsible for destroying/freeing any Vulkan objects that were created using that device as the first parameter of the corresponding `vkCreate*` or `vkAllocate*` command.

**Note**
The lifetime of each of these objects is bound by the lifetime of the VkDevice object. Therefore, to avoid resource leaks, it is critical that an application explicitly free all of these resources prior to calling `vkDestroyDevice`.

If `VkPhysicalDeviceVulkanSC10Properties::deviceDestroyFreesMemory` is VK_TRUE, the reserved memory for child objects without explicit free or destroy commands is returned to the system when the device is destroyed, otherwise it may not be returned to the system until the process is terminated.

### Valid Usage

- VUID-vkDestroyDevice-device-05137
  All child objects created on `device`, except those with no explicit free or destroy command, must have been destroyed prior to destroying `device`

### Valid Usage (Implicit)

- VUID-vkDestroyDevice-device-parameter
  If `device` is not NULL, `device` must be a valid `VkDevice` handle
- VUID-vkDestroyDevice-pAllocator-null
  `pAllocator` must be NULL
Host Synchronization

- Host access to device must be externally synchronized
- Host access to all VkQueue objects created from device must be externally synchronized

5.3. Queues

5.3.1. Queue Family Properties

As discussed in the Physical Device Enumeration section above, the vkGetPhysicalDeviceQueueFamilyProperties command is used to retrieve details about the queue families and queues supported by a device.

Each index in the pQueueFamilyProperties array returned by vkGetPhysicalDeviceQueueFamilyProperties describes a unique queue family on that physical device. These indices are used when creating queues, and they correspond directly with the queueFamilyIndex that is passed to the vkCreateDevice command via the VkDeviceQueueCreateInfo structure as described in the Queue Creation section below.

Grouping of queue families within a physical device is implementation-dependent.

**Note**
The general expectation is that a physical device groups all queues of matching capabilities into a single family. However, while implementations should do this, it is possible that a physical device may return two separate queue families with the same capabilities.

Once an application has identified a physical device with the queue(s) that it desires to use, it will create those queues in conjunction with a logical device. This is described in the following section.

5.3.2. Queue Creation

Creating a logical device also creates the queues associated with that device. The queues to create are described by a set of VkDeviceQueueCreateInfo structures that are passed to vkCreateDevice in pQueueCreateInfos.

Queues are represented by VkQueue handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_HANDLE(VkQueue)
```

The VkDeviceQueueCreateInfo structure is defined as:
typedef struct VkDeviceQueueCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkDeviceQueueCreateFlags flags;
    uint32_t queueFamilyIndex;
    uint32_t queueCount;
    const float* pQueuePriorities;
} VkDeviceQueueCreateInfo;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **flags** is a bitmask indicating behavior of the queues.
- **queueFamilyIndex** is an unsigned integer indicating the index of the queue family in which to create the queues on this device. This index corresponds to the index of an element of the `pQueueFamilyProperties` array that was returned by `vkGetPhysicalDeviceQueueFamilyProperties`.
- **queueCount** is an unsigned integer specifying the number of queues to create in the queue family indicated by `queueFamilyIndex`, and with the behavior specified by `flags`.
- **pQueuePriorities** is a pointer to an array of `queueCount` normalized floating point values, specifying priorities of work that will be submitted to each created queue. See Queue Priority for more information.

### Valid Usage

- **VUID-VkDeviceQueueCreateInfo-queueFamilyIndex-00381**
  queueFamilyIndex must be less than `pQueueFamilyPropertyCount` returned by `vkGetPhysicalDeviceQueueFamilyProperties`

- **VUID-VkDeviceQueueCreateInfo-queueCount-00382**
  queueCount must be less than or equal to the queueCount member of the `VkQueueFamilyProperties` structure, as returned by `vkGetPhysicalDeviceQueueFamilyProperties` in the `pQueueFamilyProperties[queueFamilyIndex]`

- **VUID-VkDeviceQueueCreateInfo-pQueuePriorities-00383**
  Each element of pQueuePriorities must be between 0.0 and 1.0 inclusive

- **VUID-VkDeviceQueueCreateInfo-flags-02861**
  If the protectedMemory feature is not enabled, the `VK_DEVICE_QUEUE_CREATE_PROTECTED_BIT` bit of flags must not be set

- **VUID-VkDeviceQueueCreateInfo-flags-06449**
  If flags includes `VK_DEVICE_QUEUE_CREATE_PROTECTED_BIT`, queueFamilyIndex must be the index of a queue family that includes the `VK_QUEUE_PROTECTED_BIT` capability
Valid Usage (Implicit)

- VUID-VkDeviceQueueCreateInfo-sType-sType
  sType **must** be `VK_STRUCTURE_TYPE_DEVICE_QUEUE_CREATE_INFO`

- VUID-VkDeviceQueueCreateInfo-pNext-pNext
  pNext **must** be `NULL` or a pointer to a valid instance of `VkDeviceQueueGlobalPriorityCreateInfoKHR`

- VUID-VkDeviceQueueCreateInfo-sType-unique
  The sType value of each struct in the pNext chain **must** be unique

- VUID-VkDeviceQueueCreateInfo-flags-parameter
  flags **must** be a valid combination of `VkDeviceQueueCreateFlagBits` values

- VUID-VkDeviceQueueCreateInfo-pQueuePriorities-parameter
  pQueuePriorities **must** be a valid pointer to an array of `queueCount float` values

- VUID-VkDeviceQueueCreateInfo-queueCount-arraylength
  queueCount **must** be greater than 0

Bits which **can** be set in `VkDeviceQueueCreateInfo::flags`, specifying usage behavior of a queue, are:

```c
// Provided by VK_VERSION_1_1
typedef enum VkDeviceQueueCreateFlagBits {
// Provided by VK_VERSION_1_1
    VK_DEVICE_QUEUE_CREATE_PROTECTED_BIT = 0x00000001,
} VkDeviceQueueCreateFlagBits;
```

- **VK_DEVICE_QUEUE_CREATE_PROTECTED_BIT** specifies that the device queue is a protected-capable queue.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkDeviceQueueCreateFlags;
```

`VkDeviceQueueCreateFlags` is a bitmask type for setting a mask of zero or more `VkDeviceQueueCreateFlagBits`.

Queues **can** be created with a system-wide priority by adding a `VkDeviceQueueGlobalPriorityCreateInfoKHR` structure to the `pNext` chain of `VkDeviceQueueCreateInfo`.

The `VkDeviceQueueGlobalPriorityCreateInfoKHR` structure is defined as:
// Provided by VK_KHR_global_priority

typedef struct VkDeviceQueueGlobalPriorityCreateInfoKHR {
    VkStructureType     sType;
    const void*          pNext;
    VkQueueGlobalPriorityKHR  globalPriority;
} VkDeviceQueueGlobalPriorityCreateInfoKHR;

• **sType** is a VkStructureType value identifying this structure.
• **pNext** is NULL or a pointer to a structure extending this structure.
• **globalPriority** is the system-wide priority associated to these queues as specified by VkQueueGlobalPriorityKHR

Queues created without specifying VkDeviceQueueGlobalPriorityCreateInfoKHR will default to VK_QUEUE_GLOBAL_PRIORITY_MEDIUM_KHR.

### Valid Usage (Implicit)

- VUID-VkDeviceQueueGlobalPriorityCreateInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_DEVICE_QUEUE_GLOBAL_PRIORITY_CREATE_INFO_KHR

- VUID-VkDeviceQueueGlobalPriorityCreateInfoKHR-globalPriority-parameter
  globalPriority must be a valid VkQueueGlobalPriorityKHR value

Possible values of VkDeviceQueueGlobalPriorityCreateInfoKHR::globalPriority, specifying a system-wide priority level are:

// Provided by VK_KHR_global_priority

typedef enum VkQueueGlobalPriorityKHR {
    VK_QUEUE_GLOBAL_PRIORITY_LOW_KHR = 128,
    VK_QUEUE_GLOBAL_PRIORITY_MEDIUM_KHR = 256,
    VK_QUEUE_GLOBAL_PRIORITY_HIGH_KHR = 512,
    VK_QUEUE_GLOBAL_PRIORITY_REALTIME_KHR = 1024,
    VK_QUEUE_GLOBAL_PRIORITY_LOW_EXT = VK_QUEUE_GLOBAL_PRIORITY_LOW_KHR,
    VK_QUEUE_GLOBAL_PRIORITY_MEDIUM_EXT = VK_QUEUE_GLOBAL_PRIORITY_MEDIUM_KHR,
    VK_QUEUE_GLOBAL_PRIORITY_HIGH_EXT = VK_QUEUE_GLOBAL_PRIORITY_HIGH_KHR,
    VK_QUEUE_GLOBAL_PRIORITY_REALTIME_EXT = VK_QUEUE_GLOBAL_PRIORITY_REALTIME_KHR,
} VkQueueGlobalPriorityKHR;

Priority values are sorted in ascending order. A comparison operation on the enum values can be used to determine the priority order.

- **VK_QUEUE_GLOBAL_PRIORITY_LOW_KHR** is below the system default. Useful for non-interactive tasks.
- **VK_QUEUE_GLOBAL_PRIORITY_MEDIUM_KHR** is the system default priority.
- **VK_QUEUE_GLOBAL_PRIORITY_HIGH_KHR** is above the system default.
- **VK_QUEUE_GLOBAL_PRIORITY_REALTIME_KHR** is the highest priority. Useful for critical tasks.
Queues with higher system priority may be allotted more processing time than queues with lower priority. An implementation may allow a higher-priority queue to starve a lower-priority queue until the higher-priority queue has no further commands to execute.

Priorities imply no ordering or scheduling constraints.

No specific guarantees are made about higher priority queues receiving more processing time or better quality of service than lower priority queues.

The global priority level of a queue takes precedence over the per-process queue priority (VkDeviceQueueCreateInfo::pQueuePriorities).

Abuse of this feature may result in starving the rest of the system of implementation resources. Therefore, the driver implementation may deny requests to acquire a priority above the default priority (VK_QUEUE_GLOBAL_PRIORITY_MEDIUM_KHR) if the caller does not have sufficient privileges. In this scenario VK_ERROR_NOT_PERMITTED_KHR is returned.

The driver implementation may fail the queue allocation request if resources required to complete the operation have been exhausted (either by the same process or a different process). In this scenario VK_ERROR_INITIALIZATION_FAILED is returned.

If the globalPriorityQuery feature is enabled and the requested global priority is not reported via VkQueueFamilyGlobalPriorityPropertiesKHR, the driver implementation must fail the queue creation. In this scenario, VK_ERROR_INITIALIZATION_FAILED is returned.

To retrieve a handle to a VkQueue object, call:

```c
// Provided by VK_VERSION_1_0
void vkGetDeviceQueue(
    VkDevice device,
    uint32_t queueFamilyIndex,
    uint32_t queueIndex,
    VkQueue* pQueue);
```

- device is the logical device that owns the queue.
- queueFamilyIndex is the index of the queue family to which the queue belongs.
- queueIndex is the index within this queue family of the queue to retrieve.
- pQueue is a pointer to a VkQueue object that will be filled with the handle for the requested queue.

vkGetDeviceQueue must only be used to get queues that were created with the flags parameter of VkDeviceQueueCreateInfo set to zero. To get queues that were created with a non-zero flags parameter use vkGetDeviceQueue2.

**Valid Usage**

- VUID-vkGetDeviceQueue-queueFamilyIndex-00384
queueFamilyIndex must be one of the queue family indices specified when device was created, via the VkDeviceQueueCreateInfo structure

- VUID-vkGetDeviceQueue-queueIndex-00385
  queueIndex must be less than the value of VkDeviceQueueCreateInfo::queueCount for the queue family indicated by queueFamilyIndex when device was created

- VUID-vkGetDeviceQueue-flags-01841
  VkDeviceQueueCreateInfo::flags must have been set to zero when device was created

### Valid Usage (Implicit)

- VUID-vkGetDeviceQueue-device-parameter
device must be a valid VkDevice handle

- VUID-vkGetDeviceQueue-pQueue-parameter
  pQueue must be a valid pointer to a VkQueue handle

To retrieve a handle to a VkQueue object with specific VkDeviceQueueCreateFlags creation flags, call:

```c
// Provided by VK_VERSION_1_1
void vkGetDeviceQueue2(
    VkDevice device,
    const VkDeviceQueueInfo2* pQueueInfo,
    VkQueue* pQueue);
```

- device is the logical device that owns the queue.
- pQueueInfo is a pointer to a VkDeviceQueueInfo2 structure, describing parameters of the device queue to be retrieved.
- pQueue is a pointer to a VkQueue object that will be filled with the handle for the requested queue.

### Valid Usage (Implicit)

- VUID-vkGetDeviceQueue2-device-parameter
device must be a valid VkDevice handle

- VUID-vkGetDeviceQueue2-pQueueInfo-parameter
  pQueueInfo must be a valid pointer to a valid VkDeviceQueueInfo2 structure

- VUID-vkGetDeviceQueue2-pQueue-parameter
  pQueue must be a valid pointer to a VkQueue handle

The VkDeviceQueueInfo2 structure is defined as:
typedef struct VkDeviceQueueInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkDeviceQueueCreateFlags flags;
    uint32_t queueFamilyIndex;
    uint32_t queueIndex;
} VkDeviceQueueInfo2;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure. The pNext chain of VkDeviceQueueInfo2 can be used to provide additional device queue parameters to vkGetDeviceQueue2.
- **flags** is a VkDeviceQueueCreateFlags value indicating the flags used to create the device queue.
- **queueFamilyIndex** is the index of the queue family to which the queue belongs.
- **queueIndex** is the index of the queue to retrieve from within the set of queues that share both the queue family and flags specified.

The queue returned by vkGetDeviceQueue2 must have the same flags value from this structure as that used at device creation time in a VkDeviceQueueCreateInfo structure.

**Note**

Normally, if you create both protected-capable and non-protected-capable queues with the same family, they are treated as separate lists of queues and queueIndex is relative to the start of the list of queues specified by both queueFamilyIndex and flags. However, for historical reasons, some implementations may exhibit different behavior. These divergent implementations instead concatenate the lists of queues and treat queueIndex as relative to the start of the first list of queues with the given queueFamilyIndex. This only matters in cases where an application has created both protected-capable and non-protected-capable queues from the same queue family.

For such divergent implementations, the maximum value of queueIndex is equal to the sum of VkDeviceQueueCreateInfo::queueCount minus one, for all VkDeviceQueueCreateInfo structures that share a common queueFamilyIndex.

Such implementations will return NULL for either the protected or unprotected queues when calling vkGetDeviceQueue2 with queueIndex in the range zero to VkDeviceQueueCreateInfo::queueCount minus one. In cases where these implementations returned NULL, the corresponding queues are instead located in the extended range described in the preceding two paragraphs.

This behavior will not be observed on any driver that has passed Vulkan conformance test suite version 1.3.3.0, or any subsequent version. This information can be found by querying VkPhysicalDeviceDriverProperties::conformanceVersion.
5.3.3. Queue Family Index

The queue family index is used in multiple places in Vulkan in order to tie operations to a specific family of queues.

When retrieving a handle to the queue via `vkGetDeviceQueue`, the queue family index is used to select which queue family to retrieve the `VkQueue` handle from as described in the previous section.

When creating a `VkCommandPool` object (see Command Pools), a queue family index is specified in the `VkCommandPoolCreateInfo` structure. Command buffers from this pool can only be submitted on queues corresponding to this queue family.

When creating `VkImage` (see Images) and `VkBuffer` (see Buffers) resources, a set of queue families is included in the `VkImageCreateInfo` and `VkBufferCreateInfo` structures to specify the queue families that can access the resource.

When inserting a `VkBufferMemoryBarrier` or `VkImageMemoryBarrier` (see Pipeline Barriers), a source and destination queue family index is specified to allow the ownership of a buffer or image to be transferred from one queue family to another. See the Resource Sharing section for details.

5.3.4. Queue Priority

Each queue is assigned a priority, as set in the `VkDeviceQueueCreateInfo` structures when creating the device. The priority of each queue is a normalized floating point value between 0.0 and 1.0,
which is then translated to a discrete priority level by the implementation. Higher values indicate a higher priority, with 0.0 being the lowest priority and 1.0 being the highest.

Within the same device, queues with higher priority may be allotted more processing time than queues with lower priority. The implementation makes no guarantees with regards to ordering or scheduling among queues with the same priority, other than the constraints defined by any explicit synchronization primitives. The implementation makes no guarantees with regards to queues across different devices.

An implementation may allow a higher-priority queue to starve a lower-priority queue on the same VkDevice until the higher-priority queue has no further commands to execute. The relationship of queue priorities must not cause queues on one VkDevice to starve queues on another VkDevice.

No specific guarantees are made about higher priority queues receiving more processing time or better quality of service than lower priority queues.

5.3.5. Queue Submission

Work is submitted to a queue via queue submission commands such as vkQueueSubmit2KHR or vkQueueSubmit. Queue submission commands define a set of queue operations to be executed by the underlying physical device, including synchronization with semaphores and fences.

Submission commands take as parameters a target queue, zero or more batches of work, and an optional fence to signal upon completion. Each batch consists of three distinct parts:

1. Zero or more semaphores to wait on before execution of the rest of the batch.
   - If present, these describe a semaphore wait operation.
2. Zero or more work items to execute.
   - If present, these describe a queue operation matching the work described.
3. Zero or more semaphores to signal upon completion of the work items.
   - If present, these describe a semaphore signal operation.

If a fence is present in a queue submission, it describes a fence signal operation.

All work described by a queue submission command must be submitted to the queue before the command returns.

5.3.6. Queue Destruction

Queues are created along with a logical device during vkCreateDevice. All queues associated with a logical device are destroyed when vkDestroyDevice is called on that device.
Chapter 6. Command Buffers

Command buffers are objects used to record commands which can be subsequently submitted to a device queue for execution. There are two levels of command buffers - primary command buffers, which can execute secondary command buffers, and which are submitted to queues, and secondary command buffers, which can be executed by primary command buffers, and which are not directly submitted to queues.

Command buffers are represented by VkCommandBuffer handles:

```c
// Provided by VK_VERSION_1_0
Vk_DEFINE_HANDLE(VkCommandBuffer)
```

Recorded commands include commands to bind pipelines and descriptor sets to the command buffer, commands to modify dynamic state, commands to draw (for graphics rendering), commands to dispatch (for compute), commands to execute secondary command buffers (for primary command buffers only), commands to copy buffers and images, and other commands.

Each command buffer manages state independently of other command buffers. There is no inheritance of state across primary and secondary command buffers, or between secondary command buffers. When a command buffer begins recording, all state in that command buffer is undefined. When secondary command buffer(s) are recorded to execute on a primary command buffer, the secondary command buffer inherits no state from the primary command buffer, and all state of the primary command buffer is undefined after an execute secondary command buffer command is recorded. There is one exception to this rule - if the primary command buffer is inside a render pass instance, then the render pass and subpass state is not disturbed by executing secondary command buffers. For state dependent commands (such as draws and dispatches), any state consumed by those commands must not be undefined.

Unless otherwise specified, and without explicit synchronization, the various commands submitted to a queue via command buffers may execute in arbitrary order relative to each other, and/or concurrently. Also, the memory side effects of those commands may not be directly visible to other commands without explicit memory dependencies. This is true within a command buffer, and across command buffers submitted to a given queue. See the synchronization chapter for information on implicit and explicit synchronization between commands.

6.1. Command Buffer Lifecycle

Each command buffer is always in one of the following states:

**Initial**

When a command buffer is allocated, it is in the initial state. Some commands are able to reset a command buffer (or a set of command buffers) back to this state from any of the executable, recording or invalid state. Command buffers in the initial state can only be moved to the recording state, or freed.
Recording

vkBeginCommandBuffer changes the state of a command buffer from the initial state to the recording state. Once a command buffer is in the recording state, vkCmd* commands can be used to record to the command buffer.

Executable

vkEndCommandBuffer ends the recording of a command buffer, and moves it from the recording state to the executable state. Executable command buffers can be submitted, reset, or recorded to another command buffer.

Pending

Queue submission of a command buffer changes the state of a command buffer from the executable state to the pending state. Whilst in the pending state, applications must not attempt to modify the command buffer in any way - as the device may be processing the commands recorded to it. Once execution of a command buffer completes, the command buffer either reverts back to the executable state, or if it was recorded with VK_COMMAND_BUFFER_USAGE_ONE_TIME_SUBMIT_BIT, it moves to the invalid state. A synchronization command should be used to detect when this occurs.

Invalid

Some operations, such as modifying or deleting a resource that was used in a command recorded to a command buffer, will transition the state of that command buffer into the invalid state. Command buffers in the invalid state can only be reset or freed.

Figure 1. Lifecycle of a command buffer

Any given command that operates on a command buffer has its own requirements on what state a command buffer must be in, which are detailed in the valid usage constraints for that command.

Resetting a command buffer is an operation that discards any previously recorded commands and puts a command buffer in the initial state. Resetting occurs as a result of vkResetCommandBuffer or vkResetCommandPool, or as part of vkBeginCommandBuffer (which additionally puts the command buffer in the recording state).

Secondary command buffers can be recorded to a primary command buffer via
vkCmdExecuteCommands. This partially ties the lifecycle of the two command buffers together - if the primary is submitted to a queue, both the primary and any secondaries recorded to it move to the *pending state*. Once execution of the primary completes, so it does for any secondary recorded within it. After all executions of each command buffer complete, they each move to their appropriate completion state (either to the *executable state* or the *invalid state*, as specified above).

If a secondary moves to the *invalid state* or the *initial state*, then all primary buffers it is recorded in move to the *invalid state*. A primary moving to any other state does not affect the state of a secondary recorded in it.

**Note**
Resetting or freeing a primary command buffer removes the lifecycle linkage to all secondary command buffers that were recorded into it.

### 6.2. Command Pools

Command pools are opaque objects that command buffer memory is allocated from, and which allow the implementation to amortize the cost of resource creation across multiple command buffers. Command pools are externally synchronized, meaning that a command pool **must** not be used concurrently in multiple threads. That includes use via recording commands on any command buffers allocated from the pool, as well as operations that allocate, free, and reset command buffers or the pool itself.

Command pools are represented by *VkCommandPool* handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkCommandPool)
```

To create a command pool, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateCommandPool(
    VkDevice device,
    const VkCommandPoolCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkCommandPool* pCommandPool);
```

- **device** is the logical device that creates the command pool.
- **pCreateInfo** is a pointer to a *VkCommandPoolCreateInfo* structure specifying the state of the command pool object.
- **pAllocator** controls host memory allocation as described in the *Memory Allocation* chapter.
- **pCommandPool** is a pointer to a *VkCommandPool* handle in which the created pool is returned.

If **VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations** is **VK_TRUE**, **vkCreateCommandPool** **must** not return **VK_ERROR_OUT_OF_HOST_MEMORY**.
Valid Usage

- VUID-vkCreateCommandPool-queueFamilyIndex-01937
  `pCreateInfo->queueFamilyIndex` must be the index of a queue family available in the logical device `device`

- VUID-vkCreateCommandPool-device-05068
  The number of command pools currently allocated from `device` plus 1 must be less than or equal to the total number of command pools requested via `VkDeviceObjectReservationCreateInfo::commandPoolRequestCount` specified when `device` was created

Valid Usage (Implicit)

- VUID-vkCreateCommandPool-device-parameter
  `device` must be a valid `VkDevice` handle

- VUID-vkCreateCommandPool-pCreateInfo-parameter
  `pCreateInfo` must be a valid pointer to a valid `VkCommandPoolCreateInfo` structure

- VUID-vkCreateCommandPool-pAllocator-null
  `pAllocator` must be `NULL`

- VUID-vkCreateCommandPool-pCommandPool-parameter
  `pCommandPool` must be a valid pointer to a `VkCommandPool` handle

Return Codes

Success
  - `VK_SUCCESS`

Failure
  - `VK_ERROR_OUT_OF_HOST_MEMORY`
  - `VK_ERROR_OUT_OF_DEVICE_MEMORY`

The `VkCommandPoolCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkCommandPoolCreateInfo {
  VkStructureType sType;
  const void* pNext;
  VkCommandPoolCreateFlags flags;
  uint32_t queueFamilyIndex;
} VkCommandPoolCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is a bitmask of `VkCommandPoolCreateFlagBits` indicating usage behavior for the pool and command buffers allocated from it.
- `queueFamilyIndex` designates a queue family as described in section Queue Family Properties. All command buffers allocated from this command pool must be submitted on queues from the same queue family.

### Valid Usage

- **VUID-VkCommandPoolCreateInfo-flags-02860**
  If the `protectedMemory` feature is not enabled, the `VK_COMMAND_POOL_CREATE_PROTECTED_BIT` bit of `flags` must not be set.

- **VUID-VkCommandPoolCreateInfo-pNext-05002**
  The `pNext` chain must include a `VkCommandPoolMemoryReservationCreateInfo` structure.

### Valid Usage (Implicit)

- **VUID-VkCommandPoolCreateInfo-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_COMMAND_POOL_CREATE_INFO`.

- **VUID-VkCommandPoolCreateInfo-pNext-pNext**
  `pNext` must be `NULL` or a pointer to a valid instance of `VkCommandPoolMemoryReservationCreateInfo`.

- **VUID-VkCommandPoolCreateInfo-sType-unique**
  The `sType` value of each struct in the `pNext` chain must be unique.

- **VUID-VkCommandPoolCreateInfo-flags-parameter**
  `flags` must be a valid combination of `VkCommandPoolCreateFlagBits` values.

Bits which can be set in `VkCommandPoolCreateInfo::flags`, specifying usage behavior for a command pool, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkCommandPoolCreateFlagBits {
    VK_COMMAND_POOL_CREATE_TRANSIENT_BIT = 0x00000001,
    VK_COMMAND_POOL_CREATE_RESET_COMMAND_BUFFER_BIT = 0x00000002,
} VkCommandPoolCreateFlagBits;

// Provided by VK_VERSION_1_1
VK_COMMAND_POOL_CREATE_PROTECTED_BIT = 0x00000004,
```

- `VK_COMMAND_POOL_CREATE_TRANSIENT_BIT` specifies that command buffers allocated from the pool will be short-lived, meaning that they will be reset or freed in a relatively short timeframe. This flag may be used by the implementation to control memory allocation behavior within the pool.
- `VK_COMMAND_POOL_CREATE_RESET_COMMAND_BUFFER_BIT` allows any command buffer allocated from a pool to be individually reset to the initial state; either by calling `vkResetCommandBuffer`, or via...
the implicit reset when calling `vkBeginCommandBuffer`. If this flag is not set on a pool, then `vkResetCommandBuffer` must not be called for any command buffer allocated from that pool.

- **VK_COMMAND_POOL_CREATE_PROTECTED_BIT** specifies that command buffers allocated from the pool are protected command buffers.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkCommandPoolCreateFlags;
```

`VkCommandPoolCreateFlags` is a bitmask type for setting a mask of zero or more `VkCommandPoolCreateFlagBits`.

The `pNext` chain of `VkCommandPoolCreateInfo` must include a `VkCommandPoolMemoryReservationCreateInfo` structure. This structure controls how much memory is allocated at command pool creation time to be used for all command buffers recorded from this pool.

The `VkCommandPoolMemoryReservationCreateInfo` structure is defined as:

```c
// Provided by VKSC_VERSION_1_0
typedef struct VkCommandPoolMemoryReservationCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkDeviceSize commandPoolReservedSize;
    uint32_t commandPoolMaxCommandBuffers;
} VkCommandPoolMemoryReservationCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `commandPoolReservedSize` is the number of bytes to be allocated for all command buffer data recorded into this pool.
- `commandPoolMaxCommandBuffers` is the maximum number of command buffers that can be allocated from this command pool.

The number of command buffers reserved using `commandPoolMaxCommandBuffers` is permanently counted against the total number of command buffers requested via `VkDeviceObjectReservationCreateInfo::commandBufferRequestCount` even if the command buffers are freed at a later time.

Each command recorded into a command buffer has an implementation-dependent size that counts against `commandPoolReservedSize`. There is no minimum command pool size, but some sizes may be too small for any commands to be recorded in them on a given implementation. Applications are expected to estimate their worst-case command buffer memory usage at development time using `vkGetCommandPoolMemoryConsumption` and reserve large enough command buffers. This command can also be used at runtime to verify expected memory usage.

While the memory consumption of a particular command is implementation-dependent, it is a
deterministic function of the parameters to the command and of the objects used by the command (including the command buffer itself). Two command buffers will consume the same amount of pool memory if:

- all numerical parameters to each command match exactly,
- all objects used by each command are identically defined, and
- the order of the commands is the same.

Note
The rules for identically defined objects apply recursively, implying for example that if the command buffers are created in different devices that those devices must have been created with the same features enabled.

Each command buffer may require some base alignment in the pool, so the total pool memory will match if each command buffer’s consumption matches and the command buffers are recorded one at a time and in the same order.

If all these criteria are satisfied, then a command pool memory consumption returned by `vkGetCommandPoolMemoryConsumption` will be sufficient to record the same command buffers again.

**Valid Usage**

- VUID-VkCommandPoolMemoryReservationCreateInfo-commandPoolReservedSize-05003
  commandPoolReservedSize must be greater than 0
- VUID-VkCommandPoolMemoryReservationCreateInfo-commandPoolMaxCommandBuffers-05004
  commandPoolMaxCommandBuffers must be greater than 0
- VUID-VkCommandPoolMemoryReservationCreateInfo-commandPoolMaxCommandBuffers-05090
  commandPoolMaxCommandBuffers must be less than or equal to
  `VkPhysicalDeviceVulkanSC10Properties::maxCommandPoolCommandBuffers`
- VUID-VkCommandPoolMemoryReservationCreateInfo-commandPoolMaxCommandBuffers-05074
  The number of command buffers reserved by all command pools plus
  commandPoolMaxCommandBuffers must be less than or equal to the total number of command buffers requested via `VkDeviceObjectReservationCreateInfo::commandBufferRequestCount`

**Valid Usage (Implicit)**

- VUID-VkCommandPoolMemoryReservationCreateInfo-sType-sType
  sType must be `VK_STRUCTURE_TYPE_COMMAND_POOL_MEMORY_RESERVATION_CREATE_INFO`

To get memory usage information for a command pool object, call:
void vkGetCommandPoolMemoryConsumption(
    VkDevice device,
    VkCommandPool commandPool,
    VkCommandBuffer commandBuffer,
    VkCommandPoolMemoryConsumption* pConsumption);

• device is the logical device that owns the command pool.
• commandPool is the command pool from which to query the memory usage.
• commandBuffer is an optional command buffer from which to query the memory usage.
• pConsumption is a pointer to a VkCommandPoolMemoryConsumption structure where the memory usage is written.

Valid Usage (Implicit)

• VUID-vkGetCommandPoolMemoryConsumption-device-parameter
  device must be a valid VkDevice handle
• VUID-vkGetCommandPoolMemoryConsumption-commandPool-parameter
  commandPool must be a valid VkCommandPool handle
• VUID-vkGetCommandPoolMemoryConsumption-commandBuffer-parameter
  If commandBuffer is not NULL, commandBuffer must be a valid VkCommandBuffer handle
• VUID-vkGetCommandPoolMemoryConsumption-pConsumption-parameter
  pConsumption must be a valid pointer to a VkCommandPoolMemoryConsumption structure
• VUID-vkGetCommandPoolMemoryConsumption-commandPool-parent
  commandPool must have been created, allocated, or retrieved from device
• VUID-vkGetCommandPoolMemoryConsumption-commandBuffer-parent
  If commandBuffer is a valid handle, it must have been created, allocated, or retrieved from commandPool

Host Synchronization

• Host access to commandPool must be externally synchronized
• Host access to commandBuffer must be externally synchronized

The VkCommandPoolMemoryConsumption structure is defined as:
typedef struct VkCommandPoolMemoryConsumption {
    VkStructureType sType;
    void* pNext;
    VkDeviceSize commandPoolAllocated;
    VkDeviceSize commandPoolReservedSize;
    VkDeviceSize commandBufferAllocated;
} VkCommandPoolMemoryConsumption;

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- commandPoolAllocated is the number of bytes currently allocated from this pool for command buffer data.
- commandPoolReservedSize is the total number of bytes available for all command buffer data recorded into this pool. This is equal to the value requested in VkCommandPoolMemoryReservationCreateInfo::commandPoolReservedSize.
- commandBufferAllocated is the number of bytes currently allocated from this pool for the specified command buffer’s data. This number will be less than or equal to VkPhysicalDeviceVulkanSC10Properties::maxCommandBufferSize. If no command buffer is specified, then this is set to zero.

Valid Usage (Implicit)

- VUID-VkCommandPoolMemoryConsumption-sType-sType sType must be VK_STRUCTURE_TYPE_COMMAND_POOL_MEMORY_CONSUMPTION
- VUID-VkCommandPoolMemoryConsumption-pNext-pNext pNext must be NULL

To reset a command pool, call:

// Provided by VK_VERSION_1_0
VkResult vkResetCommandPool(
    VkDevice device,
    VkCommandPool commandPool,
    VkCommandPoolResetFlags flags);

- device is the logical device that owns the command pool.
- commandPool is the command pool to reset.
- flags is a bitmask of VkCommandPoolResetFlagBits controlling the reset operation.

Resetting a command pool recycles all of the resources from all of the command buffers allocated from the command pool back to the command pool. All command buffers that have been allocated from the command pool are put in the initial state.
Any primary command buffer allocated from another `VkCommandPool` that is in the recording or executable state and has a secondary command buffer allocated from `commandPool` recorded into it, becomes invalid.

### Valid Usage

- VUID-vkResetCommandPool-commandPool-00040
  All `VkCommandBuffer` objects allocated from `commandPool` must not be in the pending state

### Valid Usage (Implicit)

- VUID-vkResetCommandPool-device-parameter
  `device` must be a valid `VkDevice` handle
- VUID-vkResetCommandPool-commandPool-parameter
  `commandPool` must be a valid `VkCommandPool` handle
- VUID-vkResetCommandPool-flags-zerobitmask
  `flags` must be 0
- VUID-vkResetCommandPool-commandPool-parent
  `commandPool` must have been created, allocated, or retrieved from `device`

### Host Synchronization

- Host access to `commandPool` must be externally synchronized

### Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

Bits which can be set in `vkResetCommandPool::flags`, controlling the reset operation, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkCommandPoolResetFlagBits {
} VkCommandPoolResetFlagBits;
```

- `VK_COMMAND_POOL_RESET_RELEASE_RESOURCES_BIT` is not supported in Vulkan SC [SCID-4].
typedef VkFlags VkCommandPoolResetFlags;

VkCommandPoolResetFlags is a bitmask type for setting a mask of zero or more VkCommandPoolResetFlagBits.

Command pools cannot be destroyed or trimmed [SCID-4]. If VkPhysicalDeviceVulkanSC10Properties::deviceDestroyFreesMemory is VK_TRUE, then the memory used by command pools is returned to the system when the device is destroyed.

6.3. Command Buffer Allocation and Management

To allocate command buffers, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkAllocateCommandBuffers(
    VkDevice device,
    const VkCommandBufferAllocateInfo* pAllocateInfo,
    VkCommandBuffer* pCommandBuffers);
```

- `device` is the logical device that owns the command pool.
- `pAllocateInfo` is a pointer to a VkCommandBufferAllocateInfo structure describing parameters of the allocation.
- `pCommandBuffers` is a pointer to an array of VkCommandBuffer handles in which the resulting command buffer objects are returned. The array must be at least the length specified by the commandBufferCount member of pAllocateInfo. Each allocated command buffer begins in the initial state.

vkAllocateCommandBuffers can be used to allocate multiple command buffers. If the allocation of any of those command buffers fails, the implementation must free all successfully allocated command buffer objects from this command, set all entries of the pCommandBuffers array to NULL and return the error.

Note

Filling pCommandBuffers with NULL values on failure is an exception to the default error behavior that output parameters will have undefined contents.

When command buffers are first allocated, they are in the initial state.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkAllocateCommandBuffers must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage (Implicit)

- VUID-vkAllocateCommandBuffers-device-parameter
device must be a valid VkDevice handle

- VUID-vkAllocateCommandBuffers-pAllocateInfo-parameter
  pAllocateInfo must be a valid pointer to a valid VkCommandBufferAllocateInfo structure

- VUID-vkAllocateCommandBuffers-pCommandBuffers-parameter
  pCommandBuffers must be a valid pointer to an array of pAllocateInfo->commandBufferCount VkCommandBuffer handles

- VUID-vkAllocateCommandBuffers-pAllocateInfo::commandBufferCount-arraylength
  pAllocateInfo->commandBufferCount must be greater than 0

Host Synchronization

- Host access to pAllocateInfo->commandPool must be externally synchronized

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkCommandBufferAllocateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkCommandBufferAllocateInfo {
    VkStructureType sType;
    const void* pNext;
    VkCommandPool commandPool;
    VkCommandBufferLevel level;
    uint32_t commandBufferCount;
} VkCommandBufferAllocateInfo;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- commandPool is the command pool from which the command buffers are allocated.
- level is a VkCommandBufferLevel value specifying the command buffer level.
- commandBufferCount is the number of command buffers to allocate from the pool.

The number of command buffers allocated using commandBufferCount counts against the maximum number of command buffers reserved via VkCommandPoolMemoryReservationCreateInfo::commandPoolMaxCommandBuffers specified when commandPool was created. Once command buffers are
freed with `vkFreeCommandBuffers`, they can be allocated from `commandPool` again.

### Valid Usage

- **VUID-VkCommandBufferAllocateInfo-level-09660**
  If `level` is not `VK_COMMAND_BUFFER_LEVEL_PRIMARY`, `commandPool` must have been allocated with a `queueFamilyIndex` identifying a queue family that supports one of the `VK_QUEUE_TRANSFER_BIT`, `VK_QUEUE_COMPUTE_BIT`, or `VK_QUEUE_GRAPHICS_BIT` capabilities.

- **VUID-VkCommandBufferAllocateInfo-commandPool-05006**
  The number of command buffers currently allocated from `commandPool` plus `commandBufferCount` must be less than or equal to the value of `VkCommandPoolMemoryReservationCreateInfo::commandPoolMaxCommandBuffers` specified when `commandPool` was created.

### Valid Usage (Implicit)

- **VUID-VkCommandBufferAllocateInfo-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_COMMAND_BUFFER_ALLOCATE_INFO`.

- **VUID-VkCommandBufferAllocateInfo-pNext-pNext**
  `pNext` must be `NULL`.

- **VUID-VkCommandBufferAllocateInfo-commandPool-parameter**
  `commandPool` must be a valid `VkCommandPool` handle.

- **VUID-VkCommandBufferAllocateInfo-level-parameter**
  `level` must be a valid `VkCommandBufferLevel` value.

Possible values of `VkCommandBufferAllocateInfo::level`, specifying the command buffer level, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkCommandBufferLevel {
    VK_COMMAND_BUFFER_LEVEL_PRIMARY = 0,
    VK_COMMAND_BUFFER_LEVEL_SECONDARY = 1,
} VkCommandBufferLevel;
```

- **`VK_COMMAND_BUFFER_LEVEL_PRIMARY`** specifies a primary command buffer.
- **`VK_COMMAND_BUFFER_LEVEL_SECONDARY`** specifies a secondary command buffer.

To reset a command buffer, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkResetCommandBuffer(
    VkCommandBuffer commandBuffer,
    VkCommandBufferResetFlags flags);
```
commandBuffer is the command buffer to reset. The command buffer can be in any state other than pending, and is moved into the initial state.

flags is a bitmask of VkCommandBufferResetFlagBits controlling the reset operation.

Any primary command buffer that is in the recording or executable state and has commandBuffer recorded into it, becomes invalid.

Valid Usage

- VUID-vkResetCommandBuffer-commandBuffer-00045
  commandBuffer must not be in the pending state

- VUID-vkResetCommandBuffer-commandBuffer-00046
  commandBuffer must have been allocated from a pool that was created with the VK_COMMAND_POOL_CREATE_RESET_COMMAND_BUFFER_BIT

- VUID-vkResetCommandBuffer-commandPoolResetCommandBuffer-05135
  commandPoolResetCommandBuffer must be supported

Valid Usage (Implicit)

- VUID-vkResetCommandBuffer-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkResetCommandBuffer-flags-parameter
  flags must be a valid combination of VkCommandBufferResetFlagBits values

Host Synchronization

- Host access to commandBuffer must be externally synchronized

- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Return Codes

Success

- VK_SUCCESS

Failure

- VK_ERROR_OUT_OF_DEVICE_MEMORY

Bits which can be set in vkResetCommandBuffer::flags, controlling the reset operation, are:
```c
// Provided by VK_VERSION_1_0
typedef enum VkCommandBufferResetFlagBits {
    VK_COMMAND_BUFFER_RESET_RELEASE_RESOURCES_BIT = 0x00000001,
} VkCommandBufferResetFlagBits;
```

• **VK_COMMAND_BUFFER_RESET_RELEASE_RESOURCES_BIT** specifies that most or all memory resources currently owned by the command buffer should be returned to the parent command pool. If this flag is not set, then the command buffer may hold onto memory resources and reuse them when recording commands. `commandBuffer` is moved to the initial state.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkCommandBufferResetFlags;
```

`VkCommandBufferResetFlags` is a bitmask type for setting a mask of zero or more `VkCommandBufferResetFlagBits`.

To free command buffers, call:

```c
// Provided by VK_VERSION_1_0
void vkFreeCommandBuffers(
    VkDevice device,
    VkCommandPool commandPool,
    uint32_t commandBufferCount,
    const VkCommandBuffer* pCommandBuffers);
```

• **device** is the logical device that owns the command pool.
• **commandPool** is the command pool from which the command buffers were allocated.
• **commandBufferCount** is the length of the `pCommandBuffers` array.
• **pCommandBuffers** is a pointer to an array of handles of command buffers to free.

Any primary command buffer that is in the recording or executable state and has any element of `pCommandBuffers` recorded into it, becomes invalid.

Freeing a command buffer does not return the memory used by command recording back to its parent command pool. This memory will be reclaimed the next time `vkResetCommandPool` is called.

---

**Valid Usage**

- VUID-vkFreeCommandBuffers-pCommandBuffers-00047 All elements of `pCommandBuffers` must not be in the pending state
- VUID-vkFreeCommandBuffers-pCommandBuffers-00048 `pCommandBuffers` must be a valid pointer to an array of `commandBufferCount` `VkCommandBuffer` handles, each element of which must either be a valid handle or NULL
Valid Usage (Implicit)

- VUID-vkFreeCommandBuffers-device-parameter
  
  `device` must be a valid `VkDevice` handle

- VUID-vkFreeCommandBuffers-commandPool-parameter
  
  `commandPool` must be a valid `VkCommandPool` handle

- VUID-vkFreeCommandBuffers-commandBufferCount-arraylength
  
  `commandBufferCount` must be greater than 0

- VUID-vkFreeCommandBuffers-commandPool-parent
  
  `commandPool` must have been created, allocated, or retrieved from `device`

- VUID-vkFreeCommandBuffers-pCommandBuffers-parent
  
  Each element of `pCommandBuffers` that is a valid handle must have been created, allocated, or retrieved from `commandPool`

Host Synchronization

- Host access to `commandPool` must be externally synchronized

- Host access to each member of `pCommandBuffers` must be externally synchronized

6.4. Command Buffer Recording

To begin recording a command buffer, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkBeginCommandBuffer(
    VkCommandBuffer commandBuffer,
    const VkCommandBufferBeginInfo* pBeginInfo);
```

- `commandBuffer` is the handle of the command buffer which is to be put in the recording state.

- `pBeginInfo` is a pointer to a `VkCommandBufferBeginInfo` structure defining additional information about how the command buffer begins recording.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkBeginCommandBuffer` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

Valid Usage

- VUID-vkBeginCommandBuffer-commandBuffer-00049
  
  `commandBuffer` must not be in the recording or pending state

- VUID-vkBeginCommandBuffer-commandBuffer-00050
  
  If `commandBuffer` was allocated from a `VkCommandPool` which did not have the
VK_COMMAND_POOL_CREATE_RESET_COMMAND_BUFFER_BIT flag set, commandBuffer must be in the initial state

- VUID-vkBeginCommandBuffer-commandPoolResetCommandBuffer-05136
  If commandPoolResetCommandBuffer is not supported, commandBuffer must be in the initial state

- VUID-vkBeginCommandBuffer-commandBuffer-00051
  If commandBuffer is a secondary command buffer, the pInheritanceInfo member of pBeginInfo must be a valid VkCommandBufferInheritanceInfo structure

- VUID-vkBeginCommandBuffer-commandBuffer-00052
  If commandBuffer is a secondary command buffer and either the occlusionQueryEnable member of the pInheritanceInfo member of pBeginInfo is VK_FALSE, or the occlusionQueryPrecise feature is not enabled, then pBeginInfo->pInheritanceInfo->queryFlags must not contain VK_QUERY_CONTROL_PRECISE_BIT

- VUID-vkBeginCommandBuffer-commandBuffer-02840
  If commandBuffer is a primary command buffer, then pBeginInfo->flags must not set both the VK_COMMAND_BUFFER_USAGE_ONE_TIME_SUBMIT_BIT and the VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT flags

- VUID-vkBeginCommandBuffer-commandPoolMultipleCommandBuffersRecording-05007
  If commandPoolMultipleCommandBuffersRecording is VK_FALSE, then the command pool that commandBuffer was created from must have no other command buffers in the recording state

- VUID-vkBeginCommandBuffer-commandBufferSimultaneousUse-05008
  If commandBufferSimultaneousUse is VK_FALSE, then pBeginInfo->flags must not include VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT

Valid Usage (Implicit)

- VUID-vkBeginCommandBuffer-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkBeginCommandBuffer-pBeginInfo-parameter
  pBeginInfo must be a valid pointer to a valid VkCommandBufferBeginInfo structure

Host Synchronization

- Host access to commandBuffer must be externally synchronized

- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized
Return Codes

Success
• VK_SUCCESS

Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkCommandBufferBeginInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkCommandBufferBeginInfo {
    VkStructureType sType;
    const void* pNext;
    VkCommandBufferUsageFlags flags;
    const VkCommandBufferInheritanceInfo* pInheritanceInfo;
} VkCommandBufferBeginInfo;
```

• **sType** is a VkStructureType value identifying this structure.
• **pNext** is NULL or a pointer to a structure extending this structure.
• **flags** is a bitmask of VkCommandBufferUsageFlagBits specifying usage behavior for the command buffer.
• **pInheritanceInfo** is a pointer to a VkCommandBufferInheritanceInfo structure, used if commandBuffer is a secondary command buffer. If this is a primary command buffer, then this value is ignored.

Valid Usage

• VUID-VkCommandBufferBeginInfo-flags-09123
  If flags contains VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT, the VkCommandPool that commandBuffer was allocated from must support graphics operations

• VUID-VkCommandBufferBeginInfo-flags-05009
  If flags contains VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT and secondaryCommandBufferNullOrImagelessFramebuffer is VK_TRUE, the framebuffer member of pInheritanceInfo must be either VK_NULL_HANDLE, or a valid VkFramebuffer that is compatible with the renderPass member of pInheritanceInfo

• VUID-VkCommandBufferBeginInfo-flags-05010
  If flags contains VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT and secondaryCommandBufferNullOrImagelessFramebuffer is VK_FALSE, the framebuffer member of pInheritanceInfo must be a valid VkFramebuffer that is compatible with the renderPass member of pInheritanceInfo and must not have been created with a VkFramebufferCreateInfo::flags value that includes VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT
If `flags` contains `VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT` the `renderPass` member of `pInheritanceInfo` must be a valid `VkRenderPass`.

If `flags` contains `VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT` the `subpass` member of `pInheritanceInfo` must be a valid subpass index within the `renderPass` member of `pInheritanceInfo`.

## Valid Usage (Implicit)

- **VUID-VkCommandBufferBeginInfo-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_COMMAND_BUFFER_BEGIN_INFO`.

- **VUID-VkCommandBufferBeginInfo-pNext-pNext**
  
  `pNext` must be `NULL` or a pointer to a valid instance of `VkDeviceGroupCommandBufferBeginInfo`.

- **VUID-VkCommandBufferBeginInfo-sType-unique**
  
  The `sType` value of each struct in the `pNext` chain must be unique.

- **VUID-VkCommandBufferBeginInfo-flags-parameter**
  
  `flags` must be a valid combination of `VkCommandBufferUsageFlagBits` values.

Bits which can be set in `VkCommandBufferBeginInfo::flags`, specifying usage behavior for a command buffer, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkCommandBufferUsageFlagBits {
    VK_COMMAND_BUFFER_USAGE_ONE_TIME_SUBMIT_BIT = 0x00000001,
    VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT = 0x00000002,
    VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT = 0x00000004,
} VkCommandBufferUsageFlagBits;
```

- **VK_COMMAND_BUFFER_USAGE_ONE_TIME_SUBMIT_BIT** specifies that each recording of the command buffer will only be submitted once, and the command buffer will be reset and recorded again between each submission.

- **VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT** specifies that a secondary command buffer is considered to be entirely inside a render pass. If this is a primary command buffer, then this bit is ignored.

- **VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT** specifies that a command buffer can be resubmitted to any queue of the same queue family while it is in the pending state, and recorded into multiple primary command buffers.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkCommandBufferUsageFlags;
```
VkCommandBufferUsageFlags is a bitmask type for setting a mask of zero or more VkCommandBufferUsageFlagBits.

If the command buffer is a secondary command buffer, then the VkCommandBufferInheritanceInfo structure defines any state that will be inherited from the primary command buffer:

```c
// Provided by VK_VERSION_1_0
typedef struct VkCommandBufferInheritanceInfo {
    VkStructureType sType;
    const void* pNext;
    VkRenderPass renderPass;
    uint32_t subpass;
    VkFramebuffer framebuffer;
    VkBool32 occlusionQueryEnable;
    VkQueryControlFlags queryFlags;
    VkQueryPipelineStatisticFlags pipelineStatistics;
} VkCommandBufferInheritanceInfo;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **renderPass** is a VkRenderPass object defining which render passes the VkCommandBuffer will be compatible with and can be executed within.
- **subpass** is the index of the subpass within the render pass instance that the VkCommandBuffer will be executed within.
- **framebuffer** can refer to the VkFramebuffer object that the VkCommandBuffer will be rendering to if it is executed within a render pass instance. It can be VK_NULL_HANDLE if the framebuffer is not known.

  **Note**
  Specifying the exact framebuffer that the secondary command buffer will be executed with may result in better performance at command buffer execution time.

- **occlusionQueryEnable** specifies whether the command buffer can be executed while an occlusion query is active in the primary command buffer. If this is VK_TRUE, then this command buffer can be executed whether the primary command buffer has an occlusion query active or not. If this is VK_FALSE, then the primary command buffer must not have an occlusion query active.
- **queryFlags** specifies the query flags that can be used by an active occlusion query in the primary command buffer when this secondary command buffer is executed. If this value includes the VK_QUERY_CONTROL_PRECISE_BIT bit, then the active query can return boolean results or actual sample counts. If this bit is not set, then the active query must not use the VK_QUERY_CONTROL_PRECISE_BIT bit.
- **pipelineStatistics** is a bitmask of VkQueryPipelineStatisticFlagBits specifying the set of pipeline statistics that can be counted by an active query in the primary command buffer when
this secondary command buffer is executed. If this value includes a given bit, then this command buffer can be executed whether the primary command buffer has a pipeline statistics query active that includes this bit or not. If this value excludes a given bit, then the active pipeline statistics query must not be from a query pool that counts that statistic.

If the VkCommandBuffer will not be executed within a render pass instance, renderPass, subpass, and framebuffer are ignored.

Valid Usage

- **VUID-VkCommandBufferInheritanceInfo-occlusionQueryEnable-00056**
  If the inheritedQueries feature is not enabled, occlusionQueryEnable must be VK_FALSE

- **VUID-VkCommandBufferInheritanceInfo-queryFlags-00057**
  If the inheritedQueries feature is enabled, queryFlags must be a valid combination of VkQueryControlFlagBits values

- **VUID-VkCommandBufferInheritanceInfo-queryFlags-02788**
  If the inheritedQueries feature is not enabled, queryFlags must be 0

- **VUID-VkCommandBufferInheritanceInfo-pipelineStatistics-02789**
  If the pipelineStatisticsQuery feature is enabled, pipelineStatistics must be a valid combination of VkQueryPipelineStatisticFlagBits values

- **VUID-VkCommandBufferInheritanceInfo-pipelineStatistics-00058**
  If the pipelineStatisticsQuery feature is not enabled, pipelineStatistics must be 0

Valid Usage (Implicit)

- **VUID-VkCommandBufferInheritanceInfo-sType-sType**
  sType must be VK_STRUCTURE_TYPE_COMMAND_BUFFER_INHERITANCE_INFO

- **VUID-VkCommandBufferInheritanceInfo-pNext-pNext**
  pNext must be NULL

- **VUID-VkCommandBufferInheritanceInfo-commonparent**
  Both of framebuffer, and renderPass that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same VkDevice

Note

On some implementations, not using the VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT bit enables command buffers to be patched in-place if needed, rather than creating a copy of the command buffer.

If a command buffer is in the invalid, or executable state, and the command buffer was allocated from a command pool with the VK_COMMAND_POOL_CREATE_RESET_COMMAND_BUFFER_BIT flag set, then vkBeginCommandBuffer implicitly resets the command buffer, behaving as if vkResetCommandBuffer had been called with VK_COMMAND_BUFFER_RESET_RELEASE_RESOURCES_BIT not set. After the implicit reset, commandBuffer is moved to the recording state.
Once recording starts, an application records a sequence of commands (vkCmd*) to set state in the command buffer, draw, dispatch, and other commands.

To complete recording of a command buffer, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkEndCommandBuffer(
    VkCommandBuffer commandBuffer);
```

- `commandBuffer` is the command buffer to complete recording.

The command buffer must have been in the recording state, and, if successful, is moved to the executable state.

If there was an error during recording, the application will be notified by an unsuccessful return code returned by `vkEndCommandBuffer`, and the command buffer will be moved to the invalid state.

If recording a command would exceed the amount of command pool memory reserved by VkCommandPoolMemoryReservationCreateInfo::commandPoolReservedSize, the implementation may report a VK_FAULT_TYPE_COMMAND_BUFFER_FULL fault. The command buffer remains in the recording state until `vkEndCommandBuffer` is called. When `vkEndCommandBuffer` is called on a command buffer for which the command pool memory reservation was exceeded during recording, it must return VK_ERROR_OUT_OF_DEVICE_MEMORY.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is VK_TRUE, `vkEndCommandBuffer` must not return VK_ERROR_OUT_OF_HOST_MEMORY.

### Valid Usage

- VUID-vkEndCommandBuffer-commandBuffer-00059
  commandBuffer must be in the recording state

- VUID-vkEndCommandBuffer-commandBuffer-00060
  If commandBuffer is a primary command buffer, there must not be an active render pass instance

- VUID-vkEndCommandBuffer-commandBuffer-00061
  All queries made active during the recording of commandBuffer must have been made inactive

- VUID-vkEndCommandBuffer-commandBuffer-01815
  If commandBuffer is a secondary command buffer, there must not be an outstanding `vkCmdBeginDebugUtilsLabelEXT` command recorded to commandBuffer that has not previously been ended by a call to `vkCmdEndDebugUtilsLabelEXT`

### Valid Usage (Implicit)

- VUID-vkEndCommandBuffer-commandBuffer-parameter
commandBuffer must be a valid VkCommandBuffer handle

**Host Synchronization**

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

**Return Codes**

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

When a command buffer is in the executable state, it can be submitted to a queue for execution.

### 6.5. Command Buffer Submission

*Note*
Submission can be a high overhead operation, and applications should attempt to batch work together into as few calls to vkQueueSubmit or vkQueueSubmit2KHR as possible.

To submit command buffers to a queue, call:

```cpp
// Provided by VK_KHR_synchronization2
VkResult vkQueueSubmit2KHR(
    VkQueue queue,
    uint32_t submitCount,
    const VkSubmitInfo2* pSubmits,
    VkFence fence);
```

- **queue** is the queue that the command buffers will be submitted to.
- **submitCount** is the number of elements in the pSubmits array.
- **pSubmits** is a pointer to an array of VkSubmitInfo2 structures, each specifying a command buffer submission batch.
- **fence** is an optional handle to a fence to be signaled once all submitted command buffers have completed execution. If fence is not VK_NULL_HANDLE, it defines a fence signal operation.
vkQueueSubmit2KHR is a queue submission command, with each batch defined by an element of pSubmits.

Semaphore operations submitted with vkQueueSubmit2KHR have additional ordering constraints compared to other submission commands, with dependencies involving previous and subsequent queue operations. Information about these additional constraints can be found in the semaphore section of the synchronization chapter.

If any command buffer submitted to this queue is in the executable state, it is moved to the pending state. Once execution of all submissions of a command buffer complete, it moves from the pending state, back to the executable state. If a command buffer was recorded with the VK_COMMAND_BUFFER_USAGE_ONE_TIME_SUBMIT_BIT flag, it instead moves back to the invalid state.

If vkQueueSubmit2KHR fails, it may return VK_ERROR_OUT_OF_HOST_MEMORY or VK_ERROR_OUT_OF_DEVICE_MEMORY. If it does, the implementation must ensure that the state and contents of any resources or synchronization primitives referenced by the submitted command buffers and any semaphores referenced by pSubmits is unaffected by the call or its failure. If vkQueueSubmit2KHR fails in such a way that the implementation is unable to make that guarantee, the implementation must return VK_ERROR_DEVICE_LOST. See Lost Device.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkQueueSubmit2KHR must not return VK_ERROR_OUT_OF_HOST_MEMORY.

**Valid Usage**

- VUID-vkQueueSubmit2-fence-04894
  If fence is not VK_NULL_HANDLE, fence must be uns signaled

- VUID-vkQueueSubmit2-fence-04895
  If fence is not VK_NULL_HANDLE, fence must not be associated with any other queue command that has not yet completed execution on that queue

- VUID-vkQueueSubmit2-synchronization2-03866
  The synchronization2 feature must be enabled

- VUID-vkQueueSubmit2-commandBuffer-03867
  If a command recorded into the commandBuffer member of any element of the pCommandBufferInfos member of any element of pSubmits referenced a VkEvent, that event must not be referenced by a command that has been submitted to another queue and is still in the pending state

- VUID-vkQueueSubmit2-semaphore-03868
  The semaphore member of any binary semaphore element of the pSignalSemaphoreInfos member of any element of pSubmits must be uns signaled when the semaphore signal operation it defines is executed on the device

- VUID-vkQueueSubmit2-stageMask-03869
  The stageMask member of any element of the pSignalSemaphoreInfos member of any element of pSubmits must only include pipeline stages that are supported by the queue family which queue belongs to

- VUID-vkQueueSubmit2-stageMask-03870
The `stageMask` member of any element of the `pWaitSemaphoreInfos` member of any element of `pSubmits` must only include pipeline stages that are supported by the queue family which `queue` belongs to

- **VUID-vkQueueSubmit2-semaphore-03871**
  When a semaphore wait operation for a binary semaphore is executed, as defined by the `semaphore` member of any element of the `pWaitSemaphoreInfos` member of any element of `pSubmits`, there must be no other queues waiting on the same semaphore

- **VUID-vkQueueSubmit2-semaphore-03873**
  The `semaphore` member of any element of the `pWaitSemaphoreInfos` member of any element of `pSubmits` that was created with a `VkSemaphoreTypeKHR` of `VK_SEMAPHORE_TYPE_BINARY_KHR` must reference a semaphore signal operation that has been submitted for execution and any semaphore signal operations on which it depends must have also been submitted for execution

- **VUID-vkQueueSubmit2-commandBuffer-03874**
  The `commandBuffer` member of any element of the `pCommandBufferInfos` member of any element of `pSubmits` must be in the pending or executable state

- **VUID-vkQueueSubmit2-commandBuffer-03875**
  If a command recorded into the `commandBuffer` member of any element of the `pCommandBufferInfos` member of any element of `pSubmits` was not recorded with the `VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT`, it must not be in the pending state

- **VUID-vkQueueSubmit2-commandBuffer-03876**
  Any secondary command buffers recorded into the `commandBuffer` member of any element of the `pCommandBufferInfos` member of any element of `pSubmits` must be in the pending or executable state

- **VUID-vkQueueSubmit2-commandBuffer-03877**
  If any secondary command buffers recorded into the `commandBuffer` member of any element of the `pCommandBufferInfos` member of any element of `pSubmits` was not recorded with the `VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT`, it must not be in the pending state

- **VUID-vkQueueSubmit2-commandBuffer-03878**
  The `commandBuffer` member of any element of the `pCommandBufferInfos` member of any element of `pSubmits` must have been allocated from a `VkCommandPool` that was created for the same queue family `queue` belongs to

- **VUID-vkQueueSubmit2-commandBuffer-03879**
  If a command recorded into the `commandBuffer` member of any element of the `pCommandBufferInfos` member of any element of `pSubmits` includes a Queue Family Ownership Transfer Acquire Operation, there must exist a previously submitted Queue Family Ownership Transfer Release Operation on a queue in the queue family identified by the acquire operation, with parameters matching the acquire operation as defined in the definition of such acquire operations, and which happens before the acquire operation

- **VUID-vkQueueSubmit2-commandBuffer-038780**
  If a command recorded into the `commandBuffer` member of any element of the `pCommandBufferInfos` member of any element of `pSubmits` was a `vkCmdBeginQuery` whose
queryPool was created with a queryType of VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR, the profiling lock must have been held continuously on the VkDevice that queue was retrieved from, throughout recording of those command buffers.

- VUID-vkQueueSubmit2-queue-06447
  If queue was not created with VK_DEVICE_QUEUE_CREATE_PROTECTED_BIT, the flags member of any element of pSubmits must not include VK_SUBMIT_PROTECTED_BIT_KHR

### Valid Usage (Implicit)

- VUID-vkQueueSubmit2-queue-parameter
  queue must be a valid VkQueue handle

- VUID-vkQueueSubmit2-pSubmits-parameter
  If submitCount is not 0, pSubmits must be a valid pointer to an array of submitCount valid VkSubmitInfo2 structures

- VUID-vkQueueSubmit2-fence-parameter
  If fence is not VK_NULL_HANDLE, fence must be a valid VkFence handle

- VUID-vkQueueSubmit2-commonparent
  Both of fence, and queue that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same VkDevice

### Host Synchronization

- Host access to queue must be externally synchronized
- Host access to fence must be externally synchronized

### Command Properties

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<tbody>
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<td>-</td>
<td>Any</td>
<td>-</td>
</tr>
</tbody>
</table>

### Return Codes

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_DEVICE_LOST
The `VkSubmitInfo2` structure is defined as:

```c
typedef struct VkSubmitInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkSubmitFlags flags;
    uint32_t waitSemaphoreInfoCount;
    const VkSemaphoreSubmitInfo* pWaitSemaphoreInfos;
    uint32_t commandBufferInfoCount;
    const VkCommandBufferSubmitInfo* pCommandBufferInfos;
    uint32_t signalSemaphoreInfoCount;
    const VkSemaphoreSubmitInfo* pSignalSemaphoreInfos;
} VkSubmitInfo2;
```

or the equivalent

```c
// Provided by VK_KHR_synchronization2
typedef VkSubmitInfo2 VkSubmitInfo2KHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is a bitmask of `VkSubmitFlagBits`.
- `waitSemaphoreInfoCount` is the number of elements in `pWaitSemaphoreInfos`.
- `pWaitSemaphoreInfos` is a pointer to an array of `VkSemaphoreSubmitInfo` structures defining semaphore wait operations.
- `commandBufferInfoCount` is the number of elements in `pCommandBufferInfos` and the number of command buffers to execute in the batch.
- `pCommandBufferInfos` is a pointer to an array of `VkCommandBufferSubmitInfo` structures describing command buffers to execute in the batch.
- `signalSemaphoreInfoCount` is the number of elements in `pSignalSemaphoreInfos`.
- `pSignalSemaphoreInfos` is a pointer to an array of `VkSemaphoreSubmitInfo` describing semaphore signal operations.

**Valid Usage**

- VUID-VkSubmitInfo2-flags-03886
  If `flags` includes `VK_SUBMIT_PROTECTED_BIT`, all elements of `pCommandBuffers` must be protected command buffers
- VUID-VkSubmitInfo2-flags-03887
  If `flags` does not include `VK_SUBMIT_PROTECTED_BIT`, each element of `pCommandBuffers` must not be a protected command buffer
Valid Usage (Implicit)

- VUID-VkSubmitInfo2-sType-sType
  
  *sType* must be `VK_STRUCTURE_TYPE_SUBMIT_INFO_2`

- VUID-VkSubmitInfo2-pNext-pNext
  
  *pNext* must be `NULL` or a pointer to a valid instance of `VkPerformanceQuerySubmitInfoKHR`

- VUID-VkSubmitInfo2-sType-unique
  
The *sType* value of each struct in the *pNext* chain must be unique

- VUID-VkSubmitInfo2-flags-parameter
  
  *flags* must be a valid combination of `VkSubmitFlagBits` values

- VUID-VkSubmitInfo2-pWaitSemaphoreInfos-parameter
  
  If `waitSemaphoreInfoCount` is not 0, *pWaitSemaphoreInfos* must be a valid pointer to an array of `waitSemaphoreInfoCount` valid `VkSemaphoreSubmitInfo` structures

- VUID-VkSubmitInfo2-pCommandBufferInfos-parameter
  
  If `commandBufferInfoCount` is not 0, *pCommandBufferInfos* must be a valid pointer to an array of `commandBufferInfoCount` valid `VkCommandBufferSubmitInfo` structures

- VUID-VkSubmitInfo2-pSignalSemaphoreInfos-parameter
  
  If `signalSemaphoreInfoCount` is not 0, *pSignalSemaphoreInfos* must be a valid pointer to an array of `signalSemaphoreInfoCount` valid `VkSemaphoreSubmitInfo` structures

Bits which can be set in `VkSubmitInfo2::flags`, specifying submission behavior, are:

```c
typedef enum VkSubmitFlagBits {
    VK_SUBMIT_PROTECTED_BIT = 0x00000001,
    VK_SUBMIT_PROTECTED_BIT_KHR = VK_SUBMIT_PROTECTED_BIT,
} VkSubmitFlagBits;
```

or the equivalent

```c
// Provided by VK_KHR_synchronization2
typedef VkSubmitFlagBits VkSubmitFlagBitsKHR;
```

- **VK_SUBMIT_PROTECTED_BIT** specifies that this batch is a protected submission.

```c
typedef VkFlagsVkSubmitFlags;
```

or the equivalent

```c
// Provided by VK_KHR_synchronization2
typedef VkSubmitFlags VkSubmitFlagsKHR;
```
VkSubmitFlags is a bitmask type for setting a mask of zero or more VkSubmitFlagBits.

The VkSemaphoreSubmitInfo structure is defined as:

```c
typedef struct VkSemaphoreSubmitInfo {
    VkStructureType sType;
    const void* pNext;
    VkSemaphore semaphore;
    uint64_t value;
    VkPipelineStageFlags2 stageMask;
    uint32_t deviceIndex;
} VkSemaphoreSubmitInfo;
```

or the equivalent

```c
// Provided by VK_KHR_synchronization2
typedef VkSemaphoreSubmitInfo VkSemaphoreSubmitInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- semaphore is a VkSemaphore affected by this operation.
- value is ignored.
- stageMask is a VkPipelineStageFlags2 mask of pipeline stages which limit the first synchronization scope of a semaphore signal operation, or second synchronization scope of a semaphore wait operation as described in the semaphore wait operation and semaphore signal operation sections of the synchronization chapter.
- deviceIndex is the index of the device within a device group that executes the semaphore wait or signal operation.

Whether this structure defines a semaphore wait or signal operation is defined by how it is used.

### Valid Usage

- VUID-VkSemaphoreSubmitInfo-stageMask-03929
  If the geometryShader feature is not enabled, stageMask must not contain VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT

- VUID-VkSemaphoreSubmitInfo-stageMask-03930
  If the tessellationShader feature is not enabled, stageMask must not contain VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT or VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT

- VUID-VkSemaphoreSubmitInfo-stageMask-07317
  If the attachmentFragmentShadingRate feature is not enabled, stageMask must not contain VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

- VUID-VkSemaphoreSubmitInfo-device-03888
If the device that semaphore was created on is not a device group, deviceIndex must be 0

- VUID-VkSemaphoreSubmitInfo-device-03889
  If the device that semaphore was created on is a device group, deviceIndex must be a valid device index

- VUID-VkSemaphoreSubmitInfoKHR-semaphore-05094
  If semaphore has a payload of NvSciSyncObj, value must be calculated by application via NvSciSync APIs.

Valid Usage (Implicit)

- VUID-VkSemaphoreSubmitInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_SEMAPHORE_SUBMIT_INFO

- VUID-VkSemaphoreSubmitInfo-pNext-pNext
  pNext must be NULL

- VUID-VkSemaphoreSubmitInfo-semaphore-parameter
  semaphore must be a valid VkSemaphore handle

- VUID-VkSemaphoreSubmitInfo-stageMask-parameter
  stageMask must be a valid combination of VkPipelineStageFlagBits2 values

The VkCommandBufferSubmitInfo structure is defined as:

```c
typedef struct VkCommandBufferSubmitInfo {
    VkStructureType  sType;
    const void*      pNext;
    VkCommandBuffer  commandBuffer;
    uint32_t         deviceMask;
} VkCommandBufferSubmitInfo;
```

or the equivalent

```c
// Provided by VK_KHR_synchronization2
typedef VkCommandBufferSubmitInfo VkCommandBufferSubmitInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- commandBuffer is a VkCommandBuffer to be submitted for execution.
- deviceMask is a bitmask indicating which devices in a device group execute the command buffer. A deviceMask of 0 is equivalent to setting all bits corresponding to valid devices in the group to 1.
Valid Usage

- **VUID-VkCommandBufferSubmitInfo-commandBuffer-03890**
  
  `commandBuffer` must not have been allocated with `VK_COMMAND_BUFFER_LEVEL_SECONDARY`.

- **VUID-VkCommandBufferSubmitInfo-deviceMask-03891**
  
  If `deviceMask` is not 0, it must be a valid device mask.

Valid Usage (Implicit)

- **VUID-VkCommandBufferSubmitInfo-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_COMMAND_BUFFER_SUBMIT_INFO`.

- **VUID-VkCommandBufferSubmitInfo-pNext-pNext**
  
  `pNext` must be `NULL`.

- **VUID-VkCommandBufferSubmitInfo-commandBuffer-parameter**
  
  `commandBuffer` must be a valid `VkCommandBuffer` handle.

To submit command buffers to a queue, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkQueueSubmit(
    VkQueue queue,       
    uint32_t submitCount, 
    const VkSubmitInfo* pSubmits, 
    VkFence fence);
```

- `queue` is the queue that the command buffers will be submitted to.
- `submitCount` is the number of elements in the `pSubmits` array.
- `pSubmits` is a pointer to an array of `VkSubmitInfo` structures, each specifying a command buffer submission batch.
- `fence` is an optional handle to a fence to be signaled once all submitted command buffers have completed execution. If `fence` is not `VK_NULL_HANDLE`, it defines a fence signal operation.

`vkQueueSubmit` is a queue submission command, with each batch defined by an element of `pSubmits`. Batches begin execution in the order they appear in `pSubmits`, but may complete out of order.

Fence and semaphore operations submitted with `vkQueueSubmit` have additional ordering constraints compared to other submission commands, with dependencies involving previous and subsequent queue operations. Information about these additional constraints can be found in the semaphore and fence sections of the synchronization chapter.

Details on the interaction of `pWaitDstStageMask` with synchronization are described in the semaphore wait operation section of the synchronization chapter.

The order that batches appear in `pSubmits` is used to determine submission order, and thus all the
implicit ordering guarantees that respect it. Other than these implicit ordering guarantees and any explicit synchronization primitives, these batches may overlap or otherwise execute out of order.

If any command buffer submitted to this queue is in the executable state, it is moved to the pending state. Once execution of all submissions of a command buffer complete, it moves from the pending state, back to the executable state. If a command buffer was recorded with the VK_COMMAND_BUFFER_USAGE_ONE_TIME_SUBMIT_BIT flag, it instead moves to the invalid state.

If vkQueueSubmit fails, it may return VK_ERROR_OUT_OF_HOST_MEMORY or VK_ERROR_OUT_OF_DEVICE_MEMORY. If it does, the implementation must ensure that the state and contents of any resources or synchronization primitives referenced by the submitted command buffers and any semaphores referenced by pSubmits is unaffected by the call or its failure. If vkQueueSubmit fails in such a way that the implementation is unable to make that guarantee, the implementation must return VK_ERROR_DEVICE_LOST. See Lost Device.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkQueueSubmit must not return VK_ERROR_OUT_OF_HOST_MEMORY.

**Valid Usage**

- **VUID-vkQueueSubmit-fence-00063**
  If fence is not VK_NULL_HANDLE, fence must be unsignaled

- **VUID-vkQueueSubmit-fence-00064**
  If fence is not VK_NULL_HANDLE, fence must not be associated with any other queue command that has not yet completed execution on that queue

- **VUID-vkQueueSubmit-pCommandBuffers-00065**
  Any calls to vkCmdSetEvent, vkCmdResetEvent or vkCmdWaitEvents that have been recorded into any of the command buffer elements of the pCommandBuffers member of any element of pSubmits, must not reference any VkEvent that is referenced by any of those commands in a command buffer that has been submitted to another queue and is still in the pending state

- **VUID-vkQueueSubmit-pWaitDstStageMask-00066**
  Any stage flag included in any element of the pWaitDstStageMask member of any element of pSubmits must be a pipeline stage supported by one of the capabilities of queue, as specified in the table of supported pipeline stages

- **VUID-vkQueueSubmit-pSignalSemaphores-00067**
  Each binary semaphore element of the pSignalSemaphores member of any element of pSubmits must be unsignaled when the semaphore signal operation it defines is executed on the device

- **VUID-vkQueueSubmit-pWaitSemaphores-00068**
  When a semaphore wait operation referring to a binary semaphore defined by any element of the pWaitSemaphores member of any element of pSubmits executes on queue, there must be no other queues waiting on the same semaphore

- **VUID-vkQueueSubmit-pWaitSemaphores-03238**
  All elements of the pWaitSemaphores member of all elements of pSubmits created with a VkSemaphoreType of VK_SEMAPHORE_TYPE_BINARY must reference a semaphore signal
operation that has been submitted for execution and any semaphore signal operations on which it depends must have also been submitted for execution

- VUID-vkQueueSubmit-pCommandBuffers-00070
  Each element of the pCommandBuffers member of each element of pSubmits must be in the pending or executable state

- VUID-vkQueueSubmit-pCommandBuffers-00071
  If any element of the pCommandBuffers member of any element of pSubmits was not recorded with the VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT, it must not be in the pending state

- VUID-vkQueueSubmit-pCommandBuffers-00072
  Any secondary command buffers recorded into any element of the pCommandBuffers member of any element of pSubmits must be in the pending or executable state

- VUID-vkQueueSubmit-pCommandBuffers-00073
  If any secondary command buffers recorded into any element of the pCommandBuffers member of any element of pSubmits was not recorded with the VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT, it must not be in the pending state

- VUID-vkQueueSubmit-pCommandBuffers-00074
  Each element of the pCommandBuffers member of each element of pSubmits must have been allocated from a VkCommandPool that was created for the same queue family queue belongs to

- VUID-vkQueueSubmit-pSubmits-02207
  If any element of pSubmits->pCommandBuffers includes a Queue Family Ownership Transfer Acquire Operation, there must exist a previously submitted Queue Family Ownership Transfer Release Operation on a queue in the queue family identified by the acquire operation, with parameters matching the acquire operation as defined in the definition of such acquire operations, and which happens-before the acquire operation

- VUID-vkQueueSubmit-pCommandBuffers-03220
  If a command recorded into any element of pCommandBuffers was a vkCmdBeginQuery whose queryPool was created with a queryType of VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR, the profiling lock must have been held continuously on the VkDevice that queue was retrieved from, throughout recording of those command buffers

- VUID-vkQueueSubmit-pSubmits-02808
  Any resource created with VK_SHARING_MODE_EXCLUSIVE that is read by an operation specified by pSubmits must not be owned by any queue family other than the one which queue belongs to, at the time it is executed

- VUID-vkQueueSubmit-pSubmits-04626
  Any resource created with VK_SHARING_MODE_CONCURRENT that is accessed by an operation specified by pSubmits must have included the queue family of queue at resource creation time

- VUID-vkQueueSubmit-queue-06448
  If queue was not created with VK_DEVICE_QUEUE_CREATE_PROTECTED_BIT, there must be no element of pSubmits that includes a VkProtectedSubmitInfo structure in its pNext chain with protectedSubmit equal to VK_TRUE
Valid Usage (Implicit)

- VUID-vkQueueSubmit-queue-parameter
  queue must be a valid VkQueue handle

- VUID-vkQueueSubmit-pSubmits-parameter
  If submitCount is not 0, pSubmits must be a valid pointer to an array of submitCount valid VkSubmitInfo structures

- VUID-vkQueueSubmit-fence-parameter
  If fence is not VK_NULL_HANDLE, fence must be a valid VkFence handle

- VUID-vkQueueSubmit-commonparent
  Both of fence, and queue that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same VkDevice

Host Synchronization

- Host access to queue must be externally synchronized
- Host access to fence must be externally synchronized

Command Properties

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<td>-</td>
<td>-</td>
<td>Any</td>
<td>-</td>
</tr>
</tbody>
</table>

Return Codes

Success

- VK_SUCCESS

Failure

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_DEVICE_LOST

The VkSubmitInfo structure is defined as:
typedef struct VkSubmitInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t waitSemaphoreCount;
    const VkSemaphore* pWaitSemaphores;
    const VkPipelineStageFlags* pWaitDstStageMask;
    uint32_t commandBufferCount;
    const VkCommandBuffer* pCommandBuffers;
    uint32_t signalSemaphoreCount;
    const VkSemaphore* pSignalSemaphores;
    VkSemaphore*}

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• waitSemaphoreCount is the number of semaphores upon which to wait before executing the command buffers for the batch.
• pWaitSemaphores is a pointer to an array of VkSemaphore handles upon which to wait before the command buffers for this batch begin execution. If semaphores to wait on are provided, they define a semaphore wait operation.
• pWaitDstStageMask is a pointer to an array of pipeline stages at which each corresponding semaphore wait will occur.
• commandBufferCount is the number of command buffers to execute in the batch.
• pCommandBuffers is a pointer to an array of VkCommandBuffer handles to execute in the batch.
• signalSemaphoreCount is the number of semaphores to be signaled once the commands specified in pCommandBuffers have completed execution.
• pSignalSemaphores is a pointer to an array of VkSemaphore handles which will be signaled when the command buffers for this batch have completed execution. If semaphores to be signaled are provided, they define a semaphore signal operation.

The order that command buffers appear in pCommandBuffers is used to determine submission order, and thus all the implicit ordering guarantees that respect it. Other than these implicit ordering guarantees and any explicit synchronization primitives, these command buffers may overlap or otherwise execute out of order.

Valid Usage

• VUID-VkSubmitInfo-pWaitDstStageMask-04090
  If the geometryShader feature is not enabled, pWaitDstStageMask must not contain VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT

• VUID-VkSubmitInfo-pWaitDstStageMask-04091
  If the tessellationShader feature is not enabled, pWaitDstStageMask must not contain VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT or VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT
• VUID-VkSubmitInfo-pWaitDstStageMask-07319
  If the attachmentFragmentShadingRate feature is not enabled, pWaitDstStageMask must not contain VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

• VUID-VkSubmitInfo-pWaitDstStageMask-03937
  If the synchronization2 feature is not enabled, pWaitDstStageMask must not be 0

• VUID-VkSubmitInfo-pCommandBuffers-00075
  Each element of pCommandBuffers must not have been allocated with VK_COMMAND_BUFFER_LEVEL_SECONDARY

• VUID-VkSubmitInfo-pWaitDstStageMask-00078
  Each element of pWaitDstStageMask must not include VK_PIPELINE_STAGE_HOST_BIT

• VUID-VkSubmitInfo-pWaitSemaphores-03239
  If any element of pWaitSemaphores or pSignalSemaphores was created with a VkSemaphoreType of VK_SEMAPHORE_TYPE_TIMELINE, then the pNext chain must include a VkTimelineSemaphoreSubmitInfo structure

• VUID-VkSubmitInfo-pNext-03240
  If the pNext chain of this structure includes a VkTimelineSemaphoreSubmitInfo structure and any element of pWaitSemaphores was created with a VkSemaphoreType of VK_SEMAPHORE_TYPE_TIMELINE, then its waitSemaphoreValueCount member must equal waitSemaphoreCount

• VUID-VkSubmitInfo-pNext-03241
  If the pNext chain of this structure includes a VkTimelineSemaphoreSubmitInfo structure and any element of pSignalSemaphores was created with a VkSemaphoreType of VK_SEMAPHORE_TYPE_TIMELINE, then its signalSemaphoreValueCount member must equal signalSemaphoreCount

• VUID-VkSubmitInfo-pSignalSemaphores-03242
  For each element of pSignalSemaphores created with a VkSemaphoreType of VK_SEMAPHORE_TYPE_TIMELINE the corresponding element of VkTimelineSemaphoreSubmitInfo::pSignalSemaphoreValues must have a value greater than the current value of the semaphore when the semaphore signal operation is executed

• VUID-VkSubmitInfo-pWaitSemaphores-03243
  For each element of pWaitSemaphores created with a VkSemaphoreType of VK_SEMAPHORE_TYPE_TIMELINE the corresponding element of VkTimelineSemaphoreSubmitInfo::pWaitSemaphoreValues must have a value which does not differ from the current value of the semaphore or the value of any outstanding semaphore wait or signal operation on that semaphore by more than maxTimelineSemaphoreValueDifference

• VUID-VkSubmitInfo-pSignalSemaphores-03244
  For each element of pSignalSemaphores created with a VkSemaphoreType of VK_SEMAPHORE_TYPE_TIMELINE the corresponding element of VkTimelineSemaphoreSubmitInfo::pSignalSemaphoreValues must have a value which does not differ from the current value of the semaphore or the value of any outstanding semaphore wait or signal operation on that semaphore by more than maxTimelineSemaphoreValueDifference
If the `pNext` chain of this structure does not include a `VkProtectedSubmitInfo` structure with `protectedSubmit` set to `VK_TRUE`, then each element of the `pCommandBuffers` array **must** be an unprotected command buffer.

If the `pNext` chain of this structure includes a `VkProtectedSubmitInfo` structure with `protectedSubmit` set to `VK_TRUE`, then each element of the `pCommandBuffers` array **must** be a protected command buffer.

### Valid Usage (Implicit)

- **VUID-VkSubmitInfo-sType-sType**
  
  The `sType` must be `VK_STRUCTURE_TYPE_SUBMIT_INFO`.

- **VUID-VkSubmitInfo-pNext-pNext**
  
  Each `pNext` member of any structure (including this one) in the `pNext` chain **must** be either `NULL` or a pointer to a valid instance of `VkDeviceGroupSubmitInfo`, `VkPerformanceQuerySubmitInfoKHR`, `VkProtectedSubmitInfo`, or `VkTimelineSemaphoreSubmitInfo`.

- **VUID-VkSubmitInfo-sType-unique**
  
  The `sType` value of each struct in the `pNext` chain **must** be unique.

- **VUID-VkSubmitInfo-pWaitSemaphores-parameter**
  
  If `waitSemaphoreCount` is not `0`, `pWaitSemaphores` **must** be a valid pointer to an array of `waitSemaphoreCount` valid `VkSemaphore` handles.

- **VUID-VkSubmitInfo-pWaitDstStageMask-parameter**
  
  If `waitSemaphoreCount` is not `0`, `pWaitDstStageMask` **must** be a valid pointer to an array of `waitSemaphoreCount` valid combinations of `VkPipelineStageFlagBits` values.

- **VUID-VkSubmitInfo-pCommandBuffers-parameter**
  
  If `commandBufferCount` is not `0`, `pCommandBuffers` **must** be a valid pointer to an array of `commandBufferCount` valid `VkCommandBuffer` handles.

- **VUID-VkSubmitInfo-pSignalSemaphores-parameter**
  
  If `signalSemaphoreCount` is not `0`, `pSignalSemaphores` **must** be a valid pointer to an array of `signalSemaphoreCount` valid `VkSemaphore` handles.

- **VUID-VkSubmitInfo-commonparent**
  
  Each of the elements of `pCommandBuffers`, the elements of `pSignalSemaphores`, and the elements of `pWaitSemaphores` that are valid handles of non-ignored parameters **must** have been created, allocated, or retrieved from the same `VkDevice`.

To specify the values to use when waiting for and signaling semaphores created with a `VkSemaphoreType` of `VK_SEMAPHORE_TYPE_TIMELINE`, add a `VkTimelineSemaphoreSubmitInfo` structure to the `pNext` chain of the `VkSubmitInfo` structure when using `vkQueueSubmit`. The `VkTimelineSemaphoreSubmitInfo` structure is defined as:
// Provided by VK_VERSION_1_2

typedef struct VkTimelineSemaphoreSubmitInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t waitSemaphoreValueCount;
    const uint64_t* pWaitSemaphoreValues;
    uint32_t signalSemaphoreValueCount;
    const uint64_t* pSignalSemaphoreValues;
} VkTimelineSemaphoreSubmitInfo;

• **sType** is a **VkStructureType** value identifying this structure.
• **pNext** is NULL or a pointer to a structure extending this structure.
• **waitSemaphoreValueCount** is the number of semaphore wait values specified in **pWaitSemaphoreValues**.
• **pWaitSemaphoreValues** is a pointer to an array of **waitSemaphoreValueCount** values for the corresponding semaphores in **VkSubmitInfo::pWaitSemaphores** to wait for.
• **signalSemaphoreValueCount** is the number of semaphore signal values specified in **pSignalSemaphoreValues**.
• **pSignalSemaphoreValues** is a pointer to an array of **signalSemaphoreValueCount** values for the corresponding semaphores in **VkSubmitInfo::pSignalSemaphores** to set when signaled.

If the semaphore in **VkSubmitInfo::pWaitSemaphores** or **VkSubmitInfo::pSignalSemaphores** corresponding to an entry in **pWaitSemaphoreValues** or **pSignalSemaphoreValues** respectively was not created with a **VkSemaphoreType** of `VK_SEMAPHORE_TYPE_TIMELINE`, the implementation **must** ignore the value in the **pWaitSemaphoreValues** or **pSignalSemaphoreValues** entry.

If the semaphore in **VkSubmitInfo::pWaitSemaphores** or **VkSubmitInfo::pSignalSemaphores** corresponding to an entry in **pWaitSemaphoreValues** or **pSignalSemaphoreValues** respectively was created with a **VkSemaphoreType** of `VK_SEMAPHORE_TYPE_TIMELINE`, and has `NvSciSyncObj` as the payload, the value in the **pWaitSemaphoreValues** or **pSignalSemaphoreValues** entry **must** be calculated by application via **NvSciSync APIs**.

**Valid Usage (Implicit)**

• **VUID-VkTimelineSemaphoreSubmitInfo-sType-sType**
  **sType** **must** be `VK_STRUCTURE_TYPE_TIMELINE_SEMAPHORE_SUBMIT_INFO`

• **VUID-VkTimelineSemaphoreSubmitInfo-pWaitSemaphoreValues-parameter**
  If **waitSemaphoreValueCount** is not 0, and **pWaitSemaphoreValues** is not NULL, **pWaitSemaphoreValues** **must** be a valid pointer to an array of **waitSemaphoreValueCount** uint64_t values

• **VUID-VkTimelineSemaphoreSubmitInfo-pSignalSemaphoreValues-parameter**
  If **signalSemaphoreValueCount** is not 0, and **pSignalSemaphoreValues** is not NULL, **pSignalSemaphoreValues** **must** be a valid pointer to an array of **signalSemaphoreValueCount** uint64_t values
If the `pNext` chain of `VkSubmitInfo` includes a `VkProtectedSubmitInfo` structure, then the structure indicates whether the batch is protected. The `VkProtectedSubmitInfo` structure is defined as:

```
// Provided by VK_VERSION_1_1
typedef struct VkProtectedSubmitInfo {
    VkStructureType sType;
    const void* pNext;
    VkBool32 protectedSubmit;
} VkProtectedSubmitInfo;
```

- `protectedSubmit` specifies whether the batch is protected. If `protectedSubmit` is `VK_TRUE`, the batch is protected. If `protectedSubmit` is `VK_FALSE`, the batch is unprotected. If the `VkSubmitInfo::pNext` chain does not include this structure, the batch is unprotected.

### Valid Usage (Implicit)

- VUID-VkProtectedSubmitInfo-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_PROTECTED_SUBMIT_INFO`

If the `pNext` chain of `VkSubmitInfo` includes a `VkDeviceGroupSubmitInfo` structure, then that structure includes device indices and masks specifying which physical devices execute semaphore operations and command buffers.

The `VkDeviceGroupSubmitInfo` structure is defined as:

```
// Provided by VK_VERSION_1_1
typedef struct VkDeviceGroupSubmitInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t waitSemaphoreCount;
    const uint32_t* pWaitSemaphoreDeviceIndices;
    uint32_t commandBufferCount;
    const uint32_t* pCommandBufferDeviceMasks;
    uint32_t signalSemaphoreCount;
    const uint32_t* pSignalSemaphoreDeviceIndices;
} VkDeviceGroupSubmitInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `waitSemaphoreCount` is the number of elements in the `pWaitSemaphoreDeviceIndices` array.
- `pWaitSemaphoreDeviceIndices` is a pointer to an array of `waitSemaphoreCount` device indices indicating which physical device executes the semaphore wait operation in the corresponding element of `VkSubmitInfo::pWaitSemaphores`.
- `commandBufferCount` is the number of elements in the `pCommandBufferDeviceMasks` array.
• **pCommandBufferDeviceMasks** is a pointer to an array of `commandBufferCount` device masks indicating which physical devices execute the command buffer in the corresponding element of **VkSubmitInfo**::**pCommandBuffers**. A physical device executes the command buffer if the corresponding bit is set in the mask.

• **signalSemaphoreCount** is the number of elements in the **pSignalSemaphoreDeviceIndices** array.

• **pSignalSemaphoreDeviceIndices** is a pointer to an array of `signalSemaphoreCount` device indices indicating which physical device executes the semaphore signal operation in the corresponding element of **VkSubmitInfo**::**pSignalSemaphores**.

If this structure is not present, semaphore operations and command buffers execute on device index zero.

### Valid Usage

- **VUID-VkDeviceGroupSubmitInfo-waitSemaphoreCount-00082**
  
  `waitSemaphoreCount` must equal **VkSubmitInfo**::`waitSemaphoreCount`

- **VUID-VkDeviceGroupSubmitInfo-commandBufferCount-00083**
  
  `commandBufferCount` must equal **VkSubmitInfo**::`commandBufferCount`

- **VUID-VkDeviceGroupSubmitInfo-signalSemaphoreCount-00084**
  
  `signalSemaphoreCount` must equal **VkSubmitInfo**::`signalSemaphoreCount`

- **VUID-VkDeviceGroupSubmitInfo-pWaitSemaphoreDeviceIndices-00085**
  
  All elements of **pWaitSemaphoreDeviceIndices** and **pSignalSemaphoreDeviceIndices** must be valid device indices

- **VUID-VkDeviceGroupSubmitInfo-pCommandBufferDeviceMasks-00086**
  
  All elements of **pCommandBufferDeviceMasks** must be valid device masks

### Valid Usage (Implicit)

- **VUID-VkDeviceGroupSubmitInfo-sType-sType**
  
  `sType` must be **VK_STRUCTURE_TYPE_DEVICE_GROUP_SUBMIT_INFO**

- **VUID-VkDeviceGroupSubmitInfo-pWaitSemaphoreDeviceIndices-parameter**
  
  If `waitSemaphoreCount` is not 0, **pWaitSemaphoreDeviceIndices** must be a valid pointer to an array of `waitSemaphoreCount` `uint32_t` values

- **VUID-VkDeviceGroupSubmitInfo-pCommandBufferDeviceMasks-parameter**
  
  If `commandBufferCount` is not 0, **pCommandBufferDeviceMasks** must be a valid pointer to an array of `commandBufferCount` `uint32_t` values

- **VUID-VkDeviceGroupSubmitInfo-pSignalSemaphoreDeviceIndices-parameter**
  
  If `signalSemaphoreCount` is not 0, **pSignalSemaphoreDeviceIndices** must be a valid pointer to an array of `signalSemaphoreCount` `uint32_t` values

If the **pNext** chain of **VkSubmitInfo** includes a **VkPerformanceQuerySubmitInfoKHR** structure, then the structure indicates which counter pass is active for the batch in that submit.
The **VkPerformanceQuerySubmitInfoKHR** structure is defined as:

```c
// Provided by VK_KHR_performance_query
typedef struct VkPerformanceQuerySubmitInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t counterPassIndex;
} VkPerformanceQuerySubmitInfoKHR;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **counterPassIndex** specifies which counter pass index is active.

If the `VkSubmitInfo::pNext` chain does not include this structure, the batch defaults to use counter pass index 0.

### Valid Usage
- VUID-VkPerformanceQuerySubmitInfoKHR-counterPassIndex-03221
counterPassIndex **must** be less than the number of counter passes required by any queries within the batch. The required number of counter passes for a performance query is obtained by calling `vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR`.

### Valid Usage (Implicit)
- VUID-VkPerformanceQuerySubmitInfoKHR-sType-sType
  sType **must** be `VK_STRUCTURE_TYPE_PERFORMANCE_QUERY_SUBMIT_INFO_KHR`.

### 6.6. Queue Forward Progress

When using binary semaphores, the application **must** ensure that command buffer submissions will be able to complete without any subsequent operations by the application on any queue. After any call to `vkQueueSubmit` (or other queue operation), for every queued wait on a semaphore created with a `VkSemaphoreType` of `VK_SEMAPHORE_TYPE_BINARY` there **must** be a prior signal of that semaphore that will not be consumed by a different wait on the semaphore.

When using timeline semaphores, wait-before-signal behavior is well-defined and applications **can** submit work via `vkQueueSubmit` defining a timeline semaphore wait operation before submitting a corresponding semaphore signal operation. For each timeline semaphore wait operation defined by a call to `vkQueueSubmit`, the application **must** ensure that a corresponding semaphore signal operation is executed before forward progress can be made.

If a command buffer submission waits for any events to be signaled, the application **must** ensure that command buffer submissions will be able to complete without any subsequent operations by the application. Events signaled by the host **must** be signaled before the command buffer waits on
Note
The ability for commands to wait on the host to set an events was originally added to allow low-latency updates to resources between host and device. However, to ensure quality of service, implementations would necessarily detect extended stalls in execution and timeout after a short period. As this period is not defined in the Vulkan specification, it is impossible to correctly validate any application with any wait period. Since the original users of this functionality were highly limited and platform-specific, this functionality is now considered defunct and should not be used.

6.7. Secondary Command Buffer Execution

Secondary command buffers must not be directly submitted to a queue. To record a secondary command buffer to execute as part of a primary command buffer, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdExecuteCommands(
    VkCommandBuffer commandBuffer,
    uint32_t commandBufferCount,
    const VkCommandBuffer* pCommandBuffers);
```

- `commandBuffer` is a handle to a primary command buffer that the secondary command buffers are executed in.
- `commandBufferCount` is the length of the `pCommandBuffers` array.
- `pCommandBuffers` is a pointer to an array of `commandBufferCount` secondary command buffer handles, which are recorded to execute in the primary command buffer in the order they are listed in the array.

If any element of `pCommandBuffers` was not recorded with the `VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT` flag, and it was recorded into any other primary command buffer which is currently in the executable or recording state, that primary command buffer becomes invalid.

Valid Usage

- VUID-vkCmdExecuteCommands-pCommandBuffers-00088
  Each element of `pCommandBuffers` must have been allocated with a level of `VK_COMMAND_BUFFER_LEVEL_SECONDARY`

- VUID-vkCmdExecuteCommands-pCommandBuffers-00089
  Each element of `pCommandBuffers` must be in the pending or executable state

- VUID-vkCmdExecuteCommands-pCommandBuffers-00091
  If any element of `pCommandBuffers` was not recorded with the `VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT` flag, it must not be in the pending state
If any element of pCommandBuffers was not recorded with the VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT flag, it must not have already been recorded to commandBuffer.

If any element of pCommandBuffers was not recorded with the VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT flag, it must not appear more than once in pCommandBuffers.

Each element of pCommandBuffers must have been allocated from a VkCommandPool that was created for the same queue family as the VkCommandPool from which commandBuffer was allocated.

If vkCmdExecuteCommands is being called within a render pass instance, each element of pCommandBuffers must have been recorded with the VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT.

If vkCmdExecuteCommands is being called within a render pass instance, and any element of pCommandBuffers was recorded with VkCommandBufferInheritanceInfo::framebuffer not equal to VK_NULL_HANDLE, that VkFramebuffer must match the VkFramebuffer used in the current render pass instance.

If vkCmdExecuteCommands is being called within a render pass instance begun with vkCmdBeginRenderPass, its contents parameter must have been set to VK_SUBPASS_CONTENTS_SECONDARY_COMMAND_BUFFERS.

If vkCmdExecuteCommands is being called within a render pass instance begun with vkCmdBeginRenderPass, each element of pCommandBuffers must have been recorded with VkCommandBufferInheritanceInfo::subpass set to the index of the subpass which the given command buffer will be executed in.

If vkCmdExecuteCommands is being called within a render pass instance begun with vkCmdBeginRenderPass, the render passes specified in the pBeginInfo->pInheritanceInfo->renderPass members of the vkBeginCommandBuffer commands used to begin recording each element of pCommandBuffers must be compatible with the current render pass.

If vkCmdExecuteCommands is not being called within a render pass instance, each element of pCommandBuffers must not have been recorded with the VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT.

If the inheritedQueries feature is not enabled, commandBuffer must not have any queries active.

If commandBuffer has a VK_QUERY_TYPE_OCCLUSION query active, then each element of
pCommandBuffers **must** have been recorded with `VkCommandBufferInheritanceInfo::occlusionQueryEnable` set to `VK_TRUE`.

- **VUID-vkCmdExecuteCommands-commandBuffer-00103**
  If `commandBuffer` has a `VK_QUERY_TYPE_OCCLUSION` query **active**, then each element of `pCommandBuffers` **must** have been recorded with `VkCommandBufferInheritanceInfo::queryFlags` having all bits set that are set for the query.

- **VUID-vkCmdExecuteCommands-commandBuffer-00104**
  If `commandBuffer` has a `VK_QUERY_TYPE_PIPELINE_STATISTICS` query **active**, then each element of `pCommandBuffers` **must** have been recorded with `VkCommandBufferInheritanceInfo::pipelineStatistics` having all bits set that are set in the `VkQueryPool` the query uses.

- **VUID-vkCmdExecuteCommands-pCommandBuffers-00105**
  Each element of `pCommandBuffers` **must** not begin any query types that are **active** in `commandBuffer`.

- **VUID-vkCmdExecuteCommands-commandBuffer-07594**
  `commandBuffer` **must** not have any queries other than `VK_QUERY_TYPE_OCCLUSION` and `VK_QUERY_TYPE_PIPELINE_STATISTICS` **active**.

- **VUID-vkCmdExecuteCommands-commandBuffer-01820**
  If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, each element of `pCommandBuffers` **must** be a protected command buffer.

- **VUID-vkCmdExecuteCommands-commandBuffer-01821**
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, each element of `pCommandBuffers` **must** be an unprotected command buffer.

- **VUID-vkCmdExecuteCommands-commandBuffer-06533**
  If `vkCmdExecuteCommands` is being called within a render pass instance and any recorded command in `commandBuffer` in the current subpass will write to an image subresource as an attachment, commands recorded in elements of `pCommandBuffers` **must** not read from the memory backing that image subresource in any other way.

- **VUID-vkCmdExecuteCommands-commandBuffer-06534**
  If `vkCmdExecuteCommands` is being called within a render pass instance and any recorded command in `commandBuffer` in the current subpass will read from an image subresource used as an attachment in any way other than as an attachment, commands recorded in elements of `pCommandBuffers` **must** not write to that image subresource as an attachment.

- **VUID-vkCmdExecuteCommands-pCommandBuffers-06535**
  If `vkCmdExecuteCommands` is being called within a render pass instance and any recorded command in a given element of `pCommandBuffers` will write to an image subresource as an attachment, commands recorded in elements of `pCommandBuffers` at a higher index **must** not read from the memory backing that image subresource in any other way.

- **VUID-vkCmdExecuteCommands-pCommandBuffers-06536**
  If `vkCmdExecuteCommands` is being called within a render pass instance and any recorded command in a given element of `pCommandBuffers` will read from an image subresource used as an attachment in any way other than as an attachment, commands recorded in elements of `pCommandBuffers` at a higher index **must** not write to that image subresource as an attachment.
• VUID-vkCmdExecuteCommands-commandBuffer-09375
  commandBuffer must not be a secondary command buffer

Valid Usage (Implicit)

• VUID-vkCmdExecuteCommands-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

• VUID-vkCmdExecuteCommands-pCommandBuffers-parameter
  pCommandBuffers must be a valid pointer to an array of commandBufferCount valid
  VkCommandBuffer handles

• VUID-vkCmdExecuteCommands-commandBuffer-recording
  commandBuffer must be in the recording state

• VUID-vkCmdExecuteCommands-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support transfer, graphics,
  or compute operations

• VUID-vkCmdExecuteCommands-commandBufferCount-arraylength
  commandBufferCount must be greater than 0

• VUID-vkCmdExecuteCommands-commonparent
  Both of commandBuffer, and the elements of pCommandBuffers must have been created,
  allocated, or retrieved from the same VkDevice

Host Synchronization

• Host access to commandBuffer must be externally synchronized

• Host access to the VkCommandPool that commandBuffer was allocated from must be externally
  synchronized

Command Properties

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<td>Both</td>
<td>Transfer Graphics</td>
<td>Indirection</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
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6.8. Command Buffer Device Mask

Each command buffer has a piece of state storing the current device mask of the command buffer. This mask controls which physical devices within the logical device all subsequent commands will execute on, including state-setting commands, action commands, and synchronization commands.
Scissor and viewport state (excluding the count of each) can be set to different values on each physical device (only when set as dynamic state), and each physical device will render using its local copy of the state. Other state is shared between physical devices, such that all physical devices use the most recently set values for the state. However, when recording an action command that uses a piece of state, the most recent command that set that state must have included all physical devices that execute the action command in its current device mask.

The command buffer’s device mask is orthogonal to the pCommandBufferDeviceMasks member of VkDeviceGroupSubmitInfo. Commands only execute on a physical device if the device index is set in both device masks.

If the pNext chain of VkCommandBufferBeginInfo includes a VkDeviceGroupCommandBufferBeginInfo structure, then that structure includes an initial device mask for the command buffer.

The VkDeviceGroupCommandBufferBeginInfo structure is defined as:

```
// Provided by VK_VERSION_1_1
typedef struct VkDeviceGroupCommandBufferBeginInfo {
    VkStructureType  sType;
    const void*      pNext;
    uint32_t         deviceMask;
} VkDeviceGroupCommandBufferBeginInfo;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `deviceMask` is the initial value of the command buffer's device mask.

The initial device mask also acts as an upper bound on the set of devices that can ever be in the device mask in the command buffer.

If this structure is not present, the initial value of a command buffer’s device mask is set to include all physical devices in the logical device when the command buffer begins recording.

### Valid Usage

- VUID-VkDeviceGroupCommandBufferBeginInfo-deviceMask-00106
  - `deviceMask` must be a valid device mask value
- VUID-VkDeviceGroupCommandBufferBeginInfo-deviceMask-00107
  - `deviceMask` must not be zero

### Valid Usage (Implicit)

- VUID-VkDeviceGroupCommandBufferBeginInfo-sType-sType
  - `sType` must be VK_STRUCTURE_TYPE_DEVICE_GROUP_COMMAND_BUFFER_BEGIN_INFO
To update the current device mask of a command buffer, call:

```c
// Provided by VK_VERSION_1_1
void vkCmdSetDeviceMask(
    VkCommandBuffer commandBuffer, uint32_t deviceMask);
```

- `commandBuffer` is command buffer whose current device mask is modified.
- `deviceMask` is the new value of the current device mask.

deviceMask is used to filter out subsequent commands from executing on all physical devices whose bit indices are not set in the mask, except commands beginning a render pass instance, commands transitioning to the next subpass in the render pass instance, and commands ending a render pass instance, which always execute on the set of physical devices whose bit indices are included in the deviceMask member of the `VkDeviceGroupRenderPassBeginInfo` structure passed to the command beginning the corresponding render pass instance.

### Valid Usage

- **VUID-vkCmdSetDeviceMask-deviceMask-00108**
  deviceMask must be a valid device mask value

- **VUID-vkCmdSetDeviceMask-deviceMask-00109**
  deviceMask must not be zero

- **VUID-vkCmdSetDeviceMask-deviceMask-00110**
  deviceMask must not include any set bits that were not in the `VkDeviceGroupCommandBufferBeginInfo::deviceMask` value when the command buffer began recording

- **VUID-vkCmdSetDeviceMask-deviceMask-00111**
  If `vkCmdSetDeviceMask` is called inside a render pass instance, deviceMask must not include any set bits that were not in the `VkDeviceGroupRenderPassBeginInfo::deviceMask` value when the render pass instance began recording

### Valid Usage (Implicit)

- **VUID-vkCmdSetDeviceMask-commandBuffer-parameter**
  commandBuffer must be a valid VkCommandBuffer handle

- **VUID-vkCmdSetDeviceMask-commandBuffer-recording**
  commandBuffer must be in the recording state

- **VUID-vkCmdSetDeviceMask-commandBuffer-cmdpool**
  The VkCommandPool that commandBuffer was allocated from must support graphics, compute, or transfer operations
Host Synchronization

- Host access to `commandBuffer` must be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

Command Properties

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<td></td>
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<tr>
<td></td>
<td></td>
<td>Transfer</td>
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Chapter 7. Synchronization and Cache Control

Synchronization of access to resources is primarily the responsibility of the application in Vulkan. The order of execution of commands with respect to the host and other commands on the device has few implicit guarantees, and needs to be explicitly specified. Memory caches and other optimizations are also explicitly managed, requiring that the flow of data through the system is largely under application control.

Whilst some implicit guarantees exist between commands, five explicit synchronization mechanisms are exposed by Vulkan:

Fences
Fences can be used to communicate to the host that execution of some task on the device has completed, controlling resource access between host and device.

Semaphores
Semaphores can be used to control resource access across multiple queues.

Events
Events provide a fine-grained synchronization primitive which can be signaled either within a command buffer or by the host, and can be waited upon within a command buffer or queried on the host. Events can be used to control resource access within a single queue.

Pipeline Barriers
Pipeline barriers also provide synchronization control within a command buffer, but at a single point, rather than with separate signal and wait operations. Pipeline barriers can be used to control resource access within a single queue.

Render Pass Objects
Render pass objects provide a synchronization framework for rendering tasks, built upon the concepts in this chapter. Many cases that would otherwise need an application to use other synchronization primitives can be expressed more efficiently as part of a render pass. Render pass objects can be used to control resource access within a single queue.

7.1. Execution and Memory Dependencies

An operation is an arbitrary amount of work to be executed on the host, a device, or an external entity such as a presentation engine. Synchronization commands introduce explicit execution dependencies, and memory dependencies between two sets of operations defined by the command’s two synchronization scopes.

The synchronization scopes define which other operations a synchronization command is able to create execution dependencies with. Any type of operation that is not in a synchronization command’s synchronization scopes will not be included in the resulting dependency. For example, for many synchronization commands, the synchronization scopes can be limited to just operations executing in specific pipeline stages, which allows other pipeline stages to be excluded from a
dependency. Other scoping options are possible, depending on the particular command.

An execution dependency is a guarantee that for two sets of operations, the first set must happen-before the second set. If an operation happens-before another operation, then the first operation must complete before the second operation is initiated. More precisely:

- Let $Ops_1$ and $Ops_2$ be separate sets of operations.
- Let $Sync$ be a synchronization command.
- Let $Scope_{1st}$ and $Scope_{2nd}$ be the synchronization scopes of $Sync$.
- Let $ScopedOps_1$ be the intersection of sets $Ops_1$ and $Scope_{1st}$.
- Let $ScopedOps_2$ be the intersection of sets $Ops_2$ and $Scope_{2nd}$.
- Submitting $Ops_1$, $Sync$ and $Ops_2$ for execution, in that order, will result in execution dependency $ExeDep$ between $ScopedOps_1$ and $ScopedOps_2$.
- Execution dependency $ExeDep$ guarantees that $ScopedOps_1$ happen-before $ScopedOps_2$.

An execution dependency chain is a sequence of execution dependencies that form a happens-before relation between the first dependency's $ScopedOps_1$ and the final dependency's $ScopedOps_2$. For each consecutive pair of execution dependencies, a chain exists if the intersection of $Scope_{2nd}$ in the first dependency and $Scope_{1st}$ in the second dependency is not an empty set. The formation of a single execution dependency from an execution dependency chain can be described by substituting the following in the description of execution dependencies:

- Let $Sync$ be a set of synchronization commands that generate an execution dependency chain.
- Let $Scope_{1st}$ be the first synchronization scope of the first command in $Sync$.
- Let $Scope_{2nd}$ be the second synchronization scope of the last command in $Sync$.

Execution dependencies alone are not sufficient to guarantee that values resulting from writes in one set of operations can be read from another set of operations.

Three additional types of operations are used to control memory access. Availability operations cause the values generated by specified memory write accesses to become available to a memory domain for future access. Any available value remains available until a subsequent write to the same memory location occurs (whether it is made available or not) or the memory is freed. Memory domain operations cause writes that are available to a source memory domain to become available to a destination memory domain (an example of this is making writes available to the host domain available to the device domain). Visibility operations cause values available to a memory domain to become visible to specified memory accesses.

Availability, visibility, memory domains, and memory domain operations are formally defined in the Availability and Visibility section of the Memory Model chapter. Which API operations perform each of these operations is defined in Availability, Visibility, and Domain Operations.

A memory dependency is an execution dependency which includes availability and visibility operations such that:

- The first set of operations happens-before the availability operation.
The availability operation happens-before the visibility operation. The visibility operation happens-before the second set of operations.

Once written values are made visible to a particular type of memory access, they can be read or written by that type of memory access. Most synchronization commands in Vulkan define a memory dependency.

The specific memory accesses that are made available and visible are defined by the access scopes of a memory dependency. Any type of access that is in a memory dependency’s first access scope and occurs in $\text{ScopedOps}_1$ is made available. Any type of access that is in a memory dependency’s second access scope and occurs in $\text{ScopedOps}_2$ has any available writes made visible to it. Any type of operation that is not in a synchronization command’s access scopes will not be included in the resulting dependency.

A memory dependency enforces availability and visibility of memory accesses and execution order between two sets of operations. Adding to the description of execution dependency chains:

- Let $\text{MemOps}_1$ be the set of memory accesses performed by $\text{ScopedOps}_1$.
- Let $\text{MemOps}_2$ be the set of memory accesses performed by $\text{ScopedOps}_2$.
- Let $\text{AccessScope}_{1\text{st}}$ be the first access scope of the first command in the $\text{Sync}$ chain.
- Let $\text{AccessScope}_{2\text{nd}}$ be the second access scope of the last command in the $\text{Sync}$ chain.
- Let $\text{ScopedMemOps}_1$ be the intersection of sets $\text{MemOps}_1$ and $\text{AccessScope}_{1\text{st}}$.
- Let $\text{ScopedMemOps}_2$ be the intersection of sets $\text{MemOps}_2$ and $\text{AccessScope}_{2\text{nd}}$.
- Submitting $\text{Ops}_1$, $\text{Sync}$, and $\text{Ops}_2$ for execution, in that order, will result in a memory dependency $\text{MemDep}$ between $\text{ScopedOps}_1$ and $\text{ScopedOps}_2$.
- Memory dependency $\text{MemDep}$ guarantees that:
  - Memory writes in $\text{ScopedMemOps}_1$ are made available.
  - Available memory writes, including those from $\text{ScopedMemOps}_1$, are made visible to $\text{ScopedMemOps}_2$.

**Note**

Execution and memory dependencies are used to solve data hazards, i.e. to ensure that read and write operations occur in a well-defined order. Write-after-read hazards can be solved with just an execution dependency, but read-after-write and write-after-write hazards need appropriate memory dependencies to be included between them. If an application does not include dependencies to solve these hazards, the results and execution orders of memory accesses are undefined.

### 7.1.1. Image Layout Transitions

Image subresources can be transitioned from one layout to another as part of a memory dependency (e.g. by using an image memory barrier). When a layout transition is specified in a memory dependency, it happens-after the availability operations in the memory dependency, and happens-before the visibility operations. Image layout transitions may perform read and write
accesses on all memory bound to the image subresource range, so applications must ensure that all memory writes have been made available before a layout transition is executed. Available memory is automatically made visible to a layout transition, and writes performed by a layout transition are automatically made available.

Layout transitions always apply to a particular image subresource range, and specify both an old layout and new layout. The old layout must either be VK_IMAGE_LAYOUT_UNDEFINED, or match the current layout of the image subresource range. If the old layout matches the current layout of the image subresource range, the transition preserves the contents of that range. If the old layout is VK_IMAGE_LAYOUT_UNDEFINED, the contents of that range may be discarded.

As image layout transitions may perform read and write accesses on the memory bound to the image, if the image subresource affected by the layout transition is bound to peer memory for any device in the current device mask then the memory heap the bound memory comes from must support the VK_PEER_MEMORY_FEATURE_GENERIC_SRC_BIT and VK_PEER_MEMORY_FEATURE_GENERIC_DST_BIT capabilities as returned by vkGetDeviceGroupPeerMemoryFeatures.

Applications must ensure that layout transitions happen-after all operations accessing the image with the old layout, and happen-before any operations that will access the image with the new layout. Layout transitions are potentially read/write operations, so not defining appropriate memory dependencies to guarantee this will result in a data race.

Image layout transitions interact with memory aliasing.

Layout transitions that are performed via image memory barriers execute in their entirety in submission order, relative to other image layout transitions submitted to the same queue, including those performed by render passes. In effect there is an implicit execution dependency from each such layout transition to all layout transitions previously submitted to the same queue.

The image layout of each image subresource of a depth/stencil image created with VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT is dependent on the last sample locations used to render to the image subresource as a depth/stencil attachment, thus when the image member of an image memory barrier is an image created with this flag the application can chain a VkSampleLocationsInfoEXT structure to the pNext chain of VkImageMemoryBarrier2 or VkImageMemoryBarrier to specify the sample locations to use during any image layout transition.
If the `VkSampleLocationsInfoEXT` structure does not match the sample location state last used to render to the image subresource range specified by `subresourceRange`, or if no `VkSampleLocationsInfoEXT` structure is present, then the contents of the given image subresource range becomes undefined as if `oldLayout` would equal `VK_IMAGE_LAYOUT_UNDEFINED`.

### 7.1.2. Pipeline Stages

The work performed by an action command consists of multiple operations, which are performed as a sequence of logically independent steps known as *pipeline stages*. The exact pipeline stages executed depend on the particular command that is used, and current command buffer state when the command was recorded.

**Note**

Operations performed by synchronization commands (e.g. availability and visibility operations) are not executed by a defined pipeline stage. However other commands can still synchronize with them by using the synchronization scopes to create a dependency chain.

Execution of operations across pipeline stages **must** adhere to implicit ordering guarantees, particularly including pipeline stage order. Otherwise, execution across pipeline stages **may** overlap or execute out of order with regards to other stages, unless otherwise enforced by an execution dependency.

Several of the synchronization commands include pipeline stage parameters, restricting the synchronization scopes for that command to just those stages. This allows fine grained control over the exact execution dependencies and accesses performed by action commands. Implementations **should** use these pipeline stages to avoid unnecessary stalls or cache flushing.

Bits which **can** be set in a `VkPipelineStageFlags2` mask, specifying stages of execution, are:

```c
// Flag bits for VkPipelineStageFlagBits2
typedef VkFlags64 VkPipelineStageFlagBits2;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_NONE = 0ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_NONE_KHR = 0ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TOP_OF_PIPE_BIT = 0x00000001ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TOP_OF_PIPE_BIT_KHR = 0x00000001ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT = 0x00000002ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT_KHR = 0x00000002ULL;
static constVkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT = 0x00000004ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT_KHR = 0x00000004ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT = 0x00000008ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT_KHR = 0x00000008ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT = 0x00000010ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT_KHR = 0x00000010ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT = 0x00000020ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT_KHR = 0x00000020ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TESS_evaluation_SHADER_BIT = 0x00000040ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TESS_evaluation_SHADER_BIT_KHR = 0x00000040ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TESS_shader_BIT = 0x00000080ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TESS_shader_BIT_KHR = 0x00000080ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT = 0x00000100ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT_KHR = 0x00000100ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT = 0x00000200ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT_KHR = 0x00000200ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_APPLICATION_COMPILER_BIT_KHR = 0x00000400ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TASK_COMPILE_BIT_KHR = 0x00000800ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2毳HEX = 0x00001000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT_KHR = 0x00002000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT_KHR = 0x00004000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT_KHR = 0x00008000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TASK_BIT_KHR = 0x00010000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_MESH_VERTEX_SHADER_BIT_KHR = 0x00020000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_MESH_FRAGMENT_SHADER_BIT_KHR = 0x00040000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_MESH_COMPUTE_SHADER_BIT_KHR = 0x00080000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_MESH_BIT_KHR = 0x00100000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_RENDER_PASS_END_BIT_KHR = 0x00200000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_PIPELINE_COMPILE_BIT_KHR = 0x00400000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_KHR = 0x00800000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_BARRIER_BIT_KHR = 0x01000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_MESH_VERTICES_BIT_KHR = 0x02000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_MESH_VERTICES_BIT_KHR = 0x04000000ULL;
```

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0x00000080ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT = 0x00000010ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT_KHR = 0x00000010ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT = 0x00000020ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT_KHR = 0x00000020ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT = 0x00000040ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT_KHR = 0x00000040ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT = 0x00000080ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT_KHR = 0x00000080ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT = 0x00000100ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT_KHR = 0x00000100ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT = 0x00000200ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT_KHR = 0x00000200ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT = 0x00000400ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT_KHR = 0x00000400ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT = 0x00000800ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT_KHR = 0x00000800ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT = 0x00001000ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT_KHR = 0x00001000ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_TRANSFER_BIT = 0x00001000ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_TRANSFER_BIT_KHR = 0x00001000ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_BOTTOM_OF_PIPE_BIT = 0x00002000ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_BOTTOM_OF_PIPE_BIT_KHR = 0x00002000ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_HOST_BIT = 0x00004000ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_HOST_BIT_KHR = 0x00004000ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT = 0x00008000ULL;
static const VkPipelineStageFlagBits2
VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT_KHR = 0x00008000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT = 0x00010000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT_KHR = 0x00010000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_COPY_BIT = 0x100000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_COPY_BIT_KHR = 0x100000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_RESOLVE_BIT = 0x200000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_RESOLVE_BIT_KHR = 0x200000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_BLIT_BIT = 0x400000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_BLIT_BIT_KHR = 0x400000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_CLEAR_BIT = 0x800000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_CLEAR_BIT_KHR = 0x800000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT = 0x1000000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT_KHR = 0x1000000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT = 0x2000000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT_KHR = 0x2000000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_PRE_RASTERIZATION_SHADERS_BIT = 0x4000000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_PRE_RASTERIZATION_SHADERS_BIT_KHR = 0x4000000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_TRANSFORM_FEEDBACK_BIT_EXT = 0x01000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_CONDITIONAL_RENDERING_BIT_EXT = 0x00040000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_COMMAND_PREPROCESS_BIT_NV = 0x00020000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR = 0x00400000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_SHADING_RATE_IMAGE_BIT_NV = 0x00400000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_BUILD_BIT_KHR = 0x02000000ULL;
static const VkPipelineStageFlagBits2 VK_PIPELINE_STAGE_2_RAY_TRACING_SHADER_BIT_KHR = 0x00200000ULL;
or the equivalent

```c
// Provided by VK_KHR_synchronization2
typedef VkPipelineStageFlagBits2 VkPipelineStageFlagBits2KHR;
```

- **VK_PIPELINE_STAGE_2_NONE** specifies no stages of execution.
- **VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT** specifies the stage of the pipeline where indirect command parameters are consumed.
- **VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT** specifies the stage of the pipeline where index buffers are consumed.
- **VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT** specifies the stage of the pipeline where vertex buffers are consumed.
- **VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT** is equivalent to the logical OR of:
  - **VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT**
  - **VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT**
- **VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT** specifies the vertex shader stage.
- **VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT** specifies the tessellation control shader stage.
- **VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT** specifies the tessellation evaluation shader stage.
- **VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT** specifies the geometry shader stage.
- **VK_PIPELINE_STAGE_2_PRE_RASTERIZATION_SHADERS_BIT** is equivalent to specifying all supported
pre-rasterization shader stages:

- VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT
- VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT
- VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT
- VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT

• VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT specifies the fragment shader stage.

• VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT specifies the stage of the pipeline where early fragment tests (depth and stencil tests before fragment shading) are performed. This stage also includes render pass load operations for framebuffer attachments with a depth/stencil format.

• VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT specifies the stage of the pipeline where late fragment tests (depth and stencil tests after fragment shading) are performed. This stage also includes render pass store operations for framebuffer attachments with a depth/stencil format.

• VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT specifies the stage of the pipeline where final color values are output from the pipeline. This stage includes blending, logic operations, render pass load and store operations for color attachments, render pass multisample resolve operations, and vkCmdClearAttachments.

• VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT specifies the compute shader stage.

• VK_PIPELINE_STAGE_2_HOST_BIT specifies a pseudo-stage indicating execution on the host of reads/writes of device memory. This stage is not invoked by any commands recorded in a command buffer.

• VK_PIPELINE_STAGE_2_COPY_BIT specifies the execution of all copy commands, including vkCmdCopyQueryPoolResults.

• VK_PIPELINE_STAGE_2_BLIT_BIT specifies the execution of vkCmdBlitImage.

• VK_PIPELINE_STAGE_2_RESOLVE_BIT specifies the execution of vkCmdResolveImage.

• VK_PIPELINE_STAGE_2_CLEAR_BIT specifies the execution of clear commands, with the exception of vkCmdClearAttachments.

• VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT is equivalent to specifying all of:
  - VK_PIPELINE_STAGE_2_COPY_BIT
  - VK_PIPELINE_STAGE_2_BLIT_BIT
  - VK_PIPELINE_STAGE_2_RESOLVE_BIT
  - VK_PIPELINE_STAGE_2_CLEAR_BIT
  - VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR

• VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT specifies the execution of all graphics pipeline stages, and is equivalent to the logical OR of:
  - VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT
  - VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT
  - VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT
  - VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT
- `VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT`
- `VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT`
- `VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT`
- `VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT`
- `VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT`
- `VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT`
- `VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`
- `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT` specifies all operations performed by all commands supported on the queue it is used with.
- `VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR` specifies the stage of the pipeline where the fragment shading rate attachment is read to determine the fragment shading rate for portions of a rasterized primitive.
- `VK_PIPELINE_STAGE_2_TOP_OF_PIPE_BIT` is equivalent to `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT` with `VkAccessFlags2` set to 0 when specified in the second synchronization scope, but equivalent to `VK_PIPELINE_STAGE_2_NONE` in the first scope.
- `VK_PIPELINE_STAGE_2_BOTTOM_OF_PIPE_BIT` is equivalent to `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT` with `VkAccessFlags2` set to 0 when specified in the first synchronization scope, but equivalent to `VK_PIPELINE_STAGE_2_NONE` in the second scope.

**Note**
The `TOP` and `BOTTOM` pipeline stages are deprecated, and applications should prefer `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT` and `VK_PIPELINE_STAGE_2_NONE`.

**Note**
The `VkPipelineStageFlags2` bitmask goes beyond the 31 individual bit flags allowable within a C99 enum, which is how `VkPipelineStageFlagBits` is defined. The first 31 values are common to both, and are interchangeable.

`VkPipelineStageFlags2` is a bitmask type for setting a mask of zero or more `VkPipelineStageFlagBits2` flags:

```c
typedef VkFlags64 VkPipelineStageFlags2;
```

or the equivalent

```c
// Provided by VK_KHR_synchronization2
typedef VkPipelineStageFlags2 VkPipelineStageFlags2KHR;
```

Bits which **can** be set in a `VkPipelineStageFlags` mask, specifying stages of execution, are:
typedef enum VkPipelineStageFlagBits {
  VK_PIPELINE_STAGE_TOP_OF_PIPE_BIT = 0x00000001,
  VK_PIPELINE_STAGE_DRAW_INDIRECT_BIT = 0x00000002,
  VK_PIPELINE_STAGE_VERTEX_INPUT_BIT = 0x00000004,
  VK_PIPELINE_STAGE_VERTEX_SHADER_BIT = 0x00000008,
  VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT = 0x00000010,
  VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT = 0x00000020,
  VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT = 0x00000040,
  VK_PIPELINE_STAGE_FRAGMENT_SHADER_BIT = 0x00000080,
  VK_PIPELINE_STAGE_EARLY_FRAGMENT_TESTS_BIT = 0x00000100,
  VK_PIPELINE_STAGE_LATE_FRAGMENT_TESTS_BIT = 0x00000200,
  VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT = 0x00000400,
  VK_PIPELINE_STAGE_COMPUTE_SHADER_BIT = 0x00000800,
  VK_PIPELINE_STAGE_TRANSFER_BIT = 0x00001000,
  VK_PIPELINE_STAGE_BOTTOM_OF_PIPE_BIT = 0x00002000,
  VK_PIPELINE_STAGE_HOST_BIT = 0x00004000,
  VK_PIPELINE_STAGE_ALL_GRAPHICS_BIT = 0x00008000,
  VK_PIPELINE_STAGE_ALL_COMMANDS_BIT = 0x00010000,
  VK_PIPELINE_STAGE_NONE = 0,
  // Provided by VK_KHR_fragment_shading_rate
  VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR = 0x00400000,
  // Provided by VK_KHR_synchronization2
  VK_PIPELINE_STAGE_NONE_KHR = VK_PIPELINE_STAGE_NONE,
} VkPipelineStageFlagBits;

These values all have the same meaning as the equivalently named values for VkPipelineStageFlags2.

- **VK_PIPELINE_STAGE_NONE** specifies no stages of execution.
- **VK_PIPELINE_STAGE_DRAW_INDIRECT_BIT** specifies the stage of the pipeline where VkDrawIndirect*/ VkDispatchIndirect*/ VkTraceRaysIndirect* data structures are consumed.
- **VK_PIPELINE_STAGE_VERTEX_INPUT_BIT** specifies the stage of the pipeline where vertex and index buffers are consumed.
- **VK_PIPELINE_STAGE_VERTEX_SHADER_BIT** specifies the vertex shader stage.
- **VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT** specifies the tessellation control shader stage.
- **VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT** specifies the tessellation evaluation shader stage.
- **VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT** specifies the geometry shader stage.
- **VK_PIPELINE_STAGE_FRAGMENT_SHADER_BIT** specifies the fragment shader stage.
- **VK_PIPELINE_STAGE_EARLY_FRAGMENT_TESTS_BIT** specifies the stage of the pipeline where early fragment tests (depth and stencil tests before fragment shading) are performed. This stage also includes render pass load operations for framebuffer attachments with a depth/stencil format.
- **VK_PIPELINE_STAGE_LATE_FRAGMENT_TESTS_BIT** specifies the stage of the pipeline where late
fragment tests (depth and stencil tests after fragment shading) are performed. This stage also includes render pass store operations for framebuffer attachments with a depth/stencil format.

- **VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT** specifies the stage of the pipeline after blending where the final color values are output from the pipeline. This stage includes blending, logic operations, render pass load and store operations for color attachments, render pass multisample resolve operations, and vkCmdClearAttachments.

- **VK_PIPELINE_STAGE_COMPUTE_SHADER_BIT** specifies the execution of a compute shader.

- **VK_PIPELINE_STAGE_TRANSFER_BIT** specifies the following commands:
  - All copy commands, including vkCmdCopyQueryPoolResults
  - vkCmdBlitImage2KHR and vkCmdBlitImage
  - vkCmdResolveImage2KHR and vkCmdResolveImage
  - All clear commands, with the exception of vkCmdClearAttachments

- **VK_PIPELINE_STAGE_HOST_BIT** specifies a pseudo-stage indicating execution on the host of reads/writes of device memory. This stage is not invoked by any commands recorded in a command buffer.

- **VK_PIPELINE_STAGE_ALL_GRAPHICS_BIT** specifies the execution of all graphics pipeline stages, and is equivalent to the logical OR of:
  - VK_PIPELINE_STAGE_DRAW_INDIRECT_BIT
  - VK_PIPELINE_STAGE_VERTEX_INPUT_BIT
  - VK_PIPELINE_STAGE_VERTEX_SHADER_BIT
  - VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT
  - VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT
  - VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT
  - VK_PIPELINE_STAGE_FRAGMENT_SHADER_BIT
  - VK_PIPELINE_STAGE_EARLY_FRAGMENT_TESTS_BIT
  - VK_PIPELINE_STAGE_LATE_FRAGMENT_TESTS_BIT
  - VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT
  - VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

- **VK_PIPELINE_STAGE_ALL_COMMANDS_BIT** specifies all operations performed by all commands supported on the queue it is used with.

- **VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR** specifies the stage of the pipeline where the fragment shading rate attachment is read to determine the fragment shading rate for portions of a rasterized primitive.

- **VK_PIPELINE_STAGE_TOP_OF_PIPE_BIT** is equivalent to **VK_PIPELINE_STAGE_ALL_COMMANDS_BIT** with VkAccessFlags set to 0 when specified in the second synchronization scope, but specifies no stage of execution when specified in the first scope.

- **VK_PIPELINE_STAGE_BOTTOM_OF_PIPE_BIT** is equivalent to **VK_PIPELINE_STAGE_ALL_COMMANDS_BIT** with VkAccessFlags set to 0 when specified in the first synchronization scope, but specifies no stage
of execution when specified in the second scope.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkPipelineStageFlags;
```

**VkPipelineStageFlags** is a bitmask type for setting a mask of zero or more **VkPipelineStageFlagBits**.

If a synchronization command includes a source stage mask, its first **synchronization scope** only includes execution of the pipeline stages specified in that mask and any **logically earlier** stages. Its first **access scope** only includes memory accesses performed by pipeline stages explicitly specified in the source stage mask.

If a synchronization command includes a destination stage mask, its second **synchronization scope** only includes execution of the pipeline stages specified in that mask and any **logically later** stages. Its second **access scope** only includes memory accesses performed by pipeline stages explicitly specified in the destination stage mask.

**Note**

Note that **access scopes** do not interact with the logically earlier or later stages for either scope - only the stages the app specifies are considered part of each access scope.

Certain pipeline stages are only available on queues that support a particular set of operations. The following table lists, for each pipeline stage flag, which queue capability flag **must** be supported by the queue. When multiple flags are enumerated in the second column of the table, it means that the pipeline stage is supported on the queue if it supports any of the listed capability flags. For further details on queue capabilities see **Physical Device Enumeration** and **Queues**.

**Table 4. Supported pipeline stage flags**

<table>
<thead>
<tr>
<th>Pipeline stage flag</th>
<th>Required queue capability flag</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_PIPELINE_STAGE_2_NONE</td>
<td>None required</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_TRUE_OF_PIPE_BIT</td>
<td>None required</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT or VK_QUEUE_COMPUTE_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>Pipeline stage flag</td>
<td>Required queue capability flag</td>
</tr>
<tr>
<td>---------------------------------------------------------------------</td>
<td>-----------------------------------------------------</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT</td>
<td>VK_QUEUE_COMPUTE_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT or VK_QUEUE_COMPUTE_BIT or VK_QUEUE_TRANSFER_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_BOTTOM_OF_PIPE_BIT</td>
<td>None required</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_HOST_BIT</td>
<td>None required</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT</td>
<td>None required</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_COPY_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT or VK_QUEUE_COMPUTE_BIT or VK_QUEUE_TRANSFER_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_RESOLVE_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT or VK_QUEUE_COMPUTE_BIT or VK_QUEUE_TRANSFER_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_BLIT_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT or VK_QUEUE_COMPUTE_BIT or VK_QUEUE_TRANSFER_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_CLEAR_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT or VK_QUEUE_COMPUTE_BIT or VK_QUEUE_TRANSFER_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_PRE_RASTERIZATION_SHADERS_BIT</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR</td>
<td>VK_QUEUE_GRAPHICS_BIT</td>
</tr>
<tr>
<td>VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR</td>
<td>VK_QUEUE_GRAPHICS_BIT or VK_QUEUE_COMPUTE_BIT or VK_QUEUE_TRANSFER_BIT</td>
</tr>
</tbody>
</table>

Pipeline stages that execute as a result of a command logically complete execution in a specific order, such that completion of a logically later pipeline stage must not happen-before completion of a logically earlier stage. This means that including any stage in the source stage mask for a particular synchronization command also implies that any logically earlier stages are included in Scope 1st for that command.

Similarly, initiation of a logically earlier pipeline stage must not happen-after initiation of a logically later pipeline stage. Including any given stage in the destination stage mask for a particular synchronization command also implies that any logically later stages are included in Scope 2nd for that command.

**Note**

Implementations may not support synchronization at every pipeline stage for every synchronization operation. If a pipeline stage that an implementation does
not support synchronization for appears in a source stage mask, it may substitute any logically later stage in its place for the first synchronization scope. If a pipeline stage that an implementation does not support synchronization for appears in a destination stage mask, it may substitute any logically earlier stage in its place for the second synchronization scope.

For example, if an implementation is unable to signal an event immediately after vertex shader execution is complete, it may instead signal the event after color attachment output has completed.

If an implementation makes such a substitution, it must not affect the semantics of execution or memory dependencies or image and buffer memory barriers.

Graphics pipelines are executable on queues supporting VK_QUEUE_GRAPHICS_BIT. Stages executed by graphics pipelines can only be specified in commands recorded for queues supporting VK_QUEUE_GRAPHICS_BIT.

The graphics pipeline executes the following stages, with the logical ordering of the stages matching the order specified here:

- VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT
- VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT
- VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT
- VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT
- VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT
- VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT
- VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT
- VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR
- VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT
- VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT
- VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT
- VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT

For the compute pipeline, the following stages occur in this order:

- VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT
- VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT

For the transfer pipeline, the following stages occur in this order:

- VK_PIPELINE_STAGE_2_TRANSFER_BIT

For host operations, only one pipeline stage occurs, so no order is guaranteed:

- VK_PIPELINE_STAGE_2_HOST_BIT
7.1.3. Access Types

Memory in Vulkan can be accessed from within shader invocations and via some fixed-function stages of the pipeline. The access type is a function of the descriptor type used, or how a fixed-function stage accesses memory.

Some synchronization commands take sets of access types as parameters to define the access scopes of a memory dependency. If a synchronization command includes a source access mask, its first access scope only includes accesses via the access types specified in that mask. Similarly, if a synchronization command includes a destination access mask, its second access scope only includes accesses via the access types specified in that mask.

Bits which can be set in the srcAccessMask and dstAccessMask members of VkMemoryBarrier2KHR, VkImageMemoryBarrier2KHR, and VkBufferMemoryBarrier2KHR, specifying access behavior, are:

```c
// Flag bits for VkAccessFlagBits2
typedef VkFlags64 VkAccessFlagBits2;
static const VkAccessFlagBits2 VK_ACCESS_2_NONE = 0ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_NONE_KHR = 0ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_INDIRECT_COMMAND_READ_BIT = 0x00000001ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_INDIRECT_COMMAND_READ_BIT_KHR = 0x00000001ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_INDEX_READ_BIT = 0x00000002ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_INDEX_READ_BIT_KHR = 0x00000002ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_VERTEX_ATTRIBUTE_READ_BIT = 0x00000004ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_VERTEX_ATTRIBUTE_READ_BIT_KHR = 0x00000004ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_UNIFORM_READ_BIT = 0x00000008ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_UNIFORM_READ_BIT_KHR = 0x00000008ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_INPUT_ATTACHMENT_READ_BIT = 0x00000010ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_INPUT_ATTACHMENT_READ_BIT_KHR = 0x00000010ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_SHADER_READ_BIT = 0x00000020ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_SHADER_READ_BIT_KHR = 0x00000020ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_SHADER_WRITE_BIT = 0x00000040ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_SHADER_WRITE_BIT_KHR = 0x00000040ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_COLOR_ATTACHMENT_READ_BIT = 0x00000080ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_COLOR_ATTACHMENT_READ_BIT_KHR = 0x00000080ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT = 0x00000100ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT_KHR = 0x00000100ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_READ_BIT = 0x00000200ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_READ_BIT_KHR = 0x00000200ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT = 0x00000400ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT_KHR = 0x00000400ULL;
```
static const VkAccessFlagBits2 VK_ACCESS_2_TRANSFER_READ_BIT = 0x00000800ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_TRANSFER_READ_BIT_KHR = 0x00000800ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_TRANSFER_WRITE_BIT = 0x00001000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_TRANSFER_WRITE_BIT_KHR = 0x00001000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_HOST_READ_BIT = 0x00002000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_HOST_READ_BIT_KHR = 0x00002000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_HOST_WRITE_BIT = 0x00004000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_HOST_WRITE_BIT_KHR = 0x00004000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_MEMORY_READ_BIT = 0x00008000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_MEMORY_READ_BIT_KHR = 0x00008000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_MEMORY_WRITE_BIT = 0x00010000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_MEMORY_WRITE_BIT_KHR = 0x00010000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_SHADER_SAMPLED_READ_BIT = 0x100000000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_SHADER_SAMPLED_READ_BIT_KHR = 0x100000000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_SHADER_STORAGE_READ_BIT = 0x200000000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_SHADER_STORAGE_READ_BIT_KHR = 0x200000000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_SHADER_STORAGE_WRITE_BIT = 0x400000000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_SHADER_STORAGE_WRITE_BIT_KHR = 0x400000000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_TRANSFORM_FEEDBACK_WRITE_BIT_EXT = 0x02000000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_READ_BIT_EXT = 0x04000000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_TRANSFORM_FEEDBACK_COUNTER_WRITE_BIT_EXT = 0x08000000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_CONDITIONAL_RENDERING_READ_BIT_EXT = 0x00100000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_COMMAND_PREPROCESS_READ_BIT_NV = 0x00020000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_COMMAND_PREPROCESS_WRITE_BIT_NV = 0x00040000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_FRAGMENT_SHADING_RATE_ATTACHMENT_READ_BIT_KHR = 0x00800000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_SHADING_RATE_IMAGE_READ_BIT_NV = 0x00800000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_ACCELERATION_STRUCTURE_READ_BIT_KHR = 0x00200000ULL;
static const VkAccessFlagBits2 VK_ACCESS_2_ACCELERATION_STRUCTURE_WRITE_BIT_KHR = 0x00400000ULL;
or the equivalent

```c
// Provided by VK_KHR_synchronization2
typedef VkAccessFlagBits2 VkAccessFlagBits2KHR;
```

- **VK_ACCESS_2_NONE** specifies no accesses.
- **VK_ACCESS_2_MEMORY_READ_BIT** specifies all read accesses. It is always valid in any access mask, and is treated as equivalent to setting all `READ` access flags that are valid where it is used.
- **VK_ACCESS_2_MEMORY_WRITE_BIT** specifies all write accesses. It is always valid in any access mask, and is treated as equivalent to setting all `WRITE` access flags that are valid where it is used.
- **VK_ACCESS_2_INDIRECT_COMMAND_READ_BIT** specifies read access to command data read from indirect buffers as part of an indirect drawing or dispatch command. Such access occurs in the `VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT` pipeline stage.
- **VK_ACCESS_2_INDEX_READ_BIT** specifies read access to an index buffer as part of an indexed drawing command, bound by `vkCmdBindIndexBuffer`. Such access occurs in the `VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT` pipeline stage.
- **VK_ACCESS_2_VERTEX_ATTRIBUTE_READ_BIT** specifies read access to a vertex buffer as part of a drawing command, bound by `vkCmdBindVertexBuffers`. Such access occurs in the `VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT` pipeline stage.
- **VK_ACCESS_2_UNIFORM_READ_BIT** specifies read access to a uniform buffer in any shader pipeline stage.
- **VK_ACCESS_2_INPUT_ATTACHMENT_READ_BIT** specifies read access to an input attachment within a render pass during fragment shading. Such access occurs in the `VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT` pipeline stage.
- **VK_ACCESS_2_SHADER_SAMPLED_READ_BIT** specifies read access to a uniform texel buffer or sampled image in any shader pipeline stage.
- **VK_ACCESS_2_SHADER_STORAGE_READ_BIT** specifies read access to a storage buffer, physical storage buffer, storage texel buffer, or storage image in any shader pipeline stage.
- **VK_ACCESS_2_SHADER_READ_BIT** is equivalent to the logical OR of:
  - **VK_ACCESS_2_SHADER_SAMPLED_READ_BIT**
• **VK_ACCESS_2_SHADER_STORAGE_READ_BIT** specifies write access to a storage buffer, physical storage buffer, storage texel buffer, or storage image in any shader pipeline stage.

• **VK_ACCESS_2_SHADER_WRITE_BIT** is equivalent to **VK_ACCESS_2_SHADER_STORAGE_WRITE_BIT**.

• **VK_ACCESS_2_COLOR_ATTACHMENT_READ_BIT** specifies read access to a color attachment, such as via blending (other than advanced blend operations), logic operations or certain render pass load operations. Such access occurs in the **VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT** pipeline stage.

• **VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT** specifies write access to a color attachment during a render pass or via certain render pass load, store, and multisample resolve operations. Such access occurs in the **VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT** pipeline stage.

• **VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_READ_BIT** specifies read access to a depth/stencil attachment, via depth or stencil operations or certain render pass load operations. Such access occurs in the **VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT** or **VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT** pipeline stages.

• **VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT** specifies write access to a depth/stencil attachment, via depth or stencil operations or certain render pass load and store operations. Such access occurs in the **VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT** or **VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT** pipeline stages.

• **VK_ACCESS_2_TRANSFER_READ_BIT** specifies read access to an image or buffer in a copy operation. Such access occurs in the **VK_PIPELINE_STAGE_2_COPY_BIT**, **VK_PIPELINE_STAGE_2_BLIT_BIT**, or **VK_PIPELINE_STAGE_2_RESOLVE_BIT** pipeline stages.

• **VK_ACCESS_2_TRANSFER_WRITE_BIT** specifies write access to an image or buffer in a clear or copy operation. Such access occurs in the **VK_PIPELINE_STAGE_2_COPY_BIT**, **VK_PIPELINE_STAGE_2_BLIT_BIT**, or **VK_PIPELINE_STAGE_2_RESOLVE_BIT** pipeline stages.

• **VK_ACCESS_2_HOST_READ_BIT** specifies read access by a host operation. Accesses of this type are not performed through a resource, but directly on memory. Such access occurs in the **VK_PIPELINE_STAGE_2_HOST_BIT** pipeline stage.

• **VK_ACCESS_2_HOST_WRITE_BIT** specifies write access by a host operation. Accesses of this type are not performed through a resource, but directly on memory. Such access occurs in the **VK_PIPELINE_STAGE_2_HOST_BIT** pipeline stage.

• **VK_ACCESS_2_COLOR_ATTACHMENT_READ_NONCOHERENT_BIT_EXT** specifies read access to color attachments, including advanced blend operations. Such access occurs in the **VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT** pipeline stage.

• **VK_ACCESS_2_FRAGMENT_SHADING_RATE_ATTACHMENT_READ_BIT_KHR** specifies read access to a fragment shading rate attachment during rasterization. Such access occurs in the **VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR** pipeline stage.

**Note**

In situations where an application wishes to select all access types for a given set of pipeline stages, **VK_ACCESS_2_MEMORY_READ_BIT** or **VK_ACCESS_2_MEMORY_WRITE_BIT** can be used. This is particularly useful when specifying stages that only have a
single access type.

**Note**
The `VkAccessFlags2` bitmask goes beyond the 31 individual bit flags allowable within a C99 enum, which is how `VkAccessFlagBits` is defined. The first 31 values are common to both, and are interchangeable.

`VkAccessFlags2` is a bitmask type for setting a mask of zero or more `VkAccessFlagBits`:

```c
typedef VkFlags64 VkAccessFlags2;
```

or the equivalent

```c
// Provided by VK_KHR_synchronization2
typedef VkAccessFlags2 VkAccessFlags2KHR;
```

Bits which *can* be set in the `srcAccessMask` and `dstAccessMask` members of `VkSubpassDependency`, `VkSubpassDependency2`, `VkMemoryBarrier`, `VkBufferMemoryBarrier`, and `VkImageMemoryBarrier`, specifying access behavior, are:
typedef enum VkAccessFlagBits {
    VK_ACCESS_INDIRECT_COMMAND_READ_BIT = 0x00000001,
    VK_ACCESS_INDEX_READ_BIT = 0x00000002,
    VK_ACCESS_VERTEX_ATTRIBUTE_READ_BIT = 0x00000004,
    VK_ACCESS_UNIFORM_READ_BIT = 0x00000008,
    VK_ACCESS_INPUT_ATTACHMENT_READ_BIT = 0x00000010,
    VK_ACCESS_SHADER_READ_BIT = 0x00000020,
    VK_ACCESS_SHADER_WRITE_BIT = 0x00000040,
    VK_ACCESS_COLOR_ATTACHMENT_READ_BIT = 0x00000080,
    VK_ACCESS_COLOR_ATTACHMENT_WRITE_BIT = 0x00000100,
    VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_READ_BIT = 0x00000200,
    VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT = 0x00000400,
    VK_ACCESS_TRANSFER_READ_BIT = 0x00000800,
    VK_ACCESS_TRANSFER_WRITE_BIT = 0x00001000,
    VK_ACCESS_HOST_READ_BIT = 0x00002000,
    VK_ACCESS_HOST_WRITE_BIT = 0x00004000,
    VK_ACCESS_MEMORY_READ_BIT = 0x00008000,
    VK_ACCESS_MEMORY_WRITE_BIT = 0x00010000,
    VK_ACCESS_NONE = 0,
    // Provided by VK_EXT_blend_operation_advanced
    VK_ACCESS_COLOR_ATTACHMENT_READ_NONCOHERENT_BIT_EXT = 0x00080000,
    // Provided by VK_KHR_fragment_shading_rate
    VK_ACCESS_FRAGMENT_SHADING_RATE_ATTACHMENT_READ_BIT_KHR = 0x00800000,
    // Provided by VK_KHR_synchronization2
    VK_ACCESS_NONE_KHR = VK_ACCESS_NONE,
    VKAccessFlagBits;
}

These values all have the same meaning as the equivalently named values for VkAccessFlags2.

- **VK_ACCESS_NONE** specifies no accesses.
- **VK_ACCESS_MEMORY_READ_BIT** specifies all read accesses. It is always valid in any access mask, and is treated as equivalent to setting all **READ** access flags that are valid where it is used.
- **VK_ACCESS_MEMORY_WRITE_BIT** specifies all write accesses. It is always valid in any access mask, and is treated as equivalent to setting all **WRITE** access flags that are valid where it is used.
- **VK_ACCESS_INDIRECT_COMMAND_READ_BIT** specifies read access to indirect command data read as part of an indirect drawing or dispatching command. Such access occurs in the **VK_PIPELINE_STAGE_DRAW_INDIRECT_BIT** pipeline stage.
- **VK_ACCESS_INDEX_READ_BIT** specifies read access to an index buffer as part of an indexed drawing command, bound by `vkCmdBindIndexBuffer`. Such access occurs in the **VK_PIPELINE_STAGE_VERTEX_INPUT_BIT** pipeline stage.
- **VK_ACCESS_VERTEX_ATTRIBUTE_READ_BIT** specifies read access to a vertex buffer as part of a drawing command, bound by `vkCmdBindVertexBuffers`. Such access occurs in the **VK_PIPELINE_STAGE_VERTEX_INPUT_BIT** pipeline stage.
- **VK_ACCESS_UNIFORM_READ_BIT** specifies read access to a **uniform buffer** in any shader pipeline stage.
• **VK_ACCESS_INPUT_ATTACHMENT_READ_BIT** specifies read access to an input attachment within a render pass during fragment shading. Such access occurs in the 
  
  VK_PIPELINE_STAGE_FRAGMENT_SHADER_BIT pipeline stage.

• **VK_ACCESS_SHADER_READ_BIT** specifies read access to a uniform texel buffer, sampled image, 
  storage buffer, physical storage buffer, storage texel buffer, or storage image in any shader 
  pipeline stage.

• **VK_ACCESS_SHADER_WRITE_BIT** specifies write access to a storage buffer, physical storage buffer, 
  storage texel buffer, or storage image in any shader pipeline stage.

• **VK_ACCESS_COLOR_ATTACHMENT_READ_BIT** specifies read access to a color attachment, such as via 
  blending (other than advanced blend operations), logic operations or certain render pass load 
  operations. Such access occurs in the 
  
  VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT pipeline stage.

• **VK_ACCESS_COLOR_ATTACHMENT_WRITE_BIT** specifies write access to a color, resolve, or depth/stencil 
  resolve attachment during a render pass or via certain render pass load and store operations. 
  Such access occurs in the 
  
  VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT pipeline stage.

• **VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_READ_BIT** specifies read access to a depth/stencil 
  attachment, via depth or stencil operations or certain render pass load operations. Such access 
  occurs in the 
  
  VK_PIPELINE_STAGE_EARLY_FRAGMENT_TESTS_BIT or 
  
  VK_PIPELINE_STAGE_LATE_FRAGMENT_TESTS_BIT pipeline stages.

• **VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT** specifies write access to a depth/stencil 
  attachment, via depth or stencil operations or certain render pass load operations. Such access 
  occurs in the 
  
  VK_PIPELINE_STAGE_EARLY_FRAGMENT_TESTS_BIT or 
  
  VK_PIPELINE_STAGE_LATE_FRAGMENT_TESTS_BIT pipeline stages.

• **VK_ACCESS_TRANSFER_READ_BIT** specifies read access to an image or buffer in a copy operation. 
  Such access occurs in the 
  
  VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT pipeline stage.

• **VK_ACCESS_TRANSFER_WRITE_BIT** specifies write access to an image or buffer in a clear or copy 
  operation. Such access occurs in the 
  
  VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT pipeline stage.

• **VK_ACCESS_HOST_READ_BIT** specifies read access by a host operation. Accesses of this type are not 
  performed through a resource, but directly on memory. Such access occurs in the 
  
  VK_PIPELINE_STAGE_HOST_BIT pipeline stage.

• **VK_ACCESS_HOST_WRITE_BIT** specifies write access by a host operation. Accesses of this type are not 
  performed through a resource, but directly on memory. Such access occurs in the 
  
  VK_PIPELINE_STAGE_HOST_BIT pipeline stage.

• **VK_ACCESS_COLOR_ATTACHMENT_READ_NONCOHERENT_BIT_EXT** specifies read access to color attachments, 
  including advanced blend operations. Such access occurs in the 
  
  VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT pipeline stage.

• **VK_ACCESS_FRAGMENT_SHADING_RATE_ATTACHMENT_READ_BIT_KHR** specifies read access to a fragment 
  shading rate attachment during rasterization. Such access occurs in the 
  
  VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR pipeline stage.

Certain access types are only performed by a subset of pipeline stages. Any synchronization 
command that takes both stage masks and access masks uses both to define the access scopes - only 
the specified access types performed by the specified stages are included in the access scope. An
application **must** not specify an access flag in a synchronization command if it does not include a pipeline stage in the corresponding stage mask that is able to perform accesses of that type. The following table lists, for each access flag, which pipeline stages **can** perform that type of access.

**Table 5. Supported access types**

<table>
<thead>
<tr>
<th>Access flag</th>
<th>Supported pipeline stages</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_ACCESS_2_NONE</td>
<td>Any</td>
</tr>
<tr>
<td>VK_ACCESS_2_INDIRECT_COMMAND_READ_BIT</td>
<td>VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT,</td>
</tr>
<tr>
<td>VK_ACCESS_2_INDEX_READ_BIT</td>
<td>VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT, VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT</td>
</tr>
<tr>
<td>VK_ACCESS_2_VERTEX_ATTRIBUTE_READ_BIT</td>
<td>VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT, VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT</td>
</tr>
<tr>
<td>VK_ACCESS_2_UNIFORM_READ_BIT</td>
<td>VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT, VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT, VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT, VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT, VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT, VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT,</td>
</tr>
<tr>
<td>VK_ACCESS_2_INPUT_ATTACHMENT_READ_BIT</td>
<td>VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT,</td>
</tr>
<tr>
<td>VK_ACCESS_2_SHADER_READ_BIT</td>
<td>VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT, VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT, VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT, VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT, VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT, VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT,</td>
</tr>
<tr>
<td>VK_ACCESS_2_SHADER_WRITE_BIT</td>
<td>VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT, VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT, VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT, VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT, VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT, VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT,</td>
</tr>
<tr>
<td>VK_ACCESS_2_COLOR_ATTACHMENT_READ_BIT</td>
<td>VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT,</td>
</tr>
<tr>
<td>VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT</td>
<td>VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT,</td>
</tr>
<tr>
<td>VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_READ_BIT</td>
<td>VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT,</td>
</tr>
<tr>
<td>Access flag</td>
<td>Supported pipeline stages</td>
</tr>
<tr>
<td>------------------------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT</td>
<td>VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT, VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT</td>
</tr>
<tr>
<td>VK_ACCESS_2_TRANSFER_READ_BIT</td>
<td>VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT, VK_PIPELINE_STAGE_2_COPY_BIT, VK_PIPELINE_STAGE_2_RESOLVE_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_BLIT_BIT, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR,</td>
</tr>
<tr>
<td>VK_ACCESS_2_TRANSFER_WRITE_BIT</td>
<td>VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT, VK_PIPELINE_STAGE_2_COPY_BIT, VK_PIPELINE_STAGE_2_RESOLVE_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_BLIT_BIT, VK_PIPELINE_STAGE_2_CLEAR_BIT, VK_PIPELINE_STAGE_2_ACCELERATION_STRUCTURE_COPY_BIT_KHR,</td>
</tr>
<tr>
<td>VK_ACCESS_2_HOST_READ_BIT</td>
<td>VK_PIPELINE_STAGE_2_HOST_BIT</td>
</tr>
<tr>
<td>VK_ACCESS_2_HOST_WRITE_BIT</td>
<td>VK_PIPELINE_STAGE_2_HOST_BIT</td>
</tr>
<tr>
<td>VK_ACCESS_2_MEMORY_READ_BIT</td>
<td>Any</td>
</tr>
<tr>
<td>VK_ACCESS_2_MEMORY_WRITE_BIT</td>
<td>Any</td>
</tr>
<tr>
<td>VK_ACCESS_2_SHADERSAMPLED_READ_BIT</td>
<td>VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT, VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT, VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT, VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT,</td>
</tr>
<tr>
<td>VK_ACCESS_2_SHADER STORAGE_READ_BIT</td>
<td>VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT, VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT, VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT, VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT,</td>
</tr>
<tr>
<td>VK_ACCESS_2_SHADER STORAGE_WRITE_BIT</td>
<td>VK_PIPELINE_STAGE_2_VERTEX_SHADER_BIT, VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT, VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT,</td>
</tr>
<tr>
<td></td>
<td>VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT, VK_PIPELINE_STAGE_2_COMPUTE_SHADER_BIT,</td>
</tr>
<tr>
<td>Access flag</td>
<td>Supported pipeline stages</td>
</tr>
<tr>
<td>----------------------------------------------------------------</td>
<td>--------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>VK_ACCESS_2_FRAGMENT_SHADING_RATE_ATTACHMENT_READ_BIT_KHR</td>
<td>VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR</td>
</tr>
<tr>
<td>VK_ACCESS_2_COLOR_ATTACHMENT_READ_NONCOHERENT_BIT_EXT</td>
<td>VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT</td>
</tr>
</tbody>
</table>

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkAccessFlags;
```

`VkAccessFlags` is a bitmask type for setting a mask of zero or more `VkAccessFlagBits`.

If a memory object does not have the `VK_MEMORY_PROPERTY_HOST_COHERENT_BIT` property, then `vkFlushMappedMemoryRanges` must be called in order to guarantee that writes to the memory object from the host are made available to the host domain, where they can be further made available to the device domain via a domain operation. Similarly, `vkInvalidateMappedMemoryRanges` must be called to guarantee that writes which are available to the host domain are made visible to host operations.

If the memory object does have the `VK_MEMORY_PROPERTY_HOST_COHERENT_BIT` property flag, writes to the memory object from the host are automatically made available to the host domain. Similarly, writes made available to the host domain are automatically made visible to the host.

**Note**
Queue submission commands automatically perform a domain operation from host to device for all writes performed before the command executes, so in most cases an explicit memory barrier is not needed for this case. In the few circumstances where a submit does not occur between the host write and the device read access, writes can be made available by using an explicit memory barrier.

### 7.1.4. Framebuffer Region Dependencies

Pipeline stages that operate on, or with respect to, the framebuffer are collectively the framebuffer-space pipeline stages. These stages are:

- `VK_PIPELINE_STAGE_FRAGMENT_SHADER_BIT`
- `VK_PIPELINE_STAGE_EARLY_FRAGMENT_TESTS_BIT`
- `VK_PIPELINE_STAGE_LATE_FRAGMENT_TESTS_BIT`
- `VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT`

For these pipeline stages, an execution or memory dependency from the first set of operations to the second set can either be a single framebuffer-global dependency, or split into multiple framebuffer-local dependencies. A dependency with non-framebuffer-space pipeline stages is neither framebuffer-global nor framebuffer-local.

A framebuffer region is a set of sample (x, y, layer, sample) coordinates that is a subset of the entire...
framebuffer.

Both synchronization scopes of a framebuffer-local dependency include only the operations performed within corresponding framebuffer regions (as defined below). No ordering guarantees are made between different framebuffer regions for a framebuffer-local dependency.

Both synchronization scopes of a framebuffer-global dependency include operations on all framebuffer-regions.

If the first synchronization scope includes operations on pixels/fragments with N samples and the second synchronization scope includes operations on pixels/fragments with M samples, where N does not equal M, then a framebuffer region containing all samples at a given (x, y, layer) coordinate in the first synchronization scope corresponds to a region containing all samples at the same coordinate in the second synchronization scope. In other words, it is a pixel granularity dependency. If N equals M, then a framebuffer region containing a single (x, y, layer, sample) coordinate in the first synchronization scope corresponds to a region containing the same sample at the same coordinate in the second synchronization scope. In other words, it is a sample granularity dependency.

Note

Since fragment shader invocations are not specified to run in any particular groupings, the size of a framebuffer region is implementation-dependent, not known to the application, and must be assumed to be no larger than specified above.

Note

Practically, the pixel vs. sample granularity dependency means that if an input attachment has a different number of samples than the pipeline's rasterizationSamples, then a fragment can access any sample in the input attachment's pixel even if it only uses framebuffer-local dependencies. If the input attachment has the same number of samples, then the fragment can only access the covered samples in its input SampleMask (i.e. the fragment operations happen after a framebuffer-local dependency for each sample the fragment covers). To access samples that are not covered, a framebuffer-global dependency is required.

If a synchronization command includes a dependencyFlags parameter, and specifies the VK_DEPENDENCY_BY_REGION_BIT flag, then it defines framebuffer-local dependencies for the framebuffer-space pipeline stages in that synchronization command, for all framebuffer regions. If no dependencyFlags parameter is included, or the VK_DEPENDENCY_BY_REGION_BIT flag is not specified, then a framebuffer-global dependency is specified for those stages. The VK_DEPENDENCY_BY_REGION_BIT flag does not affect the dependencies between non-framebuffer-space pipeline stages, nor does it affect the dependencies between framebuffer-space and non-framebuffer-space pipeline stages.

Note

Framebuffer-local dependencies are more efficient for most architectures; particularly tile-based architectures - which can keep framebuffer-regions entirely...
in on-chip registers and thus avoid external bandwidth across such a dependency. Including a framebuffer-global dependency in your rendering will usually force all implementations to flush data to memory, or to a higher level cache, breaking any potential locality optimizations.

### 7.1.5. View-Local Dependencies

In a render pass instance that has multiview enabled, dependencies can be either view-local or view-global.

A view-local dependency only includes operations from a single source view from the source subpass in the first synchronization scope, and only includes operations from a single destination view from the destination subpass in the second synchronization scope. A view-global dependency includes all views in the view mask of the source and destination subpasses in the corresponding synchronization scopes.

If a synchronization command includes a dependencyFlags parameter and specifies the `VK_DEPENDENCY_VIEW_LOCAL_BIT` flag, then it defines view-local dependencies for that synchronization command, for all views. If no dependencyFlags parameter is included or the `VK_DEPENDENCY_VIEW_LOCAL_BIT` flag is not specified, then a view-global dependency is specified.

### 7.1.6. Device-Local Dependencies

Dependencies can be either device-local or non-device-local. A device-local dependency acts as multiple separate dependencies, one for each physical device that executes the synchronization command, where each dependency only includes operations from that physical device in both synchronization scopes. A non-device-local dependency is a single dependency where both synchronization scopes include operations from all physical devices that participate in the synchronization command. For subpass dependencies, all physical devices in the `VkDeviceGroupRenderPassBeginInfo::deviceMask` participate in the dependency, and for pipeline barriers all physical devices that are set in the command buffer's current device mask participate in the dependency.

If a synchronization command includes a dependencyFlags parameter and specifies the `VK_DEPENDENCY_DEVICE_GROUP_BIT` flag, then it defines a non-device-local dependency for that synchronization command. If no dependencyFlags parameter is included or the `VK_DEPENDENCY_DEVICE_GROUP_BIT` flag is not specified, then it defines device-local dependencies for that synchronization command, for all participating physical devices.

Semaphore and event dependencies are device-local and only execute on the one physical device that performs the dependency.

### 7.2. Implicit Synchronization Guarantees

A small number of implicit ordering guarantees are provided by Vulkan, ensuring that the order in which commands are submitted is meaningful, and avoiding unnecessary complexity in common operations.
Submission order is a fundamental ordering in Vulkan, giving meaning to the order in which action and synchronization commands are recorded and submitted to a single queue. Explicit and implicit ordering guarantees between commands in Vulkan all work on the premise that this ordering is meaningful. This order does not itself define any execution or memory dependencies; synchronization commands and other orderings within the API use this ordering to define their scopes.

Submission order for any given set of commands is based on the order in which they were recorded to command buffers and then submitted. This order is determined as follows:

1. The initial order is determined by the order in which `vkQueueSubmit` and `vkQueueSubmit2KHR` commands are executed on the host, for a single queue, from first to last.
2. The order in which `VkSubmitInfo` structures are specified in the `pSubmits` parameter of `vkQueueSubmit`, or in which `VkSubmitInfo2` structures are specified in the `pSubmits` parameter of `vkQueueSubmit2KHR`, from lowest index to highest.
3. The order in which command buffers are specified in the `pCommandBuffers` member of `VkSubmitInfo` or `VkSubmitInfo2` from lowest index to highest.
4. The order in which commands outside of a render pass were recorded to a command buffer on the host, from first to last.
5. The order in which commands inside a single subpass were recorded to a command buffer on the host, from first to last.

> Note
> When using a render pass object with multiple subpasses, commands in different subpasses have no defined submission order relative to each other, regardless of the order in which the subpasses were recorded. Commands within a subpass are still ordered relative to other commands in the same subpass, and those outside of the render pass.

State commands do not execute any operations on the device, instead they set the state of the command buffer when they execute on the host, in the order that they are recorded. Action commands consume the current state of the command buffer when they are recorded, and will execute state changes on the device as required to match the recorded state.

The order of primitives passing through the graphics pipeline and image layout transitions as part of an image memory barrier provide additional guarantees based on submission order.

Execution of pipeline stages within a given command also has a loose ordering, dependent only on a single command.

Signal operation order is a fundamental ordering in Vulkan, giving meaning to the order in which semaphore and fence signal operations occur when submitted to a single queue. The signal operation order for queue operations is determined as follows:

1. The initial order is determined by the order in which `vkQueueSubmit` and `vkQueueSubmit2KHR` commands are executed on the host, for a single queue, from first to last.
2. The order in which `VkSubmitInfo` structures are specified in the `pSubmits` parameter of
vkQueueSubmit, or in which VkSubmitInfo2 structures are specified in the pSubmits parameter of vkQueueSubmit2KHR, from lowest index to highest.

3. The fence signal operation defined by the fence parameter of a vkQueueSubmit or vkQueueSubmit2KHR command is ordered after all semaphore signal operations defined by that command.

Semaphore signal operations defined by a single VkSubmitInfo or VkSubmitInfo2 structure are unordered with respect to other semaphore signal operations defined within the same structure.

The vkSignalSemaphore command does not execute on a queue but instead performs the signal operation from the host. The semaphore signal operation defined by executing a vkSignalSemaphore command happens-after the vkSignalSemaphore command is invoked and happens-before the command returns.

**Note**

When signaling timeline semaphores, it is the responsibility of the application to ensure that they are ordered such that the semaphore value is strictly increasing. Because the first synchronization scope for a semaphore signal operation contains all semaphore signal operations which occur earlier in submission order, all semaphore signal operations contained in any given batch are guaranteed to happen-after all semaphore signal operations contained in any previous batches. However, no ordering guarantee is provided between the semaphore signal operations defined within a single batch. This, combined with the requirement that timeline semaphore values strictly increase, means that it is invalid to signal the same timeline semaphore twice within a single batch.

If an application wishes to ensure that some semaphore signal operation happens-after some other semaphore signal operation, it can submit a separate batch containing only semaphore signal operations, which will happen-after the semaphore signal operations in any earlier batches.

When signaling a semaphore from the host, the only ordering guarantee is that the signal operation happens-after when vkSignalSemaphore is called and happens-before it returns. Therefore, it is invalid to call vkSignalSemaphore while there are any outstanding signal operations on that semaphore from any queue submissions unless those queue submissions have some dependency which ensures that they happen-after the host signal operation. One example of this would be if the pending signal operation is, itself, waiting on the same semaphore at a lower value and the call to vkSignalSemaphore signals that lower value. Furthermore, if there are two or more processes or threads signaling the same timeline semaphore from the host, the application must ensure that the vkSignalSemaphore with the lower semaphore value returns before vkSignalSemaphore is called with the higher value.

### 7.3. Fences

Fences are a synchronization primitive that can be used to insert a dependency from a queue to the host. Fences have two states - signaled and unsignaled. A fence can be signaled as part of the
execution of a queue submission command. Fences can be unsignaled on the host with vkResetFences. Fences can be waited on by the host with the vkWaitForFences command, and the current state can be queried with vkGetFenceStatus.

The internal data of a fence may include a reference to any resources and pending work associated with signal or unsignal operations performed on that fence object, collectively referred to as the fence’s payload. Mechanisms to import and export that internal data to and from fences are provided below. These mechanisms indirectly enable applications to share fence state between two or more fences and other synchronization primitives across process and API boundaries.

Fences are represented by VkFence handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkFence)
```

To create a fence, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateFence(  
    VkDevice device,  
    const VkFenceCreateInfo* pCreateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkFence* pFence);
```

- `device` is the logical device that creates the fence.
- `pCreateInfo` is a pointer to a VkFenceCreateInfo structure containing information about how the fence is to be created.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pFence` is a pointer to a handle in which the resulting fence object is returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkCreateFence must not return VK_ERROR_OUT_OF_HOST_MEMORY.

### Valid Usage

- **VUID-vkCreateFence-device-05068**
  The number of fences currently allocated from `device` plus 1 must be less than or equal to the total number of fences requested via VkDeviceObjectReservationCreateInfo::fenceRequestCount specified when `device` was created.

- **VUID-vkCreateFence-pNext-05106**
  If the `pNext` chain of VkFenceCreateInfo includes VkExportFenceSciSyncInfoNV, then VkFenceCreateInfo::flags must not include VK_FENCE_CREATE_SIGNALED_BIT.
Valid Usage (Implicit)

- VUID-vkCreateFence-device-parameter
device must be a valid VkDevice handle

- VUID-vkCreateFence-pCreateInfo-parameter
pCreateInfo must be a valid pointer to a valid VkFenceCreateInfo structure

- VUID-vkCreateFence-pAllocator-null
pAllocator must be NULL

- VUID-vkCreateFence-pFence-parameter
pFence must be a valid pointer to a VkFence handle

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkFenceCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkFenceCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkFenceCreateFlags flags;
} VkFenceCreateInfo;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- flags is a bitmask of VkFenceCreateFlagBits specifying the initial state and behavior of the fence.

Valid Usage (Implicit)

- VUID-VkFenceCreateInfo-sType-sType
sType must be VK_STRUCTURE_TYPE_FENCE_CREATE_INFO

- VUID-VkFenceCreateInfo-pNext-pNext
Each pNext member of any structure (including this one) in the pNext chain must be either NULL or a pointer to a valid instance of VkExportFenceCreateInfo or VkExportFenceSciSyncInfoNV
• VUID-VkFenceCreateInfo-sType-unique
  The \textit{sType} value of each struct in the \textit{pNext} chain must be unique

• VUID-VkFenceCreateInfo-flags-parameter
  flags must be a valid combination of \textit{VkFenceCreateFlagBits} values

// Provided by VK_VERSION_1_0
typedef enum VkFenceCreateFlagBits {
  VK_FENCE_CREATE_SIGNALED_BIT = 0x00000001,
} VkFenceCreateFlagBits;

• \textit{VK_FENCE_CREATE_SIGNALED_BIT} specifies that the fence object is created in the signaled state. Otherwise, it is created in the unsignaled state.

// Provided by VK_VERSION_1_0
typedef VkFlags VkFenceCreateFlags;

\textit{VkFenceCreateFlags} is a bitmask type for setting a mask of zero or more \textit{VkFenceCreateFlagBits}.

To create a fence whose payload \textit{can} be exported to external handles, add a \textit{VkExportFenceCreateInfo} structure to the \textit{pNext} chain of the \textit{VkFenceCreateInfo} structure. The \textit{VkExportFenceCreateInfo} structure is defined as:

// Provided by VK_VERSION_1_1
typedef struct VkExportFenceCreateInfo {
  VkStructureType sType;
  const void* pNext;
  VkExternalFenceHandleTypeFlags handleTypes;
} VkExportFenceCreateInfo;

• \textit{sType} is a \textit{VkStructureType} value identifying this structure.

• \textit{pNext} is NULL or a pointer to a structure extending this structure.

• \textit{handleTypes} is a bitmask of \textit{VkExternalFenceHandleTypeFlagBits} specifying one or more fence handle types the application can export from the resulting fence. The application can request multiple handle types for the same fence.

\textbf{Valid Usage}

• VUID-VkExportFenceCreateInfo-handleTypes-01446
  The bits in \textit{handleTypes} must be supported and compatible, as reported by \textit{VkExternalFenceProperties}

• VUID-VkExportFenceCreateInfo-pNext-05107
  If the \textit{pNext} chain includes a \textit{VkExportFenceSciSyncInfoNV} structure, \textit{VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncFence} and
VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncExport, or
VkPhysicalDeviceExternalSciSync2FeaturesNV::sci1Syncfence
and
VkPhysicalDeviceExternalSciSync2FeaturesNV::sciSyncExport must be enabled

Valid Usage (Implicit)

- VUID-VkExportFenceCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_EXPORT_FENCE_CREATE_INFO

- VUID-VkExportFenceCreateInfo-handleTypes-parameter
  handleTypes must be a valid combination of VkExternalFenceHandleTypeFlagBits values

To export a POSIX file descriptor representing the payload of a fence, call:

```c
// Provided by VK_KHR_external_fence_fd
VkResult vkGetFenceFdKHR(
    VkDevice device,
    const VkFenceGetFdInfoKHR* pGetFdInfo,
    int* pFd);
```

- `device` is the logical device that created the fence being exported.
- `pGetFdInfo` is a pointer to a VkFenceGetFdInfoKHR structure containing parameters of the export operation.
- `pFd` will return the file descriptor representing the fence payload.

Each call to `vkGetFenceFdKHR` must create a new file descriptor and transfer ownership of it to the application. To avoid leaking resources, the application must release ownership of the file descriptor when it is no longer needed.

**Note**
Ownership can be released in many ways. For example, the application can call `close()` on the file descriptor, or transfer ownership back to Vulkan by using the file descriptor to import a fence payload.

If `pGetFdInfo->handleType` is VK_EXTERNAL_FENCE_HANDLE_TYPE_SYNC_FD_BIT and the fence is signaled at the time `vkGetFenceFdKHR` is called, `pFd` may return the value `-1` instead of a valid file descriptor.

Where supported by the operating system, the implementation must set the file descriptor to be closed automatically when an `execve` system call is made.

Exporting a file descriptor from a fence may have side effects depending on the transference of the specified handle type, as described in Importing Fence State.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is VK_TRUE, `vkGetFenceFdKHR` must not return VK_ERROR_OUT_OF_HOST_MEMORY.
Valid Usage (Implicit)

- VUID-vkGetFenceFdKHR-device-parameter
device must be a valid VkDevice handle

- VUID-vkGetFenceFdKHR-pGetFdInfo-parameter
pGetFdInfo must be a valid pointer to a valid VkFenceGetFdInfoKHR structure

- VUID-vkGetFenceFdKHR-pFd-parameter
pFd must be a valid pointer to an int value

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_TOO_MANY_OBJECTS
- VK_ERROR_OUT_OF_HOST_MEMORY

The VkFenceGetFdInfoKHR structure is defined as:

```c
// Provided by VK_KHR_external_fence_fd
typedef struct VkFenceGetFdInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkFence fence;
    VkExternalFenceHandleTypeFlagBits handleType;
} VkFenceGetFdInfoKHR;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `fence` is the fence from which state will be exported.
- `handleType` is a VkExternalFenceHandleTypeFlagBits value specifying the type of handle requested.

The properties of the file descriptor returned depend on the value of `handleType`. See VkExternalFenceHandleTypeFlagBits for a description of the properties of the defined external fence handle types.

Valid Usage

- VUID-VkFenceGetFdInfoKHR-handleType-01453
handleType must have been included in VkExportFenceCreateInfo::handleTypes when fence’s current payload was created
If `handleType` refers to a handle type with copy payload transference semantics, `fence` must be signaled, or have an associated `fence signal operation` pending execution.

`fence` must not currently have its payload replaced by an imported payload as described below in `Importing Fence Payloads` unless that imported payload's handle type was included in `VkExternalFenceProperties::exportFromImportedHandleTypes` for `handleType`.

`handleType` must be defined as a POSIX file descriptor handle.

### Valid Usage (Implicit)

- **sType** must be `VK_STRUCTURE_TYPE_FENCE_GET_FD_INFO_KHR`
- **pNext** must be NULL
- **fence** must be a valid `VkFence` handle
- **handleType** must be a valid `VkExternalFenceHandleTypeFlagBits` value

To specify additional attributes of `NvSciSync` handles exported from a fence, add a `VkExportFenceSciSyncInfoNV` structure to the `pNext` chain of the `VkFenceCreateInfo` structure. The `VkExportFenceSciSyncInfoNV` structure is defined as:

```c
typedef struct VkExportFenceSciSyncInfoNV {
    VkStructureType sType;
    const void* pNext;
    NvSciSyncAttrList pAttributes;
} VkExportFenceSciSyncInfoNV;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **pAttributes** is an opaque `NvSciSyncAttrList` describing the attributes of the `NvSciSync` object that will be exported.

If `VkExportFenceCreateInfo` is not present in the same `pNext` chain, this structure is ignored. If the `pNext` chain of `VkFenceCreateInfo` includes a `VkExportFenceCreateInfo` structure with a `NvSciSync` `handleType`, but either `VkExportFenceSciSyncInfoNV` is not included in the `pNext` chain, or it is included but `pAttributes` is set to NULL, `vkCreateFence` will return `VK_ERROR_INITIALIZATION_FAILED`.

The `pAttributes` must be a reconciled `NvSciSyncAttrList`. Before exporting the `NvSciSync` handles,
applications must use the `vkGetPhysicalDeviceSciSyncAttributesNV` command to get the unreconciled `NvSciSyncAttrList` and then use the NvSciSync API to reconcile it.

### Valid Usage

- **VUID-VkExportFenceSciSyncInfoNV-pAttributes-05108**
  - `pAttributes` must be a reconciled `NvSciSyncAttrList`

### Valid Usage (Implicit)

- **VUID-VkExportFenceSciSyncInfoNV-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_EXPORT_FENCE_SCI_SYNC_INFO_NV`

To obtain the implementation-specific NvSciSync attributes in an unreconciled `NvSciSyncAttrList`, call:

```c
// Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
VkResult vkGetPhysicalDeviceSciSyncAttributesNV(
    VkPhysicalDevice physicalDevice,
    const VkSciSyncAttributesInfoNV* pSciSyncAttributesInfo,
    NvSciSyncAttrList pAttributes);
```

- `physicalDevice` is the handle to the physical device that will be used to determine the attributes.
- `pSciSyncAttributesInfo` is a pointer to a `VkSciSyncAttributesInfoNV` structure containing information about how the attributes are to be filled.
- `pAttributes` is an opaque `NvSciSyncAttrList` in which the implementation will set the requested attributes.

On success, `pAttributes` will contain an unreconciled `NvSciSyncAttrList` whose private attributes and some public attributes are filled in by the implementation. If the attributes of `physicalDevice` could not be obtained, `VK_ERROR_INITIALIZATION_FAILED` is returned.

### Valid Usage

  - If `pSciSyncAttributesInfo->primitiveType` is `VK_SCI_SYNC_PRIMITIVE_TYPE_FENCE_NV` then `VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncFence` must be enabled
  - or `VkPhysicalDeviceExternalSciSync2FeaturesNV::sciSyncFence` must be enabled

  - If `pSciSyncAttributesInfo->primitiveType` is `VK_SCI_SYNC_PRIMITIVE_TYPE_SEMAPHORE_NV` then `VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncSemaphore` must be enabled
  - or `VkPhysicalDeviceExternalSciSync2FeaturesNV::sciSyncSemaphore2` must be enabled

- **VUID-vkGetPhysicalDeviceSciSyncAttributesNV-pAttributes-05111**
**Valid Usage (Implicit)**

- VUID-vkGetPhysicalDeviceSciSyncAttributesNV-physicalDevice-parameter
  physicalDevice must be a valid VkPhysicalDevice handle
  pSciSyncAttributesInfo must be a valid pointer to a valid VkSciSyncAttributesInfoNV structure

### Return Codes

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_INITIALIZATION_FAILED

The VkSciSyncAttributesInfoNV structure is defined as:

```c
// Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
typedef struct VkSciSyncAttributesInfoNV {
    VkStructureType sType;
    const void* pNext;
    VkSciSyncClientTypeNV clientType;
    VkSciSyncPrimitiveTypeNV primitiveType;
} VkSciSyncAttributesInfoNV;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **clientType** is the permission type of client.
- **primitiveType** is the synchronization primitive type.

NvSciSync disallows multi-signaler, therefore clients must specify their permission types as one of signaler, waiter or signaler_waiter. In addition, NvSciSync requires clients to specify which primitive type is to be used in synchronization, hence clients also need to provide the primitive type (VkFence or VkSemaphore) that will be used.

### Valid Usage (Implicit)

- VUID-VkSciSyncAttributesInfoNV-sType-sType
  sType must be VK_STRUCTURE_TYPE_SCI_SYNC_ATTRIBUTES_INFO_NV
- VUID-VkSciSyncAttributesInfoNV-pNext-pNext

---

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pNext must be NULL

- VUID-VkSciSyncAttributesInfoNV-clientType-parameter
  clientType must be a valid VkSciSyncClientTypeNV value
- VUID-VkSciSyncAttributesInfoNV-primitiveType-parameter
  primitiveType must be a valid VkSciSyncPrimitiveTypeNV value

The VkSciSyncClientTypeNV enum is defined as:

```c
// Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
typedef enum VkSciSyncClientTypeNV {
    VK_SCI_SYNC_CLIENT_TYPE_SIGNALER_NV = 0,
    VK_SCI_SYNC_CLIENT_TYPE_WAITER_NV = 1,
    VK_SCI_SYNC_CLIENT_TYPE_SIGNALER_WAITER_NV = 2,
} VkSciSyncClientTypeNV;
```

- VK_SCI_SYNC_CLIENT_TYPE_SIGNALER_NV specifies the permission of the client as signaler. It indicates that the client can only signal the created fence or semaphore and disallows waiting on it.
- VK_SCI_SYNC_CLIENT_TYPE_WAITER_NV specifies the permission of the client as waiter. It indicates that the client can only wait on the imported fence or semaphore and disallows signaling it. This type of permission is only used when the client imports NvSciSync handles, and export is not allowed.
- VK_SCI_SYNC_CLIENT_TYPE_SIGNALER_WAITER_NV specifies the permission of the client as both signaler and waiter. It indicates that the client can signal and wait on the created fence or semaphore.

The VkSciSyncPrimitiveTypeNV enum is defined as:

```c
// Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
typedef enum VkSciSyncPrimitiveTypeNV {
    VK_SCI_SYNC_PRIMITIVE_TYPE_FENCE_NV = 0,
    VK_SCI_SYNC_PRIMITIVE_TYPE_SEMAPHORE_NV = 1,
} VkSciSyncPrimitiveTypeNV;
```

- VK_SCI_SYNC_PRIMITIVE_TYPE_FENCE_NV specifies that the synchronization primitive type the client will create is a VkFence.
- VK_SCI_SYNC_PRIMITIVE_TYPE_SEMAPHORE_NV specifies that the synchronization primitive type the client will create is a VkSemaphore.

To export a NvSciSyncFence handle representing the payload of a fence, call:
VkResult \texttt{vkGetFenceSciSyncFenceNV}(VkDevice device, const VkFenceGetSciSyncInfoNV* pGetSciSyncHandleInfo, void* pHandle);

- \textit{device} is the logical device that created the fence being exported.
- \textit{pGetSciSyncHandleInfo} is a pointer to a \texttt{VkFenceGetSciSyncInfoNV} structure containing parameters of the export operation.
- \textit{pHandle} is a pointer to a \texttt{NvSciSyncFence} which will contain the fence payload on return.

Each call to \texttt{vkGetFenceSciSyncFenceNV} will duplicate the underlying \texttt{NvSciSyncFence} handle and transfer the ownership of the \texttt{NvSciSyncFence} handle to the application. To avoid leaking resources, the application \textbf{must} release of the ownership of the \texttt{NvSciSyncFence} handle when it is no longer needed.

### Valid Usage

- VUID-\texttt{vkGetFenceSciSyncFenceNV-pGetSciSyncHandleInfo-05112} \textit{pGetSciSyncHandleInfo->handleType} \textbf{must} be \texttt{VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_FENCE_BIT_NV}
- VUID-\texttt{vkGetFenceSciSyncFenceNV-sciSyncFence-05113} \texttt{VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncFence} \textbf{or} \texttt{VkPhysicalDeviceExternalSciSync2FeaturesNV::sciSyncFence} \textbf{must} be enabled

### Valid Usage (Implicit)

- VUID-\texttt{vkGetFenceSciSyncFenceNV-device-parameter} \textit{device} \textbf{must} be a valid \texttt{VkDevice} handle
- VUID-\texttt{vkGetFenceSciSyncFenceNV-pGetSciSyncHandleInfo-parameter} \textit{pGetSciSyncHandleInfo} \textbf{must} be a valid pointer to a valid \texttt{VkFenceGetSciSyncInfoNV} structure
- VUID-\texttt{vkGetFenceSciSyncFenceNV-pHandle-parameter} \textit{pHandle} \textbf{must} be a pointer value

### Return Codes

**Success**
- \texttt{VK_SUCCESS}

**Failure**
- \texttt{VK_ERROR_INVALID_EXTERNAL_HANDLE}
To export a `NvSciSyncObj` handle representing the payload of a fence, call:

```c
// Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
VkResult vkGetFenceSciSyncObjNV(
    VkDevice device,
    const VkFenceGetSciSyncInfoNV* pGetSciSyncHandleInfo,
    void* pHandle);
```

- `device` is the logical device that created the fence being exported.
- `pGetSciSyncHandleInfo` is a pointer to a `VkFenceGetSciSyncInfoNV` structure containing parameters of the export operation.
- `pHandle` will return the `NvSciSyncObj` handle representing the fence payload.

Each call to `vkGetFenceSciSyncObjNV` will duplicate the underlying `NvSciSyncObj` handle and transfer the ownership of the `NvSciSyncObj` handle to the application. To avoid leaking resources, the application must release of the ownership of the `NvSciSyncObj` handle when it is no longer needed.

### Valid Usage

- VUID-vkGetFenceSciSyncObjNV-pGetSciSyncHandleInfo-05114
  - `pGetSciSyncHandleInfo->handleType` must be `VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV`
- VUID-vkGetFenceSciSyncObjNV-sciSyncFence-05115
  - `VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncFence` or `VkPhysicalDeviceExternalSciSync2FeaturesNV::sci1SyncFence` must be enabled

### Valid Usage (Implicit)

- VUID-vkGetFenceSciSyncObjNV-device-parameter
  - `device` must be a valid `VkDevice` handle
- VUID-vkGetFenceSciSyncObjNV-pGetSciSyncHandleInfo-parameter
  - `pGetSciSyncHandleInfo` must be a valid pointer to a valid `VkFenceGetSciSyncInfoNV` structure
- VUID-vkGetFenceSciSyncObjNV-pHandle-parameter
  - `pHandle` must be a pointer value

### Return Codes

**Success**

- `VK_SUCCESS`
The `VkFenceGetSciSyncInfoNV` structure is defined as:

```c
// Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
typedef struct VkFenceGetSciSyncInfoNV {
    VkStructureType sType;
    const void* pNext;
    VkFence fence;
    VkExternalFenceHandleTypeFlagBits handleType;
} VkFenceGetSciSyncInfoNV;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `fence` is the fence from which state will be exported.
- `handleType` is the type of NvSciSync handle (`NvSciSyncObj` or `NvSciSyncFence`) representing the fence payload that will be exported.

If `handleType` is `VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV`, a `NvSciSyncObj` will be exported. If `handleType` is `VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_FENCE_BIT_NV`, a `NvSciSyncFence` will be exported.

**Valid Usage (Implicit)**

- `VUID-VkFenceGetSciSyncInfoNV-sType-sType` 
  `sType` must be `VK_STRUCTURE_TYPE_FENCE_GET_SCI_SYNC_INFO_NV`
- `VUID-VkFenceGetSciSyncInfoNV-pNext-pNext` 
  `pNext` must be `NULL`
- `VUID-VkFenceGetSciSyncInfoNV-fence-parameter` 
  `fence` must be a valid `VkFence` handle
- `VUID-VkFenceGetSciSyncInfoNV-handleType-parameter` 
  `handleType` must be a valid `VkExternalFenceHandleTypeFlagBits` value

To destroy a fence, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroyFence(
    VkDevice device,
    VkFence fence,
    const VkAllocationCallbacks* pAllocator);
```
- `device` is the logical device that destroys the fence.
- `fence` is the handle of the fence to destroy.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.

### Valid Usage

- VUID-vkDestroyFence-fence-01120
  All queue submission commands that refer to `fence` must have completed execution

### Valid Usage (Implicit)

- VUID-vkDestroyFence-device-parameter
  `device` must be a valid `VkDevice` handle
- VUID-vkDestroyFence-fence-parameter
  If `fence` is not `VK_NULL_HANDLE`, `fence` must be a valid `VkFence` handle
- VUID-vkDestroyFence-pAllocator-null
  `pAllocator` must be `NULL`
- VUID-vkDestroyFence-fence-parent
  If `fence` is a valid handle, it must have been created, allocated, or retrieved from `device`

### Host Synchronization

- Host access to `fence` must be externally synchronized

To query the status of a fence from the host, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkGetFenceStatus(
    VkDevice device,  // Provided by VK_VERSION_1_0
    VkFence fence);
```

- `device` is the logical device that owns the fence.
- `fence` is the handle of the fence to query.

Upon success, `vkGetFenceStatus` returns the status of the fence object, with the following return codes:

#### Table 6. Fence Object Status Codes

<table>
<thead>
<tr>
<th>Status</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_SUCCESS</td>
<td>The fence specified by <code>fence</code> is signaled.</td>
</tr>
<tr>
<td>Status</td>
<td>Meaning</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>VK_NOT_READY</td>
<td>The fence specified by fence is unsignaled.</td>
</tr>
<tr>
<td>VK_ERRORDEVICE_LOST</td>
<td>The device has been lost. See Lost Device.</td>
</tr>
</tbody>
</table>

If a queue submission command is pending execution, then the value returned by this command may immediately be out of date.

If the device has been lost (see Lost Device), vkGetFenceStatus may return any of the above status codes. If the device has been lost and vkGetFenceStatus is called repeatedly, it will eventually return either VK_SUCCESS or VK_ERRORDEVICE_LOST.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkGetFenceStatus must not return VK_ERROROUTOFHOSTMEMORY.

Valid Usage (Implicit)

- VUID-vkGetFenceStatus-device-parameter
device must be a valid VkDevice handle
- VUID-vkGetFenceStatus-fence-parameter
fence must be a valid VkFence handle
- VUID-vkGetFenceStatus-fence-parent
fence must have been created, allocated, or retrieved from device

Return Codes

Success

- VK_SUCCESS
- VK_NOT_READY

Failure

- VK_ERROROUTOFHOSTMEMORY
- VK_ERROROUTOFDEVICEMEMORY
- VK_ERRORDEVICELOST

To set the state of fences to unsignaled from the host, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkResetFences(
    VkDevice device,
    uint32_t fenceCount,
    const VkFence* pFences);
```
• **device** is the logical device that owns the fences.
• **fenceCount** is the number of fences to reset.
• **pFences** is a pointer to an array of fence handles to reset.

If any member of **pFences** currently has its **payload imported** with temporary permanence, that fence’s prior permanent payload is first restored. The remaining operations described therefore operate on the restored payload.

When **vkResetFences** is executed on the host, it defines a **fence unsignal operation** for each fence, which resets the fence to the unsignaled state.

If any member of **pFences** is already in the unsignaled state when **vkResetFences** is executed, then **vkResetFences** has no effect on that fence.

<table>
<thead>
<tr>
<th>Valid Usage</th>
</tr>
</thead>
</table>
| • VUID-vkResetFences-pFences-01123  
  Each element of **pFences must** not be currently associated with any queue command that has not yet completed execution on that queue |

<table>
<thead>
<tr>
<th>Valid Usage (Implicit)</th>
</tr>
</thead>
</table>
| • VUID-vkResetFences-device-parameter  
  **device must** be a valid VkDevice handle |
| • VUID-vkResetFences-pFences-parameter  
  **pFences must** be a valid pointer to an array of **fenceCount** valid VkFence handles |
| • VUID-vkResetFences-fenceCount-arraylength  
  **fenceCount must** be greater than 0 |
| • VUID-vkResetFences-pFences-parent  
  Each element of **pFences must** have been created, allocated, or retrieved from **device** |

<table>
<thead>
<tr>
<th>Host Synchronization</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Host access to each member of <strong>pFences must</strong> be externally synchronized</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Return Codes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Success</strong></td>
</tr>
<tr>
<td>• VK_SUCCESS</td>
</tr>
<tr>
<td><strong>Failure</strong></td>
</tr>
<tr>
<td>• VK_ERROR_OUT_OF_DEVICE_MEMORY</td>
</tr>
</tbody>
</table>
When a fence is submitted to a queue as part of a queue submission command, it defines a memory dependency on the batches that were submitted as part of that command, and defines a fence signal operation which sets the fence to the signaled state.

The first synchronization scope includes every batch submitted in the same queue submission command. Fence signal operations that are defined by vkQueueSubmit or vkQueueSubmit2KHR additionally include in the first synchronization scope all commands that occur earlier in submission order. Fence signal operations that are defined by vkQueueSubmit or vkQueueSubmit2KHR additionally include in the first synchronization scope any semaphore and fence signal operations that occur earlier in signal operation order.

The second synchronization scope only includes the fence signal operation.

The first access scope includes all memory access performed by the device.

The second access scope is empty.

To wait for one or more fences to enter the signaled state on the host, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkWaitForFences(
    VkDevice device,
    uint32_t fenceCount,
    const VkFence* pFences,
    VkBool32 waitAll,
    uint64_t timeout);
```

- `device` is the logical device that owns the fences.
- `fenceCount` is the number of fences to wait on.
- `pFences` is a pointer to an array of `fenceCount` fence handles.
- `waitAll` is the condition that must be satisfied to successfully unblock the wait. If `waitAll` is `VK_TRUE`, then the condition is that all fences in `pFences` are signaled. Otherwise, the condition is that at least one fence in `pFences` is signaled.
- `timeout` is the timeout period in units of nanoseconds. `timeout` is adjusted to the closest value allowed by the implementation-dependent timeout accuracy, which may be substantially longer than one nanosecond, and may be longer than the requested period.

If the condition is satisfied when `vkWaitForFences` is called, then `vkWaitForFences` returns immediately. If the condition is not satisfied at the time `vkWaitForFences` is called, then `vkWaitForFences` will block and wait until the condition is satisfied or the `timeout` has expired, whichever is sooner.

If `timeout` is zero, then `vkWaitForFences` does not wait, but simply returns the current state of the fences. `VK_TIMEOUT` will be returned in this case if the condition is not satisfied, even though no actual wait was performed.

If the condition is satisfied before the `timeout` has expired, `vkWaitForFences` returns `VK_SUCCESS`. Otherwise, `vkWaitForFences` returns `VK_TIMEOUT` after the `timeout` has expired.
If device loss occurs (see Lost Device) before the timeout has expired, \texttt{vkWaitForFences} must return in finite time with either VK\_SUCCESS or VK\_ERROR\_DEVICE\_LOST.

\begin{itemize}
  \item [Note] While we guarantee that \texttt{vkWaitForFences} must return in finite time, no guarantees are made that it returns immediately upon device loss. However, the client can reasonably expect that the delay will be on the order of seconds and that calling \texttt{vkWaitForFences} will not result in a permanently (or seemingly permanently) dead process.
\end{itemize}

If \texttt{VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations} is VK\_TRUE, \texttt{vkWaitForFences} must not return VK\_ERROR\_OUT\_OF\_HOST\_MEMORY.

\begin{table}[h]
\centering
\begin{tabular}{|l|}
\hline
\textbf{Valid Usage (Implicit)} \tabularnewline \hline
\begin{itemize}
  \item VUID-vkWaitForFences-device-parameter \texttt{device} must be a valid \texttt{VkDevice} handle \tabularnewline  \item VUID-vkWaitForFences-pFences-parameter \texttt{pFences} must be a valid pointer to an array of \texttt{fenceCount} valid \texttt{VkFence} handles \tabularnewline  \item VUID-vkWaitForFences-fenceCount-arraylength \texttt{fenceCount} must be greater than 0 \tabularnewline  \item VUID-vkWaitForFences-pFences-parent Each element of \texttt{pFences} must have been created, allocated, or retrieved from \texttt{device} \tabularnewline
\end{itemize} \\
\hline
\end{tabular}
\end{table}

\begin{table}[h]
\centering
\begin{tabular}{|l|}
\hline
\textbf{Return Codes} \tabularnewline \hline
\textbf{Success} \tabularnewline \begin{itemize}
  \item VK\_SUCCESS \tabularnewline  \item VK\_TIMEOUT \tabularnewline
\end{itemize} \tabularnewline
\hline
\textbf{Failure} \tabularnewline \begin{itemize}
  \item VK\_ERROR\_OUT\_OF\_HOST\_MEMORY \tabularnewline  \item VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY \tabularnewline  \item VK\_ERROR\_DEVICE\_LOST \tabularnewline
\end{itemize} \tabularnewline
\hline
\end{tabular}
\end{table}

An execution dependency is defined by waiting for a fence to become signaled, either via \texttt{vkWaitForFences} or by polling on \texttt{vkGetFenceStatus}.

The first \textit{synchronization scope} includes only the fence signal operation.

The second \textit{synchronization scope} includes the host operations of \texttt{vkWaitForFences} or \texttt{vkGetFenceStatus} indicating that the fence has become signaled.

\begin{itemize}
  \item [Note]
\end{itemize}
Signaling a fence and waiting on the host does not guarantee that the results of memory accesses will be visible to the host, as the access scope of a memory dependency defined by a fence only includes device access. A memory barrier or other memory dependency must be used to guarantee this. See the description of host access types for more information.

7.3.1. Alternate Methods to Signal Fences

Besides submitting a fence to a queue as part of a queue submission command, a fence may also be signaled when a particular event occurs on a device or display.

To create a fence that will be signaled when an event occurs on a device, call:

```c
// Provided by VK_EXT_display_control
VkResult vkRegisterDeviceEventEXT(
    VkDevice device,              
    const VkDeviceEventInfoEXT* pDeviceEventInfo, 
    const VkAllocationCallbacks* pAllocator,        
    VkFence* pFence);                 
```

- `device` is a logical device on which the event may occur.
- `pDeviceEventInfo` is a pointer to a VkDeviceEventInfoEXT structure describing the event of interest to the application.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pFence` is a pointer to a handle in which the resulting fence object is returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is VK_TRUE, `vkRegisterDeviceEventEXT` must not return VK_ERROR_OUT_OF_HOST_MEMORY.

---

**Valid Usage (Implicit)**

- VUID-vkRegisterDeviceEventEXT-device-parameter
  `device` must be a valid VkDevice handle

- VUID-vkRegisterDeviceEventEXT-pDeviceEventInfo-parameter
  `pDeviceEventInfo` must be a valid pointer to a valid VkDeviceEventInfoEXT structure

- VUID-vkRegisterDeviceEventEXT-pAllocator-null
  `pAllocator` must be NULL

- VUID-vkRegisterDeviceEventEXT-pFence-parameter
  `pFence` must be a valid pointer to a VkFence handle
Return Codes

Success
  • VK_SUCCESS

Failure
  • VK_ERROR_OUT_OF_HOST_MEMORY

The `VkDeviceEventInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_display_control
typedef struct VkDeviceEventInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkDeviceEventTypeEXT deviceEvent;
} VkDeviceEventInfoEXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `device` is a `VkDeviceEventTypeEXT` value specifying when the fence will be signaled.

Valid Usage (Implicit)

- `VUID-VkDeviceEventInfoEXT-sType-sType` `sType` must be `VK_STRUCTURE_TYPE_DEVICE_EVENT_INFO_EXT`
- `VUID-VkDeviceEventInfoEXT-pNext-pNext` `pNext` must be `NULL`
- `VUID-VkDeviceEventInfoEXT-deviceEvent-parameter` `deviceEvent` must be a valid `VkDeviceEventTypeEXT` value

Possible values of `VkDeviceEventInfoEXT::device`, specifying when a fence will be signaled, are:

```c
// Provided by VK_EXT_display_control
typedef enum VkDeviceEventTypeEXT {
    VK_DEVICE_EVENT_TYPE_DISPLAY_HOTPLUG_EXT = 0,
} VkDeviceEventTypeEXT;
```

- `VK_DEVICE_EVENT_TYPE_DISPLAY_HOTPLUG_EXT` specifies that the fence is signaled when a display is plugged into or unplugged from the specified device. Applications can use this notification to determine when they need to re-enumerate the available displays on a device.

To create a fence that will be signaled when an event occurs on a `VkDisplayKHR` object, call:
Provided by VK_EXT_display_control

```c
VkResult vkRegisterDisplayEventEXT(
    VkDevice device, 
    VkDisplayKHR display, 
    const VkDisplayEventInfoEXT* pDisplayEventInfo, 
    const VkAllocationCallbacks* pAllocator, 
    VkFence* pFence);
```

- **device** is a logical device associated with **display**
- **display** is the display on which the event **may** occur.
- **pDisplayEventInfo** is a pointer to a **VkDisplayEventInfoEXT** structure describing the event of interest to the application.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.
- **pFence** is a pointer to a handle in which the resulting fence object is returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkRegisterDisplayEventEXT` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

**Valid Usage (Implicit)**

- VUID-vkRegisterDisplayEventEXT-device-parameter
  - **device** must be a valid `VkDevice` handle
- VUID-vkRegisterDisplayEventEXT-display-parameter
  - **display** must be a valid `VkDisplayKHR` handle
- VUID-vkRegisterDisplayEventEXT-pDisplayEventInfo-parameter
  - **pDisplayEventInfo** must be a valid pointer to a valid `VkDisplayEventInfoEXT` structure
- VUID-vkRegisterDisplayEventEXT-pAllocator-null
  - **pAllocator** must be NULL
- VUID-vkRegisterDisplayEventEXT-pFence-parameter
  - **pFence** must be a valid pointer to a `VkFence` handle
- VUID-vkRegisterDisplayEventEXT-commonparent
  - Both of **device**, and **display** must have been created, allocated, or retrieved from the same `VkPhysicalDevice`

**Return Codes**

**Success**
- **VK_SUCCESS**

**Failure**
- **VK_ERROR_OUT_OF_HOST_MEMORY**
The **VkDisplayEventInfoEXT** structure is defined as:

```c
// Provided by VK_EXT_display_control
typedef struct VkDisplayEventInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkDisplayEventTypeEXT displayEvent;
} VkDisplayEventInfoEXT;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **displayEvent** is a `VkDisplayEventTypeEXT` specifying when the fence will be signaled.

### Valid Usage (Implicit)

- VUID-VkDisplayEventInfoEXT-sType-sType
  - **sType** must be `VK_STRUCTURE_TYPE_DISPLAY_EVENT_INFO_EXT`
- VUID-VkDisplayEventInfoEXT-pNext-pNext
  - **pNext** must be `NULL`
- VUID-VkDisplayEventInfoEXT-displayEvent-parameter
  - **displayEvent** must be a valid `VkDisplayEventTypeEXT` value

Possible values of `VkDisplayEventInfoEXT::displayEvent`, specifying when a fence will be signaled, are:

```c
// Provided by VK_EXT_display_control
typedef enum VkDisplayEventTypeEXT {
    VK_DISPLAY_EVENT_TYPE_FIRST_PIXEL_OUT_EXT = 0,
} VkDisplayEventTypeEXT;
```

- **VK_DISPLAY_EVENT_TYPE_FIRST_PIXEL_OUT_EXT** specifies that the fence is signaled when the first pixel of the next display refresh cycle leaves the display engine for the display.

### 7.3.2. Importing Fence Payloads

Applications **can** import a fence payload into an existing fence using an external fence handle. The effects of the import operation will be either temporary or permanent, as specified by the application. If the import is temporary, the fence will be **restored** to its permanent state the next time that fence is passed to `vkResetFences`.

**Note**

Restoring a fence to its prior permanent payload is a distinct operation from resetting a fence payload. See `vkResetFences` for more detail.
Performing a subsequent temporary import on a fence before resetting it has no effect on this requirement; the next unsignal of the fence must still restore its last permanent state. A permanent payload import behaves as if the target fence was destroyed, and a new fence was created with the same handle but the imported payload. Because importing a fence payload temporarily or permanently detaches the existing payload from a fence, similar usage restrictions to those applied to `vkDestroyFence` are applied to any command that imports a fence payload. Which of these import types is used is referred to as the import operation’s permanence. Each handle type supports either one or both types of permanence.

The implementation must perform the import operation by either referencing or copying the payload referred to by the specified external fence handle, depending on the handle’s type. The import method used is referred to as the handle type’s transference. When using handle types with reference transference, importing a payload to a fence adds the fence to the set of all fences sharing that payload. This set includes the fence from which the payload was exported. Fence signaling, waiting, and resetting operations performed on any fence in the set must behave as if the set were a single fence. Importing a payload using handle types with copy transference creates a duplicate copy of the payload at the time of import, but makes no further reference to it. Fence signaling, waiting, and resetting operations performed on the target of copy imports must not affect any other fence or payload.

Export operations have the same transference as the specified handle type’s import operations. Additionally, exporting a fence payload to a handle with copy transference has the same side effects on the source fence’s payload as executing a fence reset operation. If the fence was using a temporarily imported payload, the fence’s prior permanent payload will be restored.

The table `Handle Types Supported by VkImportFenceFdInfoKHR` defines the permanence and transference of each handle type.

External synchronization allows implementations to modify an object’s internal state, i.e. payload, without internal synchronization. However, for fences sharing a payload across processes, satisfying the external synchronization requirements of `VkFence` parameters as if all fences in the set were the same object is sometimes infeasible. Satisfying valid usage constraints on the state of a fence would similarly require impractical coordination or levels of trust between processes. Therefore, these constraints only apply to a specific fence handle, not to its payload. For distinct fence objects which share a payload:

- If multiple commands which queue a signal operation, or which unsignal a fence, are called concurrently, behavior will be as if the commands were called in an arbitrary sequential order.
- If a queue submission command is called with a fence that is sharing a payload, and the payload is already associated with another queue command that has not yet completed execution, either one or both of the commands will cause the fence to become signaled when they complete execution.
- If a fence payload is reset while it is associated with a queue command that has not yet completed execution, the payload will become unsignaled, but may become signaled again when the command completes execution.
- In the preceding cases, any of the devices associated with the fences sharing the payload may be...
lost, or any of the queue submission or fence reset commands may return VK_ERROR_INITIALIZATION_FAILED.

Other than these non-deterministic results, behavior is well defined. In particular:

- The implementation must not crash or enter an internally inconsistent state where future valid Vulkan commands might cause undefined results,
- Timeouts on future wait commands on fences sharing the payload must be effective.

*Note*

These rules allow processes to synchronize access to shared memory without trusting each other. However, such processes must still be cautious not to use the shared fence for more than synchronizing access to the shared memory. For example, a process should not use a fence with shared payload to tell when commands it submitted to a queue have completed and objects used by those commands may be destroyed, since the other process can accidentally or maliciously cause the fence to signal before the commands actually complete.

When a fence is using an imported payload, its `VkExportFenceCreateInfo::handleTypes` value is specified when creating the fence from which the payload was exported, rather than specified when creating the fence. Additionally, `VkExternalFenceProperties::exportFromImportedHandleTypes` restricts which handle types can be exported from such a fence based on the specific handle type used to import the current payload. Passing a fence to `vkAcquireNextImageKHR` is equivalent to temporarily importing a fence payload to that fence.

*Note*

Because the exportable handle types of an imported fence correspond to its current imported payload, and `vkAcquireNextImageKHR` behaves the same as a temporary import operation for which the source fence is opaque to the application, applications have no way of determining whether any external handle types can be exported from a fence in this state. Therefore, applications must not attempt to export handles from fences using a temporarily imported payload from `vkAcquireNextImageKHR`.

When importing a fence payload, it is the responsibility of the application to ensure the external handles meet all valid usage requirements. However, implementations must perform sufficient validation of external handles to ensure that the operation results in a valid fence which will not cause program termination, device loss, queue stalls, host thread stalls, or corruption of other resources when used as allowed according to its import parameters. If the external handle provided does not meet these requirements, the implementation must fail the fence payload import operation with the error code `VK_ERROR_INVALID_EXTERNAL_HANDLE`.

To import a fence payload from a POSIX file descriptor, call:
// Provided by VK_KHR_external_fence_fd

VkResult vkImportFenceFdKHR(
    VkDevice device,
    const VkImportFenceFdInfoKHR* pImportFenceFdInfo);

• device is the logical device that created the fence.
• pImportFenceFdInfo is a pointer to a VkImportFenceFdInfoKHR structure specifying the fence and import parameters.

Importing a fence payload from a file descriptor transfers ownership of the file descriptor from the application to the Vulkan implementation. The application must not perform any operations on the file descriptor after a successful import.

Applications can import the same fence payload into multiple instances of Vulkan, into the same instance from which it was exported, and multiple times into a given Vulkan instance.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkImportFenceFdKHR must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage

• VUID-vkImportFenceFdKHR-fence-01463
  fence must not be associated with any queue command that has not yet completed execution on that queue

Valid Usage (Implicit)

• VUID-vkImportFenceFdKHR-device-parameter
  device must be a valid VkDevice handle

• VUID-vkImportFenceFdKHR-pImportFenceFdInfo-parameter
  pImportFenceFdInfo must be a valid pointer to a valid VkImportFenceFdInfoKHR structure

Return Codes

Success
  • VK_SUCCESS

Failure
  • VK_ERROR_OUT_OF_HOST_MEMORY
  • VK_ERROR_INVALID_EXTERNAL_HANDLE

The VkImportFenceFdInfoKHR structure is defined as:
// Provided by VK_KHR_external_fence_fd

typedef struct VkImportFenceFdInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkFence fence;
    VkFenceImportFlags flags;
    VkExternalFenceHandleTypeFlagBits handleType;
    int fd;
} VkImportFenceFdInfoKHR;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• fence is the fence into which the payload will be imported.
• flags is a bitmask of VkFenceImportFlagBits specifying additional parameters for the fence
  payload import operation.
• handleType is a VkExternalFenceHandleTypeFlagBits value specifying the type of fd.
• fd is the external handle to import.

The handle types supported by handleType are:

Table 7. Handle Types Supported by VkImportFenceFdInfoKHR

<table>
<thead>
<tr>
<th>Handle Type</th>
<th>Transference</th>
<th>Permanence Supported</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_FD_BIT</td>
<td>Reference</td>
<td>Temporary,Permanent</td>
</tr>
<tr>
<td>VK_EXTERNAL_FENCE_HANDLE_TYPE_SYNC_FD_BIT</td>
<td>Copy</td>
<td>Temporary</td>
</tr>
</tbody>
</table>

Valid Usage

• VUID-VkImportFenceFdInfoKHR-handleType-01464
  handleType must be a value included in the Handle Types Supported by
  VkImportFenceFdInfoKHR table

• VUID-VkImportFenceFdInfoKHR-fd-01541
  fd must obey any requirements listed for handleType in external fence handle types
  compatibility

• VUID-VkImportFenceFdInfoKHR-handleType-07306
  If handleType refers to a handle type with copy payload transference semantics, flags
  must contain VK_FENCE_IMPORT_TEMPORARY_BIT

If handleType is VK_EXTERNAL_FENCE_HANDLE_TYPE_SYNC_FD_BIT, the special value -1 for fd is treated like
a valid sync file descriptor referring to an object that has already signaled. The import operation
will succeed and the VkFence will have a temporarily imported payload as if a valid file descriptor
had been provided.
This special behavior for importing an invalid sync file descriptor allows easier interoperability with other system APIs which use the convention that an invalid sync file descriptor represents work that has already completed and does not need to be waited for. It is consistent with the option for implementations to return a -1 file descriptor when exporting a `VK_EXTERNAL_FENCE_HANDLE_TYPE_SYNC_FD_BIT` from a `VkFence` which is signaled.

**Valid Usage (Implicit)**

- `sType` must be `VK_STRUCTURE_TYPE_IMPORT_FENCE_FD_INFO_KHR`
- `pNext` must be `NULL`
- `fence` must be a valid `VkFence` handle
- `flags` must be a valid combination of `VkFenceImportFlagBits` values
- `handleType` must be a valid `VkExternalFenceHandleTypeFlagBits` value

**Host Synchronization**

- Host access to `fence` must be externally synchronized

To import a fence payload from a `NvSciSyncFence` handle, call:

```c
// Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
VkResult vkImportFenceSciSyncFenceNV(
    VkDevice device,
    const VkImportFenceSciSyncInfoNV* pImportFenceSciSyncInfo);
```

- `device` is the logical device that created the fence.
- `pImportFenceSciSyncInfo` is a pointer to a `VkImportFenceSciSyncInfoNV` structure containing parameters of the import operation

Importing a fence payload from `NvSciSyncFence` does not transfer ownership of the handle to the Vulkan implementation. Vulkan will make a copy of `NvSciSyncFence` when importing it. The application must release ownership using the NvSciSync API when the handle is no longer needed.
Valid Usage

- VUID-vkImportFenceSciSyncFenceNV-sciSyncImport-05140
  - VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncImport and
  - VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncFence, or
  - VkPhysicalDeviceExternalSciSync2FeaturesNV::sciSyncImport and
  - VkPhysicalDeviceExternalSciSync2FeaturesNV::sciSyncFence must be enabled

- VUID-vkImportFenceSciSyncFenceNV-fence-05141
  - fence must not be associated with any queue command that has not yet completed execution on that queue

- VUID-vkImportFenceSciSyncFenceNV-pImportFenceSciSyncInfo-05142
  - pImportFenceSciSyncInfo->handleType must be
    VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_FENCE_BIT_NV

Valid Usage (Implicit)

- VUID-vkImportFenceSciSyncFenceNV-device-parameter
  - device must be a valid VkDevice handle

- VUID-vkImportFenceSciSyncFenceNV-pImportFenceSciSyncInfo-parameter
  - pImportFenceSciSyncInfo must be a valid pointer to a valid VkImportFenceSciSyncInfoNV structure

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_INVALID_EXTERNAL_HANDLE
- VK_ERROR_NOT_PERMITTED_KHR

To import a fence payload from a NvSciSyncObj handle, call:

```c
// Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
 VkResult vkImportFenceSciSyncObjNV(
  VkDevice device,
  const VkImportFenceSciSyncInfoNV* pImportFenceSciSyncInfo);
```

- device is the logical device that created the fence.
- pImportFenceSciSyncInfo is a pointer to a VkImportFenceSciSyncInfoNV structure containing parameters of the import operation
Importing a fence payload from a `NvSciSyncObj` does not transfer ownership of the handle to the 
Vulkan implementation. Vulkan will make a new reference to the `NvSciSyncObj` object when 
importing it. The application must release ownership using the NvSciSync API when the handle is 
no longer needed.

The application must not import the same `NvSciSyncObj` with signaler access permissions into 
multiple instances of `VkFence`, and must not import into the same instance from which it was 
exported.

### Valid Usage

- VUID-vkImportFenceSciSyncObjNV-sciSyncImport-05143
  
  `VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncImport` and
  
  `VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncFence,` or
  
  `VkPhysicalDeviceExternalSciSync2FeaturesNV::sciSyncImport` and
  
  `VkPhysicalDeviceExternalSciSync2FeaturesNV::sciSyncFence` must be enabled

- VUID-vkImportFenceSciSyncObjNV-fence-05144
  
  `fence` must not be associated with any queue command that has not yet completed 
  execution on that queue

- VUID-vkImportFenceSciSyncObjNV-pImportFenceSciSyncInfo-05145
  
  `pImportFenceSciSyncInfo->handleType` must be
  
  `VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV`

### Valid Usage (Implicit)

- VUID-vkImportFenceSciSyncObjNV-device-parameter
  
  `device` must be a valid `VkDevice` handle

- VUID-vkImportFenceSciSyncObjNV-pImportFenceSciSyncInfo-parameter
  
  `pImportFenceSciSyncInfo` must be a valid pointer to a valid `VkImportFenceSciSyncInfoNV` 
  structure

### Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_INVALID_EXTERNAL_HANDLE`
- `VK_ERROR_NOT_PERMITTED_KHR`

The `VkImportFenceSciSyncInfoNV` structure is defined as:
```c
typedef struct VkImportFenceSciSyncInfoNV {
    VkStructureType sType;
    const void* pNext;
    VkFence fence;
    VkExternalFenceHandleTypeFlagBits handleType;
    void* handle;
} VkImportFenceSciSyncInfoNV;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `fence` is the fence into which the state will be imported.
- `handleType` specifies the type of `handle`.
- `handle` is the external handle to import.

The handle types supported by `handleType` are:

**Table 8. Handle Types Supported by VkImportFenceSciSyncInfoNV**

<table>
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<th>Transference</th>
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<td>Copy</td>
<td>Temporary</td>
</tr>
</tbody>
</table>

**Valid Usage (Implicit)**

- VUID-VkImportFenceSciSyncInfoNV-sType-sType
  - `sType` must be `VK_STRUCTURE_TYPE_IMPORT_FENCE_SCI_SYNC_INFO_NV`
- VUID-VkImportFenceSciSyncInfoNV-pNext-pNext
  - `pNext` must be `NULL`
- VUID-VkImportFenceSciSyncInfoNV-fence-parameter
  - `fence` must be a valid `VkFence` handle
- VUID-VkImportFenceSciSyncInfoNV-handleType-parameter
  - `handleType` must be a valid `VkExternalFenceHandleTypeFlagBits` value
- VUID-VkImportFenceSciSyncInfoNV-handle-parameter
  - `handle` must be a pointer value

**Host Synchronization**

- Host access to `fence` must be externally synchronized
Bits which can be set in

- VkImportFenceFdInfoKHR::flags

specifying additional parameters of a fence import operation are:

```c
// Provided by VK_VERSION_1_1
typedef enum VkFenceImportFlagBits {
    VK_FENCE_IMPORT_TEMPORARY_BIT = 0x00000001,
} VkFenceImportFlagBits;
```

- VK_FENCE_IMPORT_TEMPORARY_BIT specifies that the fence payload will be imported only temporarily, as described in Importing Fence Payloads, regardless of the permanence of handleType.

```c
// Provided by VK_VERSION_1_1
typedef VkFlags VkFenceImportFlags;
```

VkFenceImportFlags is a bitmask type for setting a mask of zero or more VkFenceImportFlagBits.

### 7.4. Semaphores

Semaphores are a synchronization primitive that can be used to insert a dependency between queue operations or between a queue operation and the host. Binary semaphores have two states - signaled and unsignaled. Timeline semaphores have a strictly increasing 64-bit unsigned integer payload and are signaled with respect to a particular reference value. A semaphore can be signaled after execution of a queue operation is completed, and a queue operation can wait for a semaphore to become signaled before it begins execution. A timeline semaphore can additionally be signaled from the host with the vkSignalSemaphore command and waited on from the host with the vkWaitSemaphores command.

The internal data of a semaphore may include a reference to any resources and pending work associated with signal or unsignal operations performed on that semaphore object, collectively referred to as the semaphore’s payload. Mechanisms to import and export that internal data to and from semaphores are provided below. These mechanisms indirectly enable applications to share semaphore state between two or more semaphores and other synchronization primitives across process and API boundaries.

Semaphores are represented by VkSemaphore handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkSemaphore)
```

To create a semaphore, call:
VkResult vkCreateSemaphore(
    VkDevice device,
    const VkSemaphoreCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkSemaphore* pSemaphore);

- **device** is the logical device that creates the semaphore.
- **pCreateInfo** is a pointer to a VkSemaphoreCreateInfo structure containing information about how the semaphore is to be created.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.
- **pSemaphore** is a pointer to a handle in which the resulting semaphore object is returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkCreateSemaphore must not return VK_ERROR_OUT_OF_HOST_MEMORY.

**Valid Usage**

- VUID-vkCreateSemaphore-device-05068
  The number of semaphores currently allocated from device plus 1 must be less than or equal to the total number of semaphores requested via VkDeviceObjectReservationCreateInfo::semaphoreRequestCount specified when device was created.

**Valid Usage (Implicit)**

- VUID-vkCreateSemaphore-device-parameter
  device must be a valid VkDevice handle
- VUID-vkCreateSemaphore-pCreateInfo-parameter
  pCreateInfo must be a valid pointer to a valid VkSemaphoreCreateInfo structure
- VUID-vkCreateSemaphore-pAllocator-null
  pAllocator must be NULL
- VUID-vkCreateSemaphore-pSemaphore-parameter
  pSemaphore must be a valid pointer to a VkSemaphore handle

**Return Codes**

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
The `VkSemaphoreCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkSemaphoreCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkSemaphoreCreateFlags flags;
} VkSemaphoreCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is reserved for future use.

### Valid Usage

- **VUID-VkSemaphoreCreateInfo-pNext-05118**
  If the `pNext` chain includes `VkExportSemaphoreSciSyncInfoNV`, it must also include `VkSemaphoreTypeCreateInfo` with a `VkSemaphoreTypeCreateInfo::semaphoreType` of `VK_SEMAPHORE_TYPE_TIMELINE`

- **VUID-VkSemaphoreCreateInfo-pNext-05146**
  If the `pNext` chain includes `VkSemaphoreSciSyncCreateInfoNV`, it must also include `VkSemaphoreTypeCreateInfo` with a `VkSemaphoreTypeCreateInfo::semaphoreType` of `VK_SEMAPHORE_TYPE_TIMELINE`

### Valid Usage (Implicit)

- **VUID-VkSemaphoreCreateInfo-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_SEMAPHORE_CREATE_INFO`

- **VUID-VkSemaphoreCreateInfo-pNext-pNext**
  Each `pNext` member of any structure (including this one) in the `pNext` chain must be either `NULL` or a pointer to a valid instance of `VkExportSemaphoreCreateInfo`, `VkExportSemaphoreSciSyncInfoNV`, `VkSemaphoreSciSyncCreateInfoNV`, or `VkSemaphoreTypeCreateInfo`

- **VUID-VkSemaphoreCreateInfo-sType-unique**
  The `sType` value of each struct in the `pNext` chain must be unique

- **VUID-VkSemaphoreCreateInfo-flags-zerobitmask**
  `flags` must be `0`
**VkSemaphoreCreateFlags** is a bitmask type for setting a mask, but is currently reserved for future use.

The **VkSemaphoreTypeCreateInfo** structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkSemaphoreTypeCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkSemaphoreType semaphoreType;
    uint64_t initialValue;
} VkSemaphoreTypeCreateInfo;
```

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **semaphoreType** is a **VkSemaphoreType** value specifying the type of the semaphore.
- **initialValue** is the initial payload value if **semaphoreType** is **VK_SEMAPHORE_TYPE_TIMELINE**.

To create a semaphore of a specific type, add a **VkSemaphoreTypeCreateInfo** structure to the **VkSemaphoreCreateInfo::pNext** chain.

If no **VkSemaphoreTypeCreateInfo** structure is included in the **pNext** chain of **VkSemaphoreCreateInfo**, then the created semaphore will have a default **VkSemaphoreType** of **VK_SEMAPHORE_TYPE_BINARY**.

If **VkSemaphoreSciSyncCreateInfoNV** structure is included in the **pNext** chain of **VkSemaphoreTypeCreateInfo**, **initialValue** is ignored.

### Valid Usage

- **VUID-VkSemaphoreTypeCreateInfo-timelineSemaphore-03252**
  If the **timelineSemaphore** feature is not enabled, **semaphoreType** must not equal **VK_SEMAPHORE_TYPE_TIMELINE**

- **VUID-VkSemaphoreTypeCreateInfo-semaphoreType-03279**
  If **semaphoreType** is **VK_SEMAPHORE_TYPE_BINARY**, **initialValue** must be zero

- **VUID-VkSemaphoreTypeCreateInfo-pNext-05119**
  If the **pNext** chain includes **VkExportSemaphoreSciSyncInfoNV**, **initialValue** must be zero.

### Valid Usage (Implicit)

- **VUID-VkSemaphoreTypeCreateInfo-sType-sType**
  **sType** must be **VK_STRUCTURE_TYPE_SEMAPHORE_TYPE_CREATE_INFO**
Possible values of `VkSemaphoreTypeCreateInfo::semaphoreType`, specifying the type of a semaphore, are:

```c
// Provided by VK_VERSION_1_2
typedef enum VkSemaphoreType {
    VK_SEMAPHORE_TYPE_BINARY = 0,
    VK_SEMAPHORE_TYPE_TIMELINE = 1,
} VkSemaphoreType;
```

- **VK_SEMAPHORE_TYPE_BINARY** specifies a binary semaphore type that has a boolean payload indicating whether the semaphore is currently signaled or unsignaled. When created, the semaphore is in the unsignaled state.

- **VK_SEMAPHORE_TYPE_TIMELINE** specifies a timeline semaphore type that has a strictly increasing 64-bit unsigned integer payload indicating whether the semaphore is signaled with respect to a particular reference value. When created, the semaphore payload has the value given by the `initialValue` field of `VkSemaphoreTypeCreateInfo`.

To create a semaphore whose payload can be exported to external handles, add a `VkExportSemaphoreCreateInfo` structure to the `pNext` chain of the `VkSemaphoreCreateInfo` structure. The `VkExportSemaphoreCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkExportSemaphoreCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkExternalSemaphoreHandleTypeFlags handleTypes;
} VkExportSemaphoreCreateInfo;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **handleTypes** is a bitmask of `VkExternalSemaphoreHandleTypeFlagBits` specifying one or more semaphore handle types the application can export from the resulting semaphore. The application can request multiple handle types for the same semaphore.

**Valid Usage**

- **VUID-VkSemaphoreTypeCreateInfo-semaphoreType-parameter**
  `semaphoreType must be a valid VkSemaphoreType value`

- **VUID-VkExportSemaphoreCreateInfo-handleTypes-01124**
  The bits in `handleTypes must be supported and compatible, as reported by VkExternalSemaphoreProperties`

- **VUID-VkExportSemaphoreCreateInfo-pNext-05120**
  If the `pNext` chain includes a `VkExportSemaphoreSciSyncInfoNV` structure,
VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncSemaphore and VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncExport must be enabled

### Valid Usage (Implicit)

- **VUID-VkExportSemaphoreCreateInfo-sType-sType**
  
  *sType* must be `VK_STRUCTURE_TYPE_EXPORT_SEMAPHORE_CREATE_INFO`

- **VUID-VkExportSemaphoreCreateInfo-handleTypes-parameter**
  
  *handleTypes* must be a valid combination of `VkExternalSemaphoreHandleTypeFlagBits` values

To export a POSIX file descriptor representing the payload of a semaphore, call:

```c
// Provided by VK_KHR_external_semaphore_fd
VkResult vkGetSemaphoreFdKHR(
    VkDevice device,
    const VkSemaphoreGetFdInfoKHR* pGetFdInfo,
    int* pFd);
```

- *device* is the logical device that created the semaphore being exported.
- *pGetFdInfo* is a pointer to a `VkSemaphoreGetFdInfoKHR` structure containing parameters of the export operation.
- *pFd* will return the file descriptor representing the semaphore payload.

Each call to `vkGetSemaphoreFdKHR` **must** create a new file descriptor and transfer ownership of it to the application. To avoid leaking resources, the application **must** release ownership of the file descriptor when it is no longer needed.

**Note**

Ownership can be released in many ways. For example, the application can call `close()` on the file descriptor, or transfer ownership back to Vulkan by using the file descriptor to import a semaphore payload.

Where supported by the operating system, the implementation **must** set the file descriptor to be closed automatically when an `execve` system call is made.

Exporting a file descriptor from a semaphore **may** have side effects depending on the transference of the specified handle type, as described in [Importing Semaphore State](#).

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetSemaphoreFdKHR` **must** not return `VK_ERROR_OUT_OF_HOST_MEMORY`. 

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Valid Usage (Implicit)

- VUID-vkGetSemaphoreFdKHR-device-parameter
  
  \textbf{device must} be a valid \texttt{VkDevice} handle

- VUID-vkGetSemaphoreFdKHR-pGetFdInfo-parameter
  
  \texttt{pGetFdInfo must} be a valid pointer to a valid \texttt{VkSemaphoreGetFdInfoKHR} structure

- VUID-vkGetSemaphoreFdKHR-pFd-parameter
  
  \texttt{pFd must} be a valid pointer to an \texttt{int} value

Return Codes

\textbf{Success}

- \texttt{VK_SUCCESS}

\textbf{Failure}

- \texttt{VK_ERROR_TOO_MANY_OBJECTS}

- \texttt{VK_ERROR_OUT_OF_HOST_MEMORY}

The \texttt{VkSemaphoreGetFdInfoKHR} structure is defined as:

```c
// Provided by VK_KHR_external_semaphore_fd
typedef struct \texttt{VkSemaphoreGetFdInfoKHR} {
    VkStructureType sType;
    const void* pNext;
    VkSemaphore semaphore;
    VkExternalSemaphoreHandleTypeFlagBits handleType;
} \texttt{VkSemaphoreGetFdInfoKHR};
```

- \texttt{sType} is a \texttt{VkStructureType} value identifying this structure.

- \texttt{pNext} is \texttt{NULL} or a pointer to a structure extending this structure.

- \texttt{semaphore} is the semaphore from which state will be exported.

- \texttt{handleType} is a \texttt{VkExternalSemaphoreHandleTypeFlagBits} value specifying the type of handle requested.

The properties of the file descriptor returned depend on the value of \texttt{handleType}. See \texttt{VkExternalSemaphoreHandleTypeFlagBits} for a description of the properties of the defined external semaphore handle types.

Valid Usage

- VUID-VkSemaphoreGetFdInfoKHR-handleType-01132

  \texttt{handleType must} have been included in \texttt{VkExportSemaphoreCreateInfo::handleTypes} when \texttt{semaphore’s current payload was created}
semaphore must not currently have its payload replaced by an imported payload as described below in Importing Semaphore Payloads unless that imported payload's handle type was included in VkExternalSemaphoreProperties::exportFromImportedHandleTypes for handleType

If handleType refers to a handle type with copy payload transference semantics, as defined below in Importing Semaphore Payloads, there must be no queue waiting on semaphore

If handleType refers to a handle type with copy payload transference semantics, semaphore must be signaled, or have an associated semaphore signal operation pending execution

handleType must be defined as a POSIX file descriptor handle

If handleType refers to a handle type with copy payload transference semantics, semaphore must have been created with a VkSemaphoreType of VK_SEMAPHORE_TYPE_BINARY

If handleType refers to a handle type with copy payload transference semantics, semaphore must have an associated semaphore signal operation that has been submitted for execution and any semaphore signal operations on which it depends must have also been submitted for execution

Valid Usage (Implicit)

sType must be VK_STRUCTURE_TYPE_SEMAPHORE_GET_FD_INFO_KHR

pNext must be NULL

semaphore must be a valid VkSemaphore handle

handleType must be a valid VkExternalSemaphoreHandleTypeFlagBits value

To specify additional attributes of NvSciSync handles exported from a semaphore, add a VkExportSemaphoreSciSyncInfoNV structure to the pNext chain of the VkSemaphoreCreateInfo structure. The VkExportSemaphoreSciSyncInfoNV structure is defined as:
// Provided by VK_NV_external_sci_sync

typedef struct VkExportSemaphoreSciSyncInfoNV {
    VkStructureType sType;
    const void* pNext;
    NvSciSyncAttrList pAttributes;
} VkExportSemaphoreSciSyncInfoNV;

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `pAttributes` is an opaque `NvSciSyncAttrList` describing the attributes of the NvSciSync object that will be exported.

If `VkExportSemaphoreCreateInfo` is not present in the same `pNext` chain, this structure is ignored. If the `pNext` chain of `VkSemaphoreCreateInfo` includes a `VkExportSemaphoreCreateInfo` structure with a NvSciSync `handleType`, but either `VkExportSemaphoreSciSyncInfoNV` is not included in the `pNext` chain, or it is included but `pAttributes` is set to `NULL`, `vkCreateSemaphore` will return `VK_ERROR_INITIALIZATION_FAILED`.

The `pAttributes` must be a reconciled `NvSciSyncAttrList`. Before exporting a NvSciSync handle, the application must use the `vkGetPhysicalDeviceSciSyncAttributesNV` command to obtain the unreconciled `NvSciSyncAttrList` and then use the NvSciSync API to reconcile it.

### Valid Usage

- **VUID-VkExportSemaphoreSciSyncInfoNV-pAttributes-05121**
  - `pAttributes` must be a reconciled `NvSciSyncAttrList`.

### Valid Usage (Implicit)

- **VUID-VkExportSemaphoreSciSyncInfoNV-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_EXPORT_SEMAPHORE_SCI_SYNC_INFO_NV`.

To export a `NvSciSyncObj` handle representing the payload of a semaphore, call:

```c
// Provided by VK_NV_external_sci_sync
VkResult vkGetSemaphoreSciSyncObjNV(
    VkDevice device,
    const VkSemaphoreGetSciSyncInfoNV* pGetSciSyncInfo,
    void* pHandle);
```

- `device` is the logical device that created the semaphore being exported.
- `pGetSciSyncInfo` is a pointer to a `VkSemaphoreGetSciSyncInfoNV` structure containing parameters of the export operation.
• pHandle will return the NvSciSyncObj representing the semaphore payload.

Each call to vkGetSemaphoreSciSyncObjNV will duplicate the underlying NvSciSyncObj and transfer the ownership of the NvSciSyncObj handle to the application. To avoid leaking resources, the application must release ownership of the NvSciSyncObj when it is no longer needed.

Valid Usage

• VUID-vkGetSemaphoreSciSyncObjNV-sciSyncSemaphore-05147
  VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncSemaphore must be enabled

Valid Usage (Implicit)

• VUID-vkGetSemaphoreSciSyncObjNV-device-parameter
  device must be a valid VkDevice handle

• VUID-vkGetSemaphoreSciSyncObjNV-pGetSciSyncInfo-parameter
  pGetSciSyncInfo must be a valid pointer to a valid VkSemaphoreGetSciSyncInfoNV structure

• VUID-vkGetSemaphoreSciSyncObjNV-pHandle-parameter
  pHandle must be a pointer value

Return Codes

Success
• VK_SUCCESS

Failure
• VK_ERROR_INVALID_EXTERNAL_HANDLE
• VK_ERROR_NOT_PERMITTED_KHR

The VkSemaphoreGetSciSyncInfoNV structure is defined as:

```
// Provided by VK_NV_external_sci_sync
typedef struct VkSemaphoreGetSciSyncInfoNV {
    VkStructureType sType;
    const void* pNext;
    VkSemaphore semaphore;
    VkExternalSemaphoreHandleTypeFlagBits handleType;
} VkSemaphoreGetSciSyncInfoNV;
```

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• semaphore is the semaphore from which state will be exported.
• **handleType** is the type of NvSciSync handle (**NvSciSyncObj**) representing the semaphore that will be exported.

### Valid Usage

- **VUID-VkSemaphoreGetSciSyncInfoNV-handleType-05122**
  
  **handleType must** be **VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV**

- **VUID-VkSemaphoreGetSciSyncInfoNV-semaphore-05123**
  
  **semaphore** must have been created with a **VkSemaphoreType** of **VK_SEMAPHORE_TYPE_TIMELINE**

- **VUID-VkSemaphoreGetSciSyncInfoNV-semaphore-05129**
  
  **semaphore** must have been created with **VkExportSemaphoreSciSyncInfoNV** included **pNext** chain of **VkSemaphoreCreateInfo**, or previously imported by **vkImportSemaphoreSciSyncObjNV**

### Valid Usage (Implicit)

- **VUID-VkSemaphoreGetSciSyncInfoNV-sType-sType**
  
  **sType** must be **VK_STRUCTURE_TYPE_SEMAPHORE_GET_SCI_SYNC_INFO_NV**

- **VUID-VkSemaphoreGetSciSyncInfoNV-pNext-pNext**
  
  **pNext** must be **NULL**

- **VUID-VkSemaphoreGetSciSyncInfoNV-semaphore-parameter**
  
  **semaphore** must be a valid **VkSemaphore** handle

- **VUID-VkSemaphoreGetSciSyncInfoNV-handleType-parameter**
  
  **handleType** must be a valid **VkExternalSemaphoreHandleTypeFlagBits** value

The **VkSemaphoreSciSyncCreateInfoNV** structure is defined as:

```c
// Provided by VK_NV_external_sci_sync2
typedef struct VkSemaphoreSciSyncCreateInfoNV {
    VkStructureType          sType;
    const void*              pNext;
    VkSemaphoreSciSyncPoolNV semaphorePool;
    const NvSciSyncFence*    pFence;
} VkSemaphoreSciSyncCreateInfoNV;
```

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **semaphorePool** is a **VkSemaphoreSciSyncPoolNV** handle.
- **pFence** is a pointer to a **NvSciSyncFence**.

When **VkSemaphoreSciSyncCreateInfoNV** is included in **VkSemaphoreCreateInfo::pNext** chain, the
Semaphore is created from the \texttt{VkSemaphoreSciSyncPoolNV} handle that represents a \texttt{NvSciSyncObj} with one or more primitives. The \texttt{VkSemaphoreSciSyncCreateInfoNV::pFence} parameter provides the information to select the corresponding primitive represented by this semaphore. When a \texttt{NvSciSyncObj} with signaler permissions is imported to \texttt{VkSemaphoreSciSyncPoolNV}, it only supports one primitive and \texttt{VkSemaphoreSciSyncCreateInfoNV::pFence} \textbf{must} be in the cleared state.

### Valid Usage

- VUID-VkSemaphoreSciSyncCreateInfoNV-sciSyncSemaphore2-05148
  
  The \texttt{VkPhysicalDeviceExternalSciSync2FeaturesNV::sciSyncSemaphore2} feature \textbf{must} be enabled.

### Valid Usage (Implicit)

- VUID-VkSemaphoreSciSyncCreateInfoNV-sType-sType
  
  \texttt{sType} \textbf{must} be \texttt{VK_STRUCTURE_TYPE_SEMAPHORE_SCI_SYNC_CREATE_INFO_NV}.

- VUID-VkSemaphoreSciSyncCreateInfoNV-semaphorePool-parameter
  
  \texttt{semaphorePool} \textbf{must} be a valid \texttt{VkSemaphoreSciSyncPoolNV} handle.

- VUID-VkSemaphoreSciSyncCreateInfoNV-pFence-parameter
  
  \texttt{pFence} \textbf{must} be a valid pointer to a valid \texttt{NvSciSyncFence} value.

To destroy a semaphore, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroySemaphore(
    VkDevice           device,
    VkSemaphore        semaphore,
    const VkAllocationCallbacks* pAllocator);
```

- \texttt{device} is the logical device that destroys the semaphore.
- \texttt{semaphore} is the handle of the semaphore to destroy.
- \texttt{pAllocator} controls host memory allocation as described in the Memory Allocation chapter.

If \texttt{semaphore} was created with \texttt{VkSemaphoreSciSyncCreateInfoNV} present in the \texttt{VkSemaphoreCreateInfo::pNext} chain, \texttt{semaphore} \textbf{can} be destroyed immediately after all batches that refer to it are submitted. Otherwise, all submitted batches that refer to \texttt{semaphore} \textbf{must} have completed execution before it can be destroyed.

### Valid Usage

- VUID-vkDestroySemaphore-semaphore-05149
  
  If \texttt{semaphore} was not created with \texttt{VkSemaphoreSciSyncCreateInfoNV} present in the \texttt{VkSemaphoreCreateInfo::pNext} chain when it was created, all submitted batches that
Valid Usage (Implicit)

- VUID-vkDestroySemaphore-device-parameter
device must be a valid VkDevice handle

- VUID-vkDestroySemaphore-semaphore-parameter
If semaphore is not VK_NULL_HANDLE, semaphore must be a valid VkSemaphore handle

- VUID-vkDestroySemaphore-pAllocator-null
pAllocator must be NULL

- VUID-vkDestroySemaphore-semaphore-parent
If semaphore is a valid handle, it must have been created, allocated, or retrieved from device

Host Synchronization

- Host access to semaphore must be externally synchronized

7.4.1. Semaphore SciSync Pools

A semaphore SciSync pool is used to represent a NvSciSyncObj with one or more primitives.

Semaphore SciSync pools are represented by VkSemaphoreSciSyncPoolNV handles:

```c
// Provided by VK_NV_external_sci_sync2
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkSemaphoreSciSyncPoolNV)
```

To import a NvSciSyncObj with multiple primitives, use vkCreateSemaphoreSciSyncPoolNV to reserve a semaphore pool to map the multiple semaphores allocated by NvSciSyncObj. Then create a VkSemaphore from the semaphore pool using the index provided by the NvSyncFence when chaining the VkSemaphoreSciSyncCreateInfoNV structure to VkSemaphoreCreateInfo.

To create a VkSemaphoreSciSyncPoolNV, call:

```c
// Provided by VK_NV_external_sci_sync2
VkResult vkCreateSemaphoreSciSyncPoolNV(
    VkDevice device,
    const VkSemaphoreSciSyncPoolCreateInfoNV* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkSemaphoreSciSyncPoolNV* pSemaphorePool);
```

- device is the logical device that creates the semaphore pool.
• `pCreateInfo` is a pointer to a `VkSemaphoreSciSyncPoolCreateInfoNV` structure containing information about the semaphore SciSync pool being created.

• `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.

• `pSemaphorePool` is a pointer to a handle in which the resulting semaphore pool object is returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkCreateSemaphoreSciSyncPoolNV` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

---

**Valid Usage**

- VUID-vkCreateSemaphoreSciSyncPoolNV-sciSyncSemaphore2-05151
  The `VkPhysicalDeviceExternalSciSync2FeaturesNV::sciSyncSemaphore2` feature must be enabled.

- VUID-vkCreateSemaphoreSciSyncPoolNV-device-05068
  The number of semaphore pools currently allocated from `device` plus 1 must be less than or equal to the total number of semaphore pools requested via `VkDeviceSemaphoreSciSyncPoolReservationCreateInfoNV::semaphoreSciSyncPoolRequestCount` specified when `device` was created.

---

**Valid Usage (Implicit)**

- VUID-vkCreateSemaphoreSciSyncPoolNV-device-parameter
  `device` must be a valid `VkDevice` handle.

- VUID-vkCreateSemaphoreSciSyncPoolNV-pCreateInfo-parameter
  `pCreateInfo` must be a valid pointer to a valid `VkSemaphoreSciSyncPoolCreateInfoNV` structure.

- VUID-vkCreateSemaphoreSciSyncPoolNV-pAllocator-null
  `pAllocator` must be `NULL`.

- VUID-vkCreateSemaphoreSciSyncPoolNV-pSemaphorePool-parameter
  `pSemaphorePool` must be a valid pointer to a `VkSemaphoreSciSyncPoolNV` handle.

---

**Return Codes**

**Success**
- `VK_SUCCESS`

**Failure**
- `VK_ERROR_INITIALIZATION_FAILED`
- `VK_ERROR_OUT_OF_HOST_MEMORY`

---

The `VkSemaphoreSciSyncPoolCreateInfoNV` structure is defined as:
typedef struct VkSemaphoreSciSyncPoolCreateInfoNV {
    VkStructureType sType;
    const void* pNext;
    NvSciSyncObj handle;
} VkSemaphoreSciSyncPoolCreateInfoNV;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **handle** is an external `NvSciSyncObj` to import.

During `vkCreateSemaphoreSciSyncPoolNV`, the external `NvSciSyncObj` is imported to `VkSemaphoreSciSyncPoolNV`. The import does not transfer the ownership of the `NvSciSyncObj` to the implementation, but will increment the reference count of that object. The application must delete other references of the original `NvSciSyncObj` using `NvSciSync APIs` when it is no longer needed.

Applications must not import the same `NvSciSyncObj` with signaler access permissions to multiple instances of `VkSemaphoreSciSyncPoolNV`.

### Valid Usage

- VUID-VkSemaphoreSciSyncPoolCreateInfoNV-handle-05152
  
  `handle` must be a valid `NvSciSyncObj`.

### Valid Usage (Implicit)

- VUID-VkSemaphoreSciSyncPoolCreateInfoNV-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_SEMAPHORE_SCI_SYNC_POOL_CREATE_INFO_NV`.

- VUID-VkSemaphoreSciSyncPoolCreateInfoNV-pNext-pNext
  
  `pNext` must be `NULL`.

Semaphore SciSync pools cannot be freed [SCID-4]. If `VkPhysicalDeviceVulkanSC10Properties::deviceDestroyFreesMemory` is `VK_TRUE`, the memory is returned to the system and the reference to the `NvSciSyncObj` that was imported is released when the device is destroyed.

### 7.4.2. Semaphore Signaling

When a batch is submitted to a queue via a queue submission, and it includes semaphores to be signaled, it defines a memory dependency on the batch, and defines semaphore signal operations which set the semaphores to the signaled state.

In case of semaphores created with a `VkSemaphoreType` of `VK_SEMAPHORE_TYPE_TIMELINE` the semaphore is considered signaled with respect to the counter value set to be signaled as specified in `VkTimelineSemaphoreSubmitInfo` or `VkSemaphoreSignalInfo`.
The first synchronization scope includes every command submitted in the same batch. In the case of `vkQueueSubmit2KHR`, the first synchronization scope is limited to the pipeline stage specified by `VkSemaphoreSubmitInfo::stageMask`. Semaphore signal operations that are defined by `vkQueueSubmit` or `vkQueueSubmit2KHR` additionally include all commands that occur earlier in submission order. Semaphore signal operations that are defined by `vkQueueSubmit` or `vkQueueSubmit2KHR` additionally include in the first synchronization scope any semaphore and fence signal operations that occur earlier in signal operation order.

The second synchronization scope includes only the semaphore signal operation.

The first access scope includes all memory access performed by the device.

The second access scope is empty.

### 7.4.3. Semaphore Waiting

When a batch is submitted to a queue via a queue submission, and it includes semaphores to be waited on, it defines a memory dependency between prior semaphore signal operations and the batch, and defines semaphore wait operations.

Such semaphore wait operations set the semaphores created with a `VkSemaphoreType` of `VK_SEMAPHORE_TYPE_BINARY` to the unsignaled state. In case of semaphores created with a `VkSemaphoreType` of `VK_SEMAPHORE_TYPE_TIMELINE` a prior semaphore signal operation defines a memory dependency with a semaphore wait operation if the value the semaphore is signaled with is greater than or equal to the value the semaphore is waited with, thus the semaphore will continue to be considered signaled with respect to the counter value waited on as specified in `VkTimelineSemaphoreSubmitInfo`.

The first synchronization scope includes all semaphore signal operations that operate on semaphores waited on in the same batch, and that happen-before the wait completes.

The second synchronization scope includes every command submitted in the same batch. In the case of `vkQueueSubmit`, the second synchronization scope is limited to operations on the pipeline stages determined by the destination stage mask specified by the corresponding element of `pWaitDstStageMask`. In the case of `vkQueueSubmit2KHR`, the second synchronization scope is limited to the pipeline stage specified by `VkSemaphoreSubmitInfo::stageMask`. Also, in the case of either `vkQueueSubmit2KHR` or `vkQueueSubmit`, the second synchronization scope additionally includes all commands that occur later in submission order.

The first access scope is empty.

The second access scope includes all memory access performed by the device.

The semaphore wait operation happens-after the first set of operations in the execution dependency, and happens-before the second set of operations in the execution dependency.

**Note**

Unlike timeline semaphores, fences or events, the act of waiting for a binary semaphore also unsignals that semaphore. Applications **must** ensure that between two such wait operations, the semaphore is signaled again, with execution
dependencies used to ensure these occur in order. Binary semaphore waits and signals should thus occur in discrete 1:1 pairs.

**Note**

A common scenario for using `pWaitDstStageMask` with values other than `VK_PIPELINE_STAGE_ALL_COMMANDS_BIT` is when synchronizing a window system presentation operation against subsequent command buffers which render the next frame. In this case, a presentation image **must** not be overwritten until the presentation operation completes, but other pipeline stages **can** execute without waiting. A mask of `VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT` prevents subsequent color attachment writes from executing until the semaphore signals. Some implementations **may** be able to execute transfer operations and/or pre-rasterization work before the semaphore is signaled.

If an image layout transition needs to be performed on a presentable image before it is used in a framebuffer, that **can** be performed as the first operation submitted to the queue after acquiring the image, and **should** not prevent other work from overlapping with the presentation operation. For example, a `VkImageMemoryBarrier` could use:

- `srcStageMask = VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT`
- `srcAccessMask = 0`
- `dstStageMask = VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT`
- `dstAccessMask = VK_ACCESS_COLOR_ATTACHMENT_READ_BIT | VK_ACCESS_COLOR_ATTACHMENT_WRITE_BIT`
- `oldLayout = VK_IMAGE_LAYOUT_PRESENT_SRC_KHR`
- `newLayout = VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL`

Alternatively, `oldLayout` **can** be `VK_IMAGE_LAYOUT_UNDEFINED`, if the image’s contents need not be preserved.

This barrier accomplishes a dependency chain between previous presentation operations and subsequent color attachment output operations, with the layout transition performed in between, and does not introduce a dependency between previous work and any **pre-rasterization shader stages**. More precisely, the semaphore signals after the presentation operation completes, the semaphore wait stalls the `VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT` stage, and there is a dependency from that same stage to itself with the layout transition performed in between.

### 7.4.4. Semaphore State Requirements for Wait Operations

Before waiting on a semaphore, the application **must** ensure the semaphore is in a valid state for a wait operation. Specifically, when a **semaphore wait operation** is submitted to a queue:

- A binary semaphore **must** be signaled, or have an associated **semaphore signal operation** that is
pending execution.

- Any semaphore signal operations on which the pending binary semaphore signal operation depends must also be completed or pending execution.
- There must be no other queue waiting on the same binary semaphore when the operation executes.

### 7.4.5. Host Operations on Semaphores

In addition to semaphore signal operations and semaphore wait operations submitted to device queues, timeline semaphores support the following host operations:

- Query the current counter value of the semaphore using the `vkGetSemaphoreCounterValue` command.
- Wait for a set of semaphores to reach particular counter values using the `vkWaitSemaphores` command.
- Signal the semaphore with a particular counter value from the host using the `vkSignalSemaphore` command.

To query the current counter value of a semaphore created with a `VkSemaphoreType` of `VK_SEMAPHORE_TYPE_TIMELINE` from the host, call:

```c
// Provided by VK_VERSION_1_2
VkResult vkGetSemaphoreCounterValue(
    VkDevice device,
    VkSemaphore semaphore,
    uint64_t* pValue);
```

- `device` is the logical device that owns the semaphore.
- `semaphore` is the handle of the semaphore to query.
- `pValue` is a pointer to a 64-bit integer value in which the current counter value of the semaphore is returned.

**Note**

If a queue submission command is pending execution, then the value returned by this command may immediately be out of date.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetSemaphoreCounterValue` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

#### Valid Usage

- VUID-vkGetSemaphoreCounterValue-semaphore-03255
  
  `semaphore` must have been created with a `VkSemaphoreType` of `VK_SEMAPHORE_TYPE_TIMELINE`
Valid Usage (Implicit)

- VUID-vkGetSemaphoreCounterValue-device-parameter
  `device` must be a valid `VkDevice` handle

- VUID-vkGetSemaphoreCounterValue-semaphore-parameter
  `semaphore` must be a valid `VkSemaphore` handle

- VUID-vkGetSemaphoreCounterValue-pValue-parameter
  `pValue` must be a valid pointer to a `uint64_t` value

- VUID-vkGetSemaphoreCounterValue-semaphore-parent
  `semaphore` must have been created, allocated, or retrieved from `device`

Return Codes

Success

- `VK_SUCCESS`

Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_DEVICE_LOST`

To wait for a set of semaphores created with a `VkSemaphoreType` of `VK_SEMAPHORE_TYPE_TIMELINE` to reach particular counter values on the host, call:

```c
// Provided by VK_VERSION_1_2
VkResult vkWaitSemaphores(
    VkDevice device,
    const VkSemaphoreWaitInfo* pWaitInfo,
    uint64_t timeout);
```

- `device` is the logical device that owns the semaphores.
- `pWaitInfo` is a pointer to a `VkSemaphoreWaitInfo` structure containing information about the wait condition.
- `timeout` is the timeout period in units of nanoseconds. `timeout` is adjusted to the closest value allowed by the implementation-dependent timeout accuracy, which may be substantially longer than one nanosecond, and may be longer than the requested period.

If the condition is satisfied when `vkWaitSemaphores` is called, then `vkWaitSemaphores` returns immediately. If the condition is not satisfied at the time `vkWaitSemaphores` is called, then `vkWaitSemaphores` will block and wait until the condition is satisfied or the `timeout` has expired, whichever is sooner.

If `timeout` is zero, then `vkWaitSemaphores` does not wait, but simply returns information about the
current state of the semaphores. **VK_TIMEOUT** will be returned in this case if the condition is not satisfied, even though no actual wait was performed.

If the condition is satisfied before the **timeout** has expired, `vkWaitSemaphores` returns **VK_SUCCESS**. Otherwise, `vkWaitSemaphores` returns **VK_TIMEOUT** after the **timeout** has expired.

If device loss occurs (see **Lost Device**) before the timeout has expired, `vkWaitSemaphores` **must** return in finite time with either **VK_SUCCESS** or **VK_ERROR_DEVICE_LOST**.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is **VK_TRUE**, `vkWaitSemaphores` **must** not return **VK_ERROR_OUT_OF_HOST_MEMORY**.

### Valid Usage (Implicit)

- VUID-vkWaitSemaphores-device-parameter
  - `device` **must** be a valid **VkDevice** handle
- VUID-vkWaitSemaphores-pWaitInfo-parameter
  - `pWaitInfo` **must** be a valid pointer to a valid **VkSemaphoreWaitInfo** structure

### Return Codes

**Success**
- **VK_SUCCESS**
- **VK_TIMEOUT**

**Failure**
- **VK_ERROR_OUT_OF_HOST_MEMORY**
- **VK_ERROR_OUT_OF_DEVICE_MEMORY**
- **VK_ERROR_DEVICE_LOST**

The **VkSemaphoreWaitInfo** structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkSemaphoreWaitInfo {
    VkStructureType sType;
    const void* pNext;
    VkSemaphoreWaitFlags flags;
    uint32_t semaphoreCount;
    const VkSemaphore* pSemaphores;
    const uint64_t* pValues;
} VkSemaphoreWaitInfo;
```

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
• flags is a bitmask of VkSemaphoreWaitFlagBits specifying additional parameters for the semaphore wait operation.

• semaphoreCount is the number of semaphores to wait on.

• pSemaphores is a pointer to an array of semaphoreCount semaphore handles to wait on.

• pValues is a pointer to an array of semaphoreCount timeline semaphore values.

Valid Usage

• VUID-VkSemaphoreWaitInfo-pSemaphores-03256
  All of the elements of pSemaphores must reference a semaphore that was created with a VkSemaphoreType of VK_SEMAPHORE_TYPE_TIMELINE

• VUID-VkSemaphoreWaitInfo-pSemaphores-05124
  If any of the semaphores in pSemaphores have NvSciSyncObj as payload, application must calculate the corresponding timeline semaphore values in pValues by calling NvSciSync APIs.

Valid Usage (Implicit)

• VUID-VkSemaphoreWaitInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_SEMAPHORE_WAIT_INFO

• VUID-VkSemaphoreWaitInfo-pNext-pNext
  pNext must be NULL

• VUID-VkSemaphoreWaitInfo-flags-parameter
  flags must be a valid combination of VkSemaphoreWaitFlagBits values

• VUID-VkSemaphoreWaitInfo-pSemaphores-parameter
  pSemaphores must be a valid pointer to an array of semaphoreCount valid VkSemaphore handles

• VUID-VkSemaphoreWaitInfo-pValues-parameter
  pValues must be a valid pointer to an array of semaphoreCount uint64_t values

• VUID-VkSemaphoreWaitInfo-semaphoreCount-arraylength
  semaphoreCount must be greater than 0

Bits which can be set in VkSemaphoreWaitInfo::flags, specifying additional parameters of a semaphore wait operation, are:

```c
// Provided by VK_VERSION_1_2
typedef enum VkSemaphoreWaitFlagBits {
    VK_SEMAPHORE_WAIT_ANY_BIT = 0x00000001,
} VkSemaphoreWaitFlagBits;
```

• VK_SEMAPHORE_WAIT_ANY_BIT specifies that the semaphore wait condition is that at least one of the semaphores in VkSemaphoreWaitInfo::pSemaphores has reached the value specified by the
corresponding element of \texttt{VkSemaphoreWaitInfo::pValues}. If \texttt{VK_SEMAPHORE_WAIT_ANY_BIT} is not set, the semaphore wait condition is that all of the semaphores in \texttt{VkSemaphoreWaitInfo::pSemaphores} have reached the value specified by the corresponding element of \texttt{VkSemaphoreWaitInfo::pValues}.

\begin{verbatim}
// Provided by VK_VERSION_1_2
typedef VkFlags VkSemaphoreWaitFlags;
\end{verbatim}

\texttt{VkSemaphoreWaitFlags} is a bitmask type for setting a mask of zero or more \texttt{VkSemaphoreWaitFlagBits}.

To signal a semaphore created with a \texttt{VkSemaphoreType} of \texttt{VK_SEMAPHORE_TYPE_TIMELINE} with a particular counter value, on the host, call:

\begin{verbatim}
// Provided by VK_VERSION_1_2
VkResult vkSignalSemaphore(
    VkDevice device,
    const VkSemaphoreSignalInfo* pSignalInfo);
\end{verbatim}

- \texttt{device} is the logical device that owns the semaphore.
- \texttt{pSignalInfo} is a pointer to a \texttt{VkSemaphoreSignalInfo} structure containing information about the signal operation.

When \texttt{vkSignalSemaphore} is executed on the host, it defines and immediately executes a \textit{semaphore signal operation} which sets the timeline semaphore to the given value.

The first synchronization scope is defined by the host execution model, but includes execution of \texttt{vkSignalSemaphore} on the host and anything that happened-before it.

The second synchronization scope is empty.

If \texttt{VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations} is \texttt{VK_TRUE}, \texttt{vkSignalSemaphore} must not return \texttt{VK_ERROR_OUT_OF_HOST_MEMORY}.

**Valid Usage (Implicit)**

- VUID-vkSignalSemaphore-device-parameter \texttt{device} \textbf{must} be a valid \texttt{VkDevice} handle
- VUID-vkSignalSemaphore-pSignalInfo-parameter \texttt{pSignalInfo} \textbf{must} be a valid pointer to a valid \texttt{VkSemaphoreSignalInfo} structure

**Return Codes**

**Success**

- \texttt{VK_SUCCESS}
Failure

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkSemaphoreSignalInfo structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkSemaphoreSignalInfo {
    VkStructureType sType;
    const void* pNext;
    VkSemaphore semaphore;
    uint64_t value;
} VkSemaphoreSignalInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `semaphore` is the handle of the semaphore to signal.
- `value` is the value to signal.

### Valid Usage

- VUID-VkSemaphoreSignalInfo-semaphore-03257
  `semaphore` must have been created with a `VkSemaphoreType` of `VK_SEMAPHORE_TYPE_TIMELINE`

- VUID-VkSemaphoreSignalInfo-value-03258
  `value` must have a value greater than the current value of the semaphore

- VUID-VkSemaphoreSignalInfo-value-03259
  `value` must be less than the value of any pending semaphore signal operations

- VUID-VkSemaphoreSignalInfo-value-03260
  `value` must have a value which does not differ from the current value of the semaphore or the value of any outstanding semaphore wait or signal operation on `semaphore` by more than `maxTimelineSemaphoreValueDifference`

- VUID-VkSemaphoreSignalInfo-semaphores-05125
  If `semaphores` has `NvSciSyncObj` as payload, application must calculate the corresponding timeline semaphore value in `value` by calling `NvSciSync APIs`.

### Valid Usage (Implicit)

- VUID-VkSemaphoreSignalInfo-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_SEMAPHORE_SIGNAL_INFO`

- VUID-VkSemaphoreSignalInfo-pNext-pNext
  `pNext` must be `NULL`
7.4.6. Importing Semaphore Payloads

Applications can import a semaphore payload into an existing semaphore using an external semaphore handle. The effects of the import operation will be either temporary or permanent, as specified by the application. If the import is temporary, the implementation must restore the semaphore to its prior permanent state after submitting the next semaphore wait operation. Performing a subsequent temporary import on a semaphore before performing a semaphore wait has no effect on this requirement; the next wait submitted on the semaphore must still restore its last permanent state. A permanent payload import behaves as if the target semaphore was destroyed, and a new semaphore was created with the same handle but the imported payload. Because importing a semaphore payload temporarily or permanently detaches the existing payload from a semaphore, similar usage restrictions to those applied to vkDestroySemaphore are applied to any command that imports a semaphore payload. Which of these import types is used is referred to as the import operation's permanence. Each handle type supports either one or both types of permanence.

The implementation must perform the import operation by either referencing or copying the payload referred to by the specified external semaphore handle, depending on the handle's type. The import method used is referred to as the handle type's transference. When using handle types with reference transference, importing a payload to a semaphore adds the semaphore to the set of all semaphores sharing that payload. This set includes the semaphore from which the payload was exported. Semaphore signaling and waiting operations performed on any semaphore in the set must behave as if the set were a single semaphore. Importing a payload using handle types with copy transference creates a duplicate copy of the payload at the time of import, but makes no further reference to it. Semaphore signaling and waiting operations performed on the target of copy imports must not affect any other semaphore or payload.

Export operations have the same transference as the specified handle type's import operations. Additionally, exporting a semaphore payload to a handle with copy transference has the same side effects on the source semaphore's payload as executing a semaphore wait operation. If the semaphore was using a temporarily imported payload, the semaphore's prior permanent payload will be restored.

Note

The permanence and transference of handle types can be found in:

- Handle Types Supported by VkImportSemaphoreFdInfoKHR

External synchronization allows implementations to modify an object's internal state, i.e. payload, without internal synchronization. However, for semaphores sharing a payload across processes, satisfying the external synchronization requirements of VkSemaphore parameters as if all semaphores in the set were the same object is sometimes infeasible. Satisfying the wait operation state requirements would similarly require impractical coordination or levels of trust between processes. Therefore, these constraints only apply to a specific semaphore handle, not to its...
payload. For distinct semaphore objects which share a payload, if the semaphores are passed to separate queue submission commands concurrently, behavior will be as if the commands were called in an arbitrary sequential order. If the wait operation state requirements are violated for the shared payload by a queue submission command, or if a signal operation is queued for a shared payload that is already signaled or has a pending signal operation, effects must be limited to one or more of the following:

- Returning VK_ERROR_INITIALIZATION_FAILED from the command which resulted in the violation.
- Losing the logical device on which the violation occurred immediately or at a future time, resulting in a VK_ERROR_DEVICE_LOST error from subsequent commands, including the one causing the violation.
- Continuing execution of the violating command or operation as if the semaphore wait completed successfully after an implementation-dependent timeout. In this case, the state of the payload becomes undefined, and future operations on semaphores sharing the payload will be subject to these same rules. The semaphore must be destroyed or have its payload replaced by an import operation to again have a well-defined state.

Note

These rules allow processes to synchronize access to shared memory without trusting each other. However, such processes must still be cautious not to use the shared semaphore for more than synchronizing access to the shared memory. For example, a process should not use a shared semaphore as part of an execution dependency chain that, when complete, leads to objects being destroyed, if it does not trust other processes sharing the semaphore payload.

When a semaphore is using an imported payload, its VkExportSemaphoreCreateInfo::handleTypes value is specified when creating the semaphore from which the payload was exported, rather than specified when creating the semaphore. Additionally, VkExternalSemaphoreProperties::exportFromImportedHandleTypes restricts which handle types can be exported from such a semaphore based on the specific handle type used to import the current payload. Passing a semaphore to vkAcquireNextImageKHR is equivalent to temporarily importing a semaphore payload to that semaphore.

Note

Because the exportable handle types of an imported semaphore correspond to its current imported payload, and vkAcquireNextImageKHR behaves the same as a temporary import operation for which the source semaphore is opaque to the application, applications have no way of determining whether any external handle types can be exported from a semaphore in this state. Therefore, applications must not attempt to export external handles from semaphores using a temporarily imported payload from vkAcquireNextImageKHR.

When importing a semaphore payload, it is the responsibility of the application to ensure the external handles meet all valid usage requirements. However, implementations must perform sufficient validation of external handles to ensure that the operation results in a valid semaphore which will not cause program termination, device loss, queue stalls, or corruption of other resources when used as allowed according to its import parameters, and excepting those side
effects allowed for violations of the valid semaphore state for wait operations rules. If the external handle provided does not meet these requirements, the implementation must fail the semaphore payload import operation with the error code VK_ERROR_INVALID_EXTERNAL_HANDLE.

In addition, when importing a semaphore payload that is not compatible with the payload type corresponding to the VkSemaphoreType the semaphore was created with, the implementation may fail the semaphore payload import operation with the error code VK_ERROR_INVALID_EXTERNAL_HANDLE.

Note

As the introduction of the external semaphore handle type VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D12_FENCE_BIT predates that of timeline semaphores, support for importing semaphore payloads from external handles of that type into semaphores created (implicitly or explicitly) with a VkSemaphoreType of VK_SEMAPHORE_TYPE_BINARY is preserved for backwards compatibility. However, applications should prefer importing such handle types into semaphores created with a VkSemaphoreType of VK_SEMAPHORE_TYPE_TIMELINE.

To import a semaphore payload from a POSIX file descriptor, call:

```c
// Provided by VK_KHR_external_semaphore_fd
VkResult vkImportSemaphoreFdKHR(  
    VkDevice device,  
    const VkImportSemaphoreFdInfoKHR* pImportSemaphoreFdInfo);
```

- `device` is the logical device that created the semaphore.
- `pImportSemaphoreFdInfo` is a pointer to a VkImportSemaphoreFdInfoKHR structure specifying the semaphore and import parameters.

Importing a semaphore payload from a file descriptor transfers ownership of the file descriptor from the application to the Vulkan implementation. The application must not perform any operations on the file descriptor after a successful import.

Applications can import the same semaphore payload into multiple instances of Vulkan, into the same instance from which it was exported, and multiple times into a given Vulkan instance.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, `vkImportSemaphoreFdKHR` must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage

- VUID-vkImportSemaphoreFdKHR-semaphore-01142
  semaphore must not be associated with any queue command that has not yet completed execution on that queue
Valid Usage (Implicit)

- VUID-vkImportSemaphoreFdKHR-device-parameter
  device must be a valid VkDevice handle

- VUID-vkImportSemaphoreFdKHR-pImportSemaphoreFdInfo-parameter
  pImportSemaphoreFdInfo must be a valid pointer to a valid VkImportSemaphoreFdInfoKHR structure

Return Codes

Success
  - VK_SUCCESS

Failure
  - VK_ERROR_OUT_OF_HOST_MEMORY
  - VK_ERROR_INVALID_EXTERNAL_HANDLE

The VkImportSemaphoreFdInfoKHR structure is defined as:

```
// Provided by VK_KHR_external_semaphore_fd
typedef struct VkImportSemaphoreFdInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkSemaphore semaphore;
    VkSemaphoreImportFlags flags;
    VkExternalSemaphoreHandleTypeFlagBits handleType;
    int fd;
} VkImportSemaphoreFdInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- semaphore is the semaphore into which the payload will be imported.
- flags is a bitmask of VkSemaphoreImportFlagBits specifying additional parameters for the semaphore payload import operation.
- handleType is a VkExternalSemaphoreHandleTypeFlagBits value specifying the type of fd.
- fd is the external handle to import.

The handle types supported by handleType are:

```
Table 9. Handle Types Supported by VkImportSemaphoreFdInfoKHR
```
<table>
<thead>
<tr>
<th>Handle Type</th>
<th>Transference</th>
<th>Permanence Supported</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_FD_BIT</td>
<td>Reference</td>
<td>Temporary,Permanent</td>
</tr>
<tr>
<td>VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SYNC_FD_BIT</td>
<td>Copy</td>
<td>Temporary</td>
</tr>
</tbody>
</table>

### Valid Usage

- **VUID-VkImportSemaphoreFdInfoKHR-handleType-01143**
 (handleType **must** be a value included in the **Handle Types Supported by VKImportSemaphoreFdInfoKHR** table)

- **VUID-VkImportSemaphoreFdInfoKHR-fd-01544**
  (fd **must** obey any requirements listed for handleType in **external semaphore handle types compatibility**)

- **VUID-VkImportSemaphoreFdInfoKHR-handleType-03263**
  If handleType is **VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_FD_BIT**, the VkSemaphoreCreateInfo::flags field **must** match that of the semaphore from which fd was exported

- **VUID-VkImportSemaphoreFdInfoKHR-handleType-07307**
  If handleType refers to a handle type with copy payload transference semantics, flags **must** contain **VK_SEMAPHORE_IMPORT_TEMPORARY_BIT**

- **VUID-VkImportSemaphoreFdInfoKHR-handleType-03264**
  If handleType is **VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_FD_BIT**, the VkSemaphoreTypeInfoCreateInfo::semaphoreType field **must** match that of the semaphore from which fd was exported

- **VUID-VkImportSemaphoreFdInfoKHR-flags-03323**
  If flags contains **VK_SEMAPHORE_IMPORT_TEMPORARY_BIT**, the VkSemaphoreTypeInfoCreateInfo::semaphoreType field of the semaphore from which fd was exported **must** not be **VK_SEMAPHORE_TYPE_TIMELINE**

If handleType is **VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SYNC_FD_BIT**, the special value -1 for fd is treated like a valid sync file descriptor referring to an object that has already signaled. The import operation will succeed and the VkSemaphore will have a temporarily imported payload as if a valid file descriptor had been provided.

**Note**

This special behavior for importing an invalid sync file descriptor allows easier interoperability with other system APIs which use the convention that an invalid sync file descriptor represents work that has already completed and does not need to be waited for. It is consistent with the option for implementations to return a -1 file descriptor when exporting a **VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SYNC_FD_BIT** from a VkSemaphore which is signaled.
Valid Usage (Implicit)

- VUID-VkImportSemaphoreFdInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_IMPORT_SEMAPHORE_FD_INFO_KHR
- VUID-VkImportSemaphoreFdInfoKHR-pNext-pNext
  pNext must be NULL
- VUID-VkImportSemaphoreFdInfoKHR-semaphore-parameter
  semaphore must be a valid VkSemaphore handle
- VUID-VkImportSemaphoreFdInfoKHR-flags-parameter
  flags must be a valid combination of VkSemaphoreImportFlagBits values
- VUID-VkImportSemaphoreFdInfoKHR-handleType-parameter
  handleType must be a valid VkExternalSemaphoreHandleTypeFlagBits value

Host Synchronization

- Host access to semaphore must be externally synchronized

To import a semaphore payload from a NvSciSyncObj, call:

```
// Provided by VK_NV_external_sci_sync
VkResult vkImportSemaphoreSciSyncObjNV(
    VkDevice device,
    const VkImportSemaphoreSciSyncInfoNV* pImportSemaphoreSciSyncInfo);
```

- device is the logical device that created the semaphore.
- pImportSemaphoreSciSyncInfo is a pointer to a VkImportSemaphoreSciSyncInfoNV structure containing parameters of the import operation

Importing a semaphore payload from NvSciSyncObj does not transfer ownership of the handle to the Vulkan implementation. When importing NvSciSyncObj, Vulkan will make a new reference to that object, the application must release its ownership using NvSciSync APIs when that ownership is no longer needed.

Application must not import the same NvSciSyncObj with signaler access permissions into multiple instances of VkSemaphore, and must not import into the same instance from which it was exported.

Valid Usage

- VUID-vkImportSemaphoreSciSyncObjNV-sciSyncImport-05155
  VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncImport
  and
  VkPhysicalDeviceExternalSciSyncFeaturesNV::sciSyncSemaphore must be enabled
### Valid Usage (Implicit)

- **VUID-vkImportSemaphoreSciSyncObjNV-device-parameter**
  
  **device** must be a valid `VkDevice` handle

- **VUID-vkImportSemaphoreSciSyncObjNV-pImportSemaphoreSciSyncInfo-parameter**

  **pImportSemaphoreSciSyncInfo** must be a valid pointer to a valid `VkImportSemaphoreSciSyncInfoNV` structure

### Return Codes

**Success**

- **VK_SUCCESS**

**Failure**

- **VK_ERROR_INVALID_EXTERNAL_HANDLE**
- **VK_ERROR_NOT_PERMITTED_KHR**
- **VK_ERROR_OUT_OF_HOST_MEMORY**

The `VkImportSemaphoreSciSyncInfoNV` structure is defined as:

```c
// Provided by VK_NV_external_sci_sync
typedef struct VkImportSemaphoreSciSyncInfoNV {
    VkStructureType           sType;
    const void*               pNext;
    VkSemaphore               semaphore;
    VkExternalSemaphoreHandleTypeFlagBits handleType;
    void*                     handle;
} VkImportSemaphoreSciSyncInfoNV;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **semaphore** is the semaphore into which the payload will be imported.
- **handleType** specifies the type of **handle**.
- **handle** is the external handle to import.

The handle types supported by **handleType** are:

#### Table 10. Handle Types Supported by `VkImportSemaphoreSciSyncInfoNV`

<table>
<thead>
<tr>
<th>Handle Type</th>
<th>Transference</th>
<th>Permanence Supported</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV</code></td>
<td>Reference</td>
<td>Permanent</td>
</tr>
</tbody>
</table>
Valid Usage

- **VUID-VkImportSemaphoreSciSyncInfoNV-handleType-05126**
  
  `handleType` must be a value included in the **Handle Types Supported by VkImportSemaphoreSciSyncInfoNV** table.

- **VUID-VkImportSemaphoreSciSyncInfoNV-semaphore-05127**
  
  `semaphore` must have been created with a **VkSemaphoreType** of **VK_SEMAPHORE_TYPE_TIMELINE**.

- **VUID-VkImportSemaphoreSciSyncInfoNV-semaphore-05128**
  
  `semaphore` must not be associated with any queue command that has not yet completed execution on that queue.

Valid Usage (Implicit)

- **VUID-VkImportSemaphoreSciSyncInfoNV-sType-sType**
  
  `sType` must be **VK_STRUCTURE_TYPE_IMPORT_SEMAPHORE_SCI_SYNC_INFO_NV**.

- **VUID-VkImportSemaphoreSciSyncInfoNV-pNext-pNext**
  
  `pNext` must be **NULL**.

- **VUID-VkImportSemaphoreSciSyncInfoNV-semaphore-parameter**
  
  `semaphore` must be a valid **VkSemaphore** handle.

- **VUID-VkImportSemaphoreSciSyncInfoNV-handleType-parameter**
  
  `handleType` must be a valid **VkExternalSemaphoreHandleTypeFlagBits** value.

- **VUID-VkImportSemaphoreSciSyncInfoNV-handle-parameter**
  
  `handle` must be a pointer value.

Host Synchronization

- Host access to `semaphore` must be externally synchronized.

Bits which **can** be set in

- **VkImportSemaphoreFdInfoKHR::flags**

Specifying additional parameters of a semaphore import operation are:

```c
// Provided by VK_VERSION_1_1
typedef enum VkSemaphoreImportFlagBits {
    VK_SEMAPHORE_IMPORT_TEMPORARY_BIT = 0x00000001,
} VkSemaphoreImportFlagBits;
```

These bits have the following meanings:
• **VK_SEMAPHORE_IMPORT_TEMPORARY_BIT** specifies that the semaphore payload will be imported only temporarily, as described in Importing Semaphore Payloads, regardless of the permanence of handleType.

```c
// Provided by VK_VERSION_1_1
typedef VkFlags VkSemaphoreImportFlags;
```

**VkSemaphoreImportFlags** is a bitmask type for setting a mask of zero or more **VkSemaphoreImportFlagBits**.

## 7.5. Events

Events are a synchronization primitive that can be used to insert a fine-grained dependency between commands submitted to the same queue, or between the host and a queue. Events must not be used to insert a dependency between commands submitted to different queues. Events have two states - signaled and unsignaled. An application can signal or unsignal an event either on the host or on the device. A device can be made to wait for an event to become signaled before executing further operations. No command exists to wait for an event to become signaled on the host, but the current state of an event can be queried.

Events are represented by **VkEvent** handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkEvent)
```

To create an event, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateEvent(
    VkDevice device,
    const VkEventCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkEvent* pEvent);
```

• **device** is the logical device that creates the event.

• **pCreateInfo** is a pointer to a **VkEventCreateInfo** structure containing information about how the event is to be created.

• **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.

• **pEvent** is a pointer to a handle in which the resulting event object is returned.

When created, the event object is in the unsignaled state.

If **VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations** is **VK_TRUE**, **vkCreateEvent** must not return **VK_ERROR_OUT_OF_HOST_MEMORY**.

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Valid Usage

- VUID-vkCreateEvent-device-09672
  device must support at least one queue family with one of the VK_QUEUE_COMPUTE_BIT, or VK_QUEUE_GRAPHICS_BIT capabilities

- VUID-vkCreateEvent-device-05068
  The number of events currently allocated from device plus 1 must be less than or equal to the total number of events requested via VkDeviceObjectReservationCreateInfo::eventRequestCount specified when device was created

Valid Usage (Implicit)

- VUID-vkCreateEvent-device-parameter
  device must be a valid VkDevice handle

- VUID-vkCreateEvent-pCreateInfo-parameter
  pCreateInfo must be a valid pointer to a valid VkEventCreateInfo structure

- VUID-vkCreateEvent-pAllocator-null
  pAllocator must be NULL

- VUID-vkCreateEvent-pEvent-parameter
  pEvent must be a valid pointer to a VkEvent handle

Return Codes

Success
  - VK_SUCCESS

Failure
  - VK_ERROR_OUT_OF_HOST_MEMORY
  - VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkEventCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkEventCreateInfo {
    VkStructureType          sType;
    const void*              pNext;
    VkEventCreateFlags       flags;
} VkEventCreateInfo;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
• **flags** is a bitmask of **VkEventCreateFlagBits** defining additional creation parameters.

### Valid Usage (Implicit)

- VUID-VkEventCreateInfo-sType-sType
  sType **must** be **VK_STRUCTURE_TYPE_EVENT_CREATE_INFO**
- VUID-VkEventCreateInfo-pNext-pNext
  pNext **must** be NULL
- VUID-VkEventCreateInfo-flags-parameter
  flags **must** be a valid combination of **VkEventCreateFlagBits** values

// Provided by VK_VERSION_1_0

typedef enum VkEventCreateFlagBits {
    VK_EVENT_CREATE_DEVICE_ONLY_BIT = 0x00000001,
    // Provided by VK_KHR_synchronization2
    VK_EVENT_CREATE_DEVICE_ONLY_BIT_KHR = VK_EVENT_CREATE_DEVICE_ONLY_BIT,
} VkEventCreateFlagBits;

• **VK_EVENT>Create DEVICE_ONLY_BIT** specifies that host event commands will not be used with this event.

// Provided by VK_VERSION_1_0

typedef VkFlags VkEventCreateFlags;

**VkEventCreateFlags** is a bitmask type for setting a mask of **VkEventCreateFlagBits**.

To destroy an event, call:

// Provided by VK_VERSION_1_0

void vkDestroyEvent(  
    VkDevice device,  
    VkEvent event,  
    const VkAllocationCallbacks* pAllocator);

• **device** is the logical device that destroys the event.
• **event** is the handle of the event to destroy.
• **pAllocator** controls host memory allocation as described in the **Memory Allocation** chapter.

### Valid Usage

- VUID-vkDestroyEvent-event-01145
  All submitted commands that refer to **event** **must** have completed execution
Valid Usage (Implicit)

- VUID-vkDestroyEvent-device-parameter
device must be a valid VkDevice handle

- VUID-vkDestroyEvent-event-parameter
  If event is not VK_NULL_HANDLE, event must be a valid VkEvent handle

- VUID-vkDestroyEvent-pAllocator-null
  pAllocator must be NULL

- VUID-vkDestroyEvent-event-parent
  If event is a valid handle, it must have been created, allocated, or retrieved from device

Host Synchronization

- Host access to event must be externally synchronized

To query the state of an event from the host, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkGetEventStatus(
  VkDevice device, 
  VkEvent event);
```

- device is the logical device that owns the event.
- event is the handle of the event to query.

Upon success, vkGetEventStatus returns the state of the event object with the following return codes:

<table>
<thead>
<tr>
<th>Status</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_EVENT_SET</td>
<td>The event specified by event is signaled.</td>
</tr>
<tr>
<td>VK_EVENT_RESET</td>
<td>The event specified by event is unsignaled.</td>
</tr>
</tbody>
</table>

If a vkCmdSetEvent or vkCmdResetEvent command is in a command buffer that is in the pending state, then the value returned by this command may immediately be out of date.

The state of an event can be updated by the host. The state of the event is immediately changed, and subsequent calls to vkGetEventStatus will return the new state. If an event is already in the requested state, then updating it to the same state has no effect.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkGetEventStatus must not return VK_ERROR_OUT_OF_HOST_MEMORY.
Valid Usage

- **VUID-vkGetEventStatus-event-03940**
  
  *event* must not have been created with *VK_EVENT_CREATE_DEVICE_ONLY_BIT*

Valid Usage (Implicit)

- **VUID-vkGetEventStatus-device-parameter**
  
  *device* must be a valid *VkDevice* handle

- **VUID-vkGetEventStatus-event-parameter**
  
  *event* must be a valid *VkEvent* handle

- **VUID-vkGetEventStatus-event-parent**
  
  *event* must have been created, allocated, or retrieved from *device*

Return Codes

**Success**

- *VK_EVENT_SET*
- *VK_EVENT_RESET*

**Failure**

- *VK_ERROR_OUT_OF_HOST_MEMORY*
- *VK_ERROR_OUT_OF_DEVICE_MEMORY*
- *VK_ERROR_DEVICE_LOST*

To set the state of an event to signaled from the host, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkSetEvent(  
  VkDevice device,  
  VkEvent event);```

- *device* is the logical device that owns the event.
- *event* is the event to set.

When *vkSetEvent* is executed on the host, it defines an *event signal operation* which sets the event to the signaled state.

If *event* is already in the signaled state when *vkSetEvent* is executed, then *vkSetEvent* has no effect, and no event signal operation occurs.

*Note*
If a command buffer is waiting for an event to be signaled from the host, the application must signal the event before submitting the command buffer, as described in the queue forward progress section.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkSetEvent` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage

- VUID-vkSetEvent-event-03941
  - `event must not have been created with VK_EVENT_CREATE_DEVICE_ONLY_BIT`
- VUID-vkSetEvent-event-09543
  - `event must not be waited on by a command buffer in the pending state`

### Valid Usage (Implicit)

- VUID-vkSetEvent-device-parameter
  - `device must be a valid VkDevice handle`
- VUID-vkSetEvent-event-parameter
  - `event must be a valid VkEvent handle`
- VUID-vkSetEvent-event-parent
  - `event must have been created, allocated, or retrieved from device`

### Host Synchronization

- Host access to `event must be externally synchronized`

### Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

To set the state of an event to unsignaled from the host, call:
vkResetEvent device, event);

- `device` is the logical device that owns the event.
- `event` is the event to reset.

When `vkResetEvent` is executed on the host, it defines an *event unsignal operation* which resets the event to the unsignaled state.

If `event` is already in the unsignaled state when `vkResetEvent` is executed, then `vkResetEvent` has no effect, and no event unsignal operation occurs.

---

**Valid Usage**

- VUID-vkResetEvent-event-03821
  There must be an execution dependency between `vkResetEvent` and the execution of any `vkCmdWaitEvents` that includes `event` in its `pEvents` parameter

- VUID-vkResetEvent-event-03822
  There must be an execution dependency between `vkResetEvent` and the execution of any `vkCmdWaitEvents2KHR` that includes `event` in its `pEvents` parameter

- VUID-vkResetEvent-event-03823
  `event` must not have been created with `VK_EVENT_CREATE_DEVICE_ONLY_BIT`

---

**Valid Usage (Implicit)**

- VUID-vkResetEvent-device-parameter
  `device` must be a valid `VkDevice` handle

- VUID-vkResetEvent-event-parameter
  `event` must be a valid `VkEvent` handle

- VUID-vkResetEvent-event-parent
  `event` must have been created, allocated, or retrieved from `device`

---

**Host Synchronization**

- Host access to `event` must be externally synchronized
The state of an event can also be updated on the device by commands inserted in command buffers.

To signal an event from a device, call:

```c
// Provided by VK_KHR_synchronization2
void vkCmdSetEvent2KHR(
    VkCommandBuffer commandBuffer,
    VkEvent event,
    const VkDependencyInfo* pDependencyInfo);
```

- `commandBuffer` is the command buffer into which the command is recorded.
- `event` is the event that will be signaled.
- `pDependencyInfo` is a pointer to a `VkDependencyInfo` structure defining the first scopes of this operation.

When `vkCmdSetEvent2KHR` is submitted to a queue, it defines the first half of memory dependencies defined by `pDependencyInfo`, as well as an event signal operation which sets the event to the signaled state. A memory dependency is defined between the event signal operation and commands that occur earlier in submission order.

The first synchronization scope and access scope are defined by the union of all the memory dependencies defined by `pDependencyInfo`, and are applied to all operations that occur earlier in submission order. Queue family ownership transfers and image layout transitions defined by `pDependencyInfo` are also included in the first scopes.

The second synchronization scope includes only the event signal operation, and any queue family ownership transfers and image layout transitions defined by `pDependencyInfo`.

The second access scope includes only queue family ownership transfers and image layout transitions.

Future `vkCmdWaitEvents2KHR` commands rely on all values of each element in `pDependencyInfo` matching exactly with those used to signal the corresponding event. `vkCmdWaitEvents` must not be used to wait on the result of a signal operation defined by `vkCmdSetEvent2KHR`.

**Note**

The extra information provided by `vkCmdSetEvent2KHR` compared to `vkCmdSetEvent` allows implementations to more efficiently schedule the
operations required to satisfy the requested dependencies. With `vkCmdSetEvent`, the full dependency information is not known until `vkCmdWaitEvents` is recorded, forcing implementations to insert the required operations at that point and not before.

If `event` is already in the signaled state when `vkCmdSetEvent2KHR` is executed on the device, then `vkCmdSetEvent2KHR` has no effect, no event signal operation occurs, and no dependency is generated.

### Valid Usage

- **VUID-vkCmdSetEvent2-synchronization2-03824**
  The synchronization2 feature **must** be enabled

- **VUID-vkCmdSetEvent2-dependencyFlags-03825**
  The dependencyFlags member of `pDependencyInfo` **must** be 0

- **VUID-vkCmdSetEvent2-srcStageMask-09391**
  The srcStageMask member of any element of the `pMemoryBarriers`, `pBufferMemoryBarriers`, or `pImageMemoryBarriers` members of `pDependencyInfo` **must** not include `VK_PIPELINE_STAGE_2_HOST_BIT`

- **VUID-vkCmdSetEvent2-dstStageMask-09392**
  The dstStageMask member of any element of the `pMemoryBarriers`, `pBufferMemoryBarriers`, or `pImageMemoryBarriers` members of `pDependencyInfo` **must** not include `VK_PIPELINE_STAGE_2_HOST_BIT`

- **VUID-vkCmdSetEvent2-commandBuffer-03826**
  The current device mask of `commandBuffer` **must** include exactly one physical device

- **VUID-vkCmdSetEvent2-srcStageMask-03827**
  The srcStageMask member of any element of the `pMemoryBarriers`, `pBufferMemoryBarriers`, or `pImageMemoryBarriers` members of `pDependencyInfo` **must** only include pipeline stages valid for the queue family that was used to create the command pool that `commandBuffer` was allocated from

- **VUID-vkCmdSetEvent2-dstStageMask-03828**
  The dstStageMask member of any element of the `pMemoryBarriers`, `pBufferMemoryBarriers`, or `pImageMemoryBarriers` members of `pDependencyInfo` **must** only include pipeline stages valid for the queue family that was used to create the command pool that `commandBuffer` was allocated from

### Valid Usage (Implicit)

- **VUID-vkCmdSetEvent2-commandBuffer-parameter**
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle

- **VUID-vkCmdSetEvent2-event-parameter**
  `event` **must** be a valid `VkEvent` handle

- **VUID-vkCmdSetEvent2-pDependencyInfo-parameter**
pDependencyInfo must be a valid pointer to a valid VkDependencyInfo structure

- VUID-vkCmdSetEvent2-commandBuffer-recording
  commandBuffer must be in the recording state
- VUID-vkCmdSetEvent2-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics, or compute operations
- VUID-vkCmdSetEvent2-renderpass
  This command must only be called outside of a render pass instance
- VUID-vkCmdSetEvent2-commonparent
  Both of commandBuffer, and event must have been created, allocated, or retrieved from the same VkDevice

Host Synchronization

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Outside</td>
<td>Graphics</td>
<td>Synchronization</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>

The VkDependencyInfo structure is defined as:

typedef struct VkDependencyInfo {
  VkStructureType sType;
  const void*pNext;
  VkDependencyFlags dependencyFlags;
  uint32_tmemoryBarrierCount;
  const VkMemoryBarrier2* pMemoryBarriers;
  bufferMemoryBarrierCount;
  const VkImageMemoryBarrier2* pBufferMemoryBarriers;
  imageMemoryBarrierCount;
  const VkImageMemoryBarrier2*pImageMemoryBarriers;
} VkDependencyInfo;

or the equivalent
typedef VkDependencyInfo VkDependencyInfoKHR;

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- dependencyFlags is a bitmask of VkDependencyFlagBits specifying how execution and memory dependencies are formed.
- memoryBarrierCount is the length of the pMemoryBarriers array.
- pMemoryBarriers is a pointer to an array of VkMemoryBarrier2 structures defining memory dependencies between any memory accesses.
- bufferMemoryBarrierCount is the length of the pBufferMemoryBarriers array.
- pBufferMemoryBarriers is a pointer to an array of VkBufferMemoryBarrier2 structures defining memory dependencies between buffer ranges.
- imageMemoryBarrierCount is the length of the pImageMemoryBarriers array.
- pImageMemoryBarriers is a pointer to an array of VkImageMemoryBarrier2 structures defining memory dependencies between image subresources.

This structure defines a set of memory dependencies, as well as queue family ownership transfer operations and image layout transitions.

Each member of pMemoryBarriers, pBufferMemoryBarriers, and pImageMemoryBarriers defines a separate memory dependency.

Valid Usage (Implicit)

- VUID-VkDependencyInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_DEPENDENCY_INFO

- VUID-VkDependencyInfo-pNext-pNext
  pNext must be NULL

- VUID-VkDependencyInfo-dependencyFlags-parameter
  dependencyFlags must be a valid combination of VkDependencyFlagBits values

- VUID-VkDependencyInfo-pMemoryBarriers-parameter
  If memoryBarrierCount is not 0, pMemoryBarriers must be a valid pointer to an array of memoryBarrierCount valid VkMemoryBarrier2 structures

- VUID-VkDependencyInfo-pBufferMemoryBarriers-parameter
  If bufferMemoryBarrierCount is not 0, pBufferMemoryBarriers must be a valid pointer to an array of bufferMemoryBarrierCount valid VkBufferMemoryBarrier2 structures

- VUID-VkDependencyInfo-pImageMemoryBarriers-parameter
  If imageMemoryBarrierCount is not 0, pImageMemoryBarriers must be a valid pointer to an array of imageMemoryBarrierCount valid VkImageMemoryBarrier2 structures
To set the state of an event to signaled from a device, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdSetEvent(
    VkCommandBuffer commandBuffer,
    VkEvent event,
    VkPipelineStageFlags stageMask);
```

- `commandBuffer` is the command buffer into which the command is recorded.
- `event` is the event that will be signaled.
- `stageMask` specifies the source stage mask used to determine the first synchronization scope.

`vkCmdSetEvent` behaves identically to `vkCmdSetEvent2KHR`, except that it does not define an access scope, and must only be used with `vkCmdWaitEvents`, not `vkCmdWaitEvents2KHR`.

### Valid Usage

- **VUID-vkCmdSetEvent-stageMask-04090**
  If the geometryShader feature is not enabled, `stageMask` must not contain `VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT`

- **VUID-vkCmdSetEvent-stageMask-04091**
  If the tessellationShader feature is not enabled, `stageMask` must not contain `VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT` or `VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT`

- **VUID-vkCmdSetEvent-stageMask-07319**
  If the attachmentFragmentShadingRate feature is not enabled, `stageMask` must not contain `VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`

- **VUID-vkCmdSetEvent-stageMask-03937**
  If the synchronization2 feature is not enabled, `stageMask` must not be 0

- **VUID-vkCmdSetEvent-stageMask-06457**
  Any pipeline stage included in `stageMask` must be supported by the capabilities of the queue family specified by the `queueFamilyIndex` member of the `VkCommandPoolCreateInfo` structure that was used to create the `VkCommandPool` that `commandBuffer` was allocated from, as specified in the table of supported pipeline stages

- **VUID-vkCmdSetEvent-stageMask-01149**
  `stageMask` must not include `VK_PIPELINE_STAGE_HOST_BIT`

- **VUID-vkCmdSetEvent-commandBuffer-01152**
  The current device mask of `commandBuffer` must include exactly one physical device

### Valid Usage (Implicit)

- **VUID-vkCmdSetEvent-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle
Host Synchronization

- Host access to `commandBuffer` must be externally synchronized.
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized.

Command Properties

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</table>

To unsignal the event from a device, call:

```c
// Provided by VK_KHR_synchronization2
def void vkCmdResetEvent2KHR(
    VkCommandBuffer commandBuffer,  // Primary command buffer
    VkEvent event,                  // Event to unsignal
    VkPipelineStageFlags2 stageMask); // Stage flags
```

- `commandBuffer` is the command buffer into which the command is recorded.
- `event` is the event that will be unsignaled.
- `stageMask` is a `VkPipelineStageFlags2` mask of pipeline stages used to determine the first synchronization scope.
When `vkCmdResetEvent2KHR` is submitted to a queue, it defines an execution dependency on commands that were submitted before it, and defines an event unsignal operation which resets the event to the unsignaled state.

The first *synchronization scope* includes all commands that occur earlier in *submission order*. The synchronization scope is limited to operations by `stageMask` or stages that are *logically earlier* than `stageMask`.

The second *synchronization scope* includes only the event unsignal operation.

If `event` is already in the unsignaled state when `vkCmdResetEvent2KHR` is executed on the device, then this command has no effect, no event unsignal operation occurs, and no execution dependency is generated.

---

**Valid Usage**

- VUID-vkCmdResetEvent2-stageMask-03929
  If the `geometryShader` feature is not enabled, `stageMask` must not contain `VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT`

- VUID-vkCmdResetEvent2-stageMask-03930
  If the `tessellationShader` feature is not enabled, `stageMask` must not contain `VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT` or `VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT`

- VUID-vkCmdResetEvent2-stageMask-07317
  If the `attachmentFragmentShadingRate` feature is not enabled, `stageMask` must not contain `VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`

- VUID-vkCmdResetEvent2-synchronization2-03829
  The `synchronization2` feature must be enabled

- VUID-vkCmdResetEvent2-stageMask-03830
  `stageMask` must not include `VK_PIPELINE_STAGE_2_HOST_BIT`

- VUID-vkCmdResetEvent2-event-03831
  There must be an execution dependency between `vkCmdResetEvent2KHR` and the execution of any `vkCmdWaitEvents` that includes `event` in its `pEvents` parameter

- VUID-vkCmdResetEvent2-event-03832
  There must be an execution dependency between `vkCmdResetEvent2KHR` and the execution of any `vkCmdWaitEvents2KHR` that includes `event` in its `pEvents` parameter

- VUID-vkCmdResetEvent2-commandBuffer-03833
  `commandBuffer`'s current device mask must include exactly one physical device

---

**Valid Usage (Implicit)**

- VUID-vkCmdResetEvent2-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdResetEvent2-event-parameter
event must be a valid VkEvent handle

- VUID-vkCmdResetEvent2-stageMask-parameter
  stageMask must be a valid combination of VkPipelineStageFlagBits2 values

- VUID-vkCmdResetEvent2-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdResetEvent2-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics, or compute operations

- VUID-vkCmdResetEvent2-renderpass
  This command must only be called outside of a render pass instance

- VUID-vkCmdResetEvent2-commonparent
  Both of commandBuffer, and event must have been created, allocated, or retrieved from the same VkDevice

Host Synchronization

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Command Properties

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To set the state of an event to unsignaled from a device, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdResetEvent(
    VkCommandBuffer commandBuffer, 
    VkEvent event, 
    VkPipelineStageFlags stageMask);
```

- commandBuffer is the command buffer into which the command is recorded.
- event is the event that will be unsignaled.
- stageMask is a bitmask of VkPipelineStageFlagBits specifying the source stage mask used to determine when the event is unsignaled.

vkCmdResetEvent behaves identically to vkCmdResetEvent2KHR.
Valid Usage

• VUID-vkCmdResetEvent-stageMask-04090
  If the geometryShader feature is not enabled, stageMask must not contain VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT

• VUID-vkCmdResetEvent-stageMask-04091
  If the tessellationShader feature is not enabled, stageMask must not contain VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT or VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT

• VUID-vkCmdResetEvent-stageMask-07319
  If the attachmentFragmentShadingRate feature is not enabled, stageMask must not contain VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

• VUID-vkCmdResetEvent-stageMask-03937
  If the synchronization2 feature is not enabled, stageMask must not be 0

• VUID-vkCmdResetEvent-stageMask-06458
  Any pipeline stage included in stageMask must be supported by the capabilities of the queue family specified by the queueFamilyIndex member of the VkCommandPoolCreateInfo structure that was used to create the VkCommandPool that commandBuffer was allocated from, as specified in the table of supported pipeline stages

• VUID-vkCmdResetEvent-stageMask-01153
  stageMask must not include VK_PIPELINE_STAGE_HOST_BIT

• VUID-vkCmdResetEvent-event-03834
  There must be an execution dependency between vkCmdResetEvent and the execution of any vkCmdWaitEvents that includes event in its pEvents parameter

• VUID-vkCmdResetEvent-event-03835
  There must be an execution dependency between vkCmdResetEvent and the execution of any vkCmdWaitEvents2KHR that includes event in its pEvents parameter

• VUID-vkCmdResetEvent-commandBuffer-01157
  commandBuffer's current device mask must include exactly one physical device

Valid Usage (Implicit)

• VUID-vkCmdResetEvent-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

• VUID-vkCmdResetEvent-event-parameter
  event must be a valid VkEvent handle

• VUID-vkCmdResetEvent-stageMask-parameter
  stageMask must be a valid combination of VkPipelineStageFlagBits values

• VUID-vkCmdResetEvent-commandBuffer-recording
  commandBuffer must be in the recording state

• VUID-vkCmdResetEvent-commandBuffer-cmdpool
The `VkCommandPool` that `commandBuffer` was allocated from must support graphics, or compute operations

- VUID-vkCmdResetEvent-renderpass
  This command must only be called outside of a render pass instance

- VUID-vkCmdResetEvent-commonparent
  Both of `commandBuffer`, and `event` must have been created, allocated, or retrieved from the same `VkDevice`

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

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To wait for one or more events to enter the signaled state on a device, call:

```c
// Provided by VK_KHR_synchronization2
void vkCmdWaitEvents2KHR(
    VkCommandBuffer commandBuffer,
    uint32_t eventCount,
    const VkEvent* pEvents,
    const VkDependencyInfo* pDependencyInfos);
```

- `commandBuffer` is the command buffer into which the command is recorded.
- `eventCount` is the length of the `pEvents` array.
- `pEvents` is a pointer to an array of `eventCount` events to wait on.
- `pDependencyInfos` is a pointer to an array of `eventCount` `VkDependencyInfo` structures, defining the second synchronization scope.

When `vkCmdWaitEvents2KHR` is submitted to a queue, it inserts memory dependencies according to the elements of `pDependencyInfos` and each corresponding element of `pEvents`. `vkCmdWaitEvents2KHR` must not be used to wait on event signal operations occurring on other queues, or signal operations executed by `vkCmdSetEvent`.

The first synchronization scope and access scope of each memory dependency defined by any
element i of pDependencyInfos are applied to operations that occurred earlier in submission order than the last event signal operation on element i of pEvents.

Signal operations for an event at index i are only included if:

- The event was signaled by a vkCmdSetEvent2KHR command that occurred earlier in submission order with a dependencyInfo parameter exactly equal to the element of pDependencyInfos at index i; or
- The event was created without VK_EVENT_CREATE_DEVICE_ONLY_BIT, and the first synchronization scope defined by the element of pDependencyInfos at index i only includes host operations (VK_PIPELINE_STAGE_2_HOST_BIT).

The second synchronization scope and access scope of each memory dependency defined by any element i of pDependencyInfos are applied to operations that occurred later in submission order than vkCmdWaitEvents2KHR.

Note

vkCmdWaitEvents2KHR is used with vkCmdSetEvent2KHR to define a memory dependency between two sets of action commands, roughly in the same way as pipeline barriers, but split into two commands such that work between the two may execute unhindered.

Note

Applications should be careful to avoid race conditions when using events. There is no direct ordering guarantee between vkCmdSetEvent2KHR and vkCmdResetEvent2KHR, vkCmdResetEvent, or vkCmdSetEvent. Another execution dependency (e.g. a pipeline barrier or semaphore with VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT) is needed to prevent such a race condition.

Valid Usage

- VUID-vkCmdWaitEvents2-synchronization2-03836
  The synchronization2 feature must be enabled

- VUID-vkCmdWaitEvents2-pEvents-03837
  Members of pEvents must not have been signaled by vkCmdSetEvent

- VUID-vkCmdWaitEvents2-pEvents-03838
  For any element i of pEvents, if that event is signaled by vkCmdSetEvent2KHR, that command’s dependencyInfo parameter must be exactly equal to the ith element of pDependencyInfos

- VUID-vkCmdWaitEvents2-pEvents-03839
  For any element i of pEvents, if that event is signaled by vkSetEvent, barriers in the ith element of pDependencyInfos must include only host operations in their first synchronization scope

- VUID-vkCmdWaitEvents2-pEvents-03840
  For any element i of pEvents, if barriers in the ith element of pDependencyInfos include only
host operations, the ith element of pEvents must be signaled before vkCmdWaitEvents2KHR is executed

- VUID-vkCmdWaitEvents2-pEvents-03841
  For any element i of pEvents, if barriers in the ith element of pDependencyInfos do not include host operations, the ith element of pEvents must be signaled by a corresponding vkCmdSetEvent2KHR that occurred earlier in submission order

- VUID-vkCmdWaitEvents2-srcStageMask-03842
  The srcStageMask member of any element of the pMemoryBarriers, pBufferMemoryBarriers, or pImageMemoryBarriers members of pDependencyInfos must either include only pipeline stages valid for the queue family that was used to create the command pool that commandBuffer was allocated from

- VUID-vkCmdWaitEvents2-dstStageMask-03843
  The dstStageMask member of any element of the pMemoryBarriers, pBufferMemoryBarriers, or pImageMemoryBarriers members of pDependencyInfos must only include pipeline stages valid for the queue family that was used to create the command pool that commandBuffer was allocated from

- VUID-vkCmdWaitEvents2-dependencyFlags-03844
  If vkCmdWaitEvents2KHR is being called inside a render pass instance, the srcStageMask member of any element of the pMemoryBarriers, pBufferMemoryBarriers, or pImageMemoryBarriers members of pDependencyInfos must not include VK_PIPELINE_STAGE_2_HOST_BIT

- VUID-vkCmdWaitEvents2-commandBuffer-03846
  commandBuffer’s current device mask must include exactly one physical device

Valid Usage (Implicit)

- VUID-vkCmdWaitEvents2-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdWaitEvents2-pEvents-parameter
  pEvents must be a valid pointer to an array of eventCount valid VkEvent handles

- VUID-vkCmdWaitEvents2-pDependencyInfos-parameter
  pDependencyInfos must be a valid pointer to an array of eventCount valid VkDependencyInfo structures

- VUID-vkCmdWaitEvents2-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdWaitEvents2-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics, or compute operations

- VUID-vkCmdWaitEvents2-eventCount-arraylength
  eventCount must be greater than 0

- VUID-vkCmdWaitEvents2-commonparent
  Both of commandBuffer, and the elements of pEvents must have been created, allocated, or
retrieved from the same VkDevice

Host Synchronization

- Host access to `commandBuffer` must be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

Command Properties

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</table>

To wait for one or more events to enter the signaled state on a device, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdWaitEvents(
    VkCommandBuffer commandBuffer,
    uint32_t eventCount,
    const VkEvent* pEvents,
    VkPipelineStageFlags srcStageMask,
    VkPipelineStageFlags dstStageMask,
    uint32_t memoryBarrierCount,
    const VkMemoryBarrier* pMemoryBarriers,
    uint32_t bufferMemoryBarrierCount,
    const VkBufferMemoryBarrier* pBufferMemoryBarriers,
    uint32_t imageMemoryBarrierCount,
    const VkImageMemoryBarrier* pImageMemoryBarriers);
```

- `commandBuffer` is the command buffer into which the command is recorded.
- `eventCount` is the length of the `pEvents` array.
- `pEvents` is a pointer to an array of event object handles to wait on.
- `srcStageMask` is a bitmask of `VkPipelineStageFlagBits` specifying the source stage mask.
- `dstStageMask` is a bitmask of `VkPipelineStageFlagBits` specifying the destination stage mask.
- `memoryBarrierCount` is the length of the `pMemoryBarriers` array.
- `pMemoryBarriers` is a pointer to an array of `VkMemoryBarrier` structures.
- `bufferMemoryBarrierCount` is the length of the `pBufferMemoryBarriers` array.
- `pBufferMemoryBarriers` is a pointer to an array of `VkBufferMemoryBarrier` structures.
• `imageMemoryBarrierCount` is the length of the `pImageMemoryBarriers` array.
• `pImageMemoryBarriers` is a pointer to an array of `VkImageMemoryBarrier` structures.

`vkCmdWaitEvents` is largely similar to `vkCmdWaitEvents2KHR`, but can only wait on signal operations defined by `vkCmdSetEvent`. As `vkCmdSetEvent` does not define any access scopes, `vkCmdWaitEvents` defines the first access scope for each event signal operation in addition to its own access scopes.

**Note**
Since `vkCmdSetEvent` does not have any dependency information beyond a stage mask, implementations do not have the same opportunity to perform availability and visibility operations or image layout transitions in advance as they do with `vkCmdSetEvent2KHR` and `vkCmdWaitEvents2KHR`.

When `vkCmdWaitEvents` is submitted to a queue, it defines a memory dependency between prior event signal operations on the same queue or the host, and subsequent commands. `vkCmdWaitEvents` must not be used to wait on event signal operations occurring on other queues.

The first synchronization scope only includes event signal operations that operate on members of `pEvents`, and the operations that happened-before the event signal operations. Event signal operations performed by `vkCmdSetEvent` that occur earlier in submission order are included in the first synchronization scope, if the logically latest pipeline stage in their `stageMask` parameter is logically earlier than or equal to the logically latest pipeline stage in `srcStageMask`. Event signal operations performed by `vkSetEvent` are only included in the first synchronization scope if `VK_PIPELINE_STAGE_HOST_BIT` is included in `srcStageMask`.

The second synchronization scope includes all commands that occur later in submission order. The second synchronization scope is limited to operations on the pipeline stages determined by the destination stage mask specified by `dstStageMask`.

The first access scope is limited to accesses in the pipeline stages determined by the source stage mask specified by `srcStageMask`. Within that, the first access scope only includes the first access scopes defined by elements of the `pMemoryBarriers`, `pBufferMemoryBarriers` and `pImageMemoryBarriers` arrays, which each define a set of memory barriers. If no memory barriers are specified, then the first access scope includes no accesses.

The second access scope is limited to accesses in the pipeline stages determined by the destination stage mask specified by `dstStageMask`. Within that, the second access scope only includes the second access scopes defined by elements of the `pMemoryBarriers`, `pBufferMemoryBarriers` and `pImageMemoryBarriers` arrays, which each define a set of memory barriers. If no memory barriers are specified, then the second access scope includes no accesses.

**Valid Usage**

- VUID-vkCmdWaitEvents-srcStageMask-04090
  If the geometryShader feature is not enabled, `srcStageMask` must not contain `VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT`

- VUID-vkCmdWaitEvents-srcStageMask-04091
If the **tessellationShader** feature is not enabled, **srcStageMask must not contain**

*VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT* or

*VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT*

- **VUID-vkCmdWaitEvents-srcStageMask-07319**
  If the **attachmentFragmentShadingRate** feature is not enabled, **srcStageMask must not contain**

  *VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR*

- **VUID-vkCmdWaitEvents-srcStageMask-03937**
  If the **synchronization2** feature is not enabled, **srcStageMask must not be** 0

- **VUID-vkCmdWaitEvents-dstStageMask-04090**
  If the **geometryShader** feature is not enabled, **dstStageMask must not contain**

  *VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT*

- **VUID-vkCmdWaitEvents-dstStageMask-04091**
  If the **tessellationShader** feature is not enabled, **dstStageMask must not contain**

  *VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT* or

  *VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT*

- **VUID-vkCmdWaitEvents-dstStageMask-07319**
  If the **attachmentFragmentShadingRate** feature is not enabled, **dstStageMask must not contain**

  *VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR*

- **VUID-vkCmdWaitEvents-dstStageMask-03937**
  If the **synchronization2** feature is not enabled, **dstStageMask must not be** 0

- **VUID-vkCmdWaitEvents-srcAccessMask-02815**
  The **srcAccessMask** member of each element of **pMemoryBarriers must only include access flags that are supported by one or more of the pipeline stages in srcStageMask, as specified in the table of supported access types**

- **VUID-vkCmdWaitEvents-dstAccessMask-02816**
  The **dstAccessMask** member of each element of **pMemoryBarriers must only include access flags that are supported by one or more of the pipeline stages in dstStageMask, as specified in the table of supported access types**

- **VUID-vkCmdWaitEvents-pBufferMemoryBarriers-02817**
  For any element of **pBufferMemoryBarriers**, if its **srcQueueFamilyIndex** and **dstQueueFamilyIndex** members are equal, or if its **srcQueueFamilyIndex** is the queue family index that was used to create the command pool that **commandBuffer** was allocated from, then its **srcAccessMask** member **must only contain access flags that are supported by one or more of the pipeline stages in srcStageMask, as specified in the table of supported access types**

- **VUID-vkCmdWaitEvents-pBufferMemoryBarriers-02818**
  For any element of **pBufferMemoryBarriers**, if its **srcQueueFamilyIndex** and **dstQueueFamilyIndex** members are equal, or if its **dstQueueFamilyIndex** is the queue family index that was used to create the command pool that **commandBuffer** was allocated from, then its **dstAccessMask** member **must only contain access flags that are supported by one or more of the pipeline stages in dstStageMask, as specified in the table of supported access types**

- **VUID-vkCmdWaitEvents-pImageMemoryBarriers-02819**
For any element of `pImageMemoryBarriers`, if its `srcQueueFamilyIndex` and `dstQueueFamilyIndex` members are equal, or if its `srcQueueFamilyIndex` is the queue family index that was used to create the command pool that `commandBuffer` was allocated from, then its `srcAccessMask` member **must** only contain access flags that are supported by one or more of the pipeline stages in `srcStageMask`, as specified in the table of supported access types.

- VUID-vkCmdWaitEvents-pImageMemoryBarriers-02820
  For any element of `pImageMemoryBarriers`, if its `srcQueueFamilyIndex` and `dstQueueFamilyIndex` members are equal, or if its `dstQueueFamilyIndex` is the queue family index that was used to create the command pool that `commandBuffer` was allocated from, then its `dstAccessMask` member **must** only contain access flags that are supported by one or more of the pipeline stages in `dstStageMask`, as specified in the table of supported access types.

- VUID-vkCmdWaitEvents-srcStageMask-06459
  Any pipeline stage included in `srcStageMask` **must** be supported by the capabilities of the queue family specified by the `queueFamilyIndex` member of the `VkCommandPoolCreateInfo` structure that was used to create the `VkCommandPool` that `commandBuffer` was allocated from, as specified in the table of supported pipeline stages.

- VUID-vkCmdWaitEvents-dstStageMask-06460
  Any pipeline stage included in `dstStageMask` **must** be supported by the capabilities of the queue family specified by the `queueFamilyIndex` member of the `VkCommandPoolCreateInfo` structure that was used to create the `VkCommandPool` that `commandBuffer` was allocated from, as specified in the table of supported pipeline stages.

- VUID-vkCmdWaitEvents-srcStageMask-01158
  `srcStageMask` **must** be the bitwise OR of the `stageMask` parameter used in previous calls to `vkCmdSetEvent` with any of the elements of `pEvents` and `VK_PIPELINE_STAGE_HOST_BIT` if any of the elements of `pEvents` was set using `vkSetEvent`.

- VUID-vkCmdWaitEvents-srcStageMask-07308
  If `vkCmdWaitEvents` is being called inside a render pass instance, `srcStageMask` **must** not include `VK_PIPELINE_STAGE_HOST_BIT`.

- VUID-vkCmdWaitEvents-srcQueueFamilyIndex-02803
  The `srcQueueFamilyIndex` and `dstQueueFamilyIndex` members of any element of `pBufferMemoryBarriers` or `pImageMemoryBarriers` **must** be equal.

- VUID-vkCmdWaitEvents-commandBuffer-01167
  `commandBuffer`'s current device mask **must** include exactly one physical device.

- VUID-vkCmdWaitEvents-pEvents-03847
  Elements of `pEvents` **must** not have been signaled by `vkCmdSetEvent2KHR`.

---

**Valid Usage (Implicit)**

- VUID-vkCmdWaitEvents-commandBuffer-parameter
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle.

- VUID-vkCmdWaitEvents-pEvents-parameter
pEvents must be a valid pointer to an array of eventCount valid VkEvent handles

- VUID-vkCmdWaitEvents-srcStageMask-parameter
  srcStageMask must be a valid combination of VkPipelineStageFlagBits values

- VUID-vkCmdWaitEvents-dstStageMask-parameter
dstStageMask must be a valid combination of VkPipelineStageFlagBits values

- VUID-vkCmdWaitEvents-pMemoryBarriers-parameter
  If memoryBarrierCount is not 0, pMemoryBarriers must be a valid pointer to an array of memoryBarrierCount valid VkMemoryBarrier structures

- VUID-vkCmdWaitEvents-pBufferMemoryBarriers-parameter
  If bufferMemoryBarrierCount is not 0, pBufferMemoryBarriers must be a valid pointer to an array of bufferMemoryBarrierCount valid VkBufferMemoryBarrier structures

- VUID-vkCmdWaitEvents-pImageMemoryBarriers-parameter
  If imageMemoryBarrierCount is not 0, pImageMemoryBarriers must be a valid pointer to an array of imageMemoryBarrierCount valid VkImageMemoryBarrier structures

- VUID-vkCmdWaitEvents-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdWaitEvents-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics, or compute operations

- VUID-vkCmdWaitEvents-eventCount-arraylength
  eventCount must be greater than 0

- VUID-vkCmdWaitEvents-commonparent
  Both of commandBuffer, and the elements of pEvents must have been created, allocated, or retrieved from the same VkDevice

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# Host Synchronization

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

---

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</table>
7.6. Pipeline Barriers

To record a pipeline barrier, call:

```c
// Provided by VK_KHR_synchronization2
void vkCmdPipelineBarrier2KHR(
    VkCommandBuffer commandBuffer,
    const VkDependencyInfo* pDependencyInfo);
```

- `commandBuffer` is the command buffer into which the command is recorded.
- `pDependencyInfo` is a pointer to a `VkDependencyInfo` structure defining the scopes of this operation.

When `vkCmdPipelineBarrier2KHR` is submitted to a queue, it defines memory dependencies between commands that were submitted to the same queue before it, and those submitted to the same queue after it.

The first `synchronization scope` and `access scope` of each memory dependency defined by `pDependencyInfo` are applied to operations that occurred earlier in submission order.

The second `synchronization scope` and `access scope` of each memory dependency defined by `pDependencyInfo` are applied to operations that occurred later in submission order.

If `vkCmdPipelineBarrier2KHR` is recorded within a render pass instance, the synchronization scopes are limited to a subset of operations within the same subpass or render pass instance.

### Valid Usage

- **VUID-vkCmdPipelineBarrier2-None-07889**
  If `vkCmdPipelineBarrier2KHR` is called within a render pass instance using a `VkRenderPass` object, the render pass **must** have been created with at least one subpass dependency that expresses a dependency from the current subpass to itself, does not include `VK_DEPENDENCY_BY_REGION_BIT` if this command does not, does not include `VK_DEPENDENCY_VIEW_LOCAL_BIT` if this command does not, and has **synchronization scopes** and **access scopes** that are all supersets of the scopes defined in this command.

- **VUID-vkCmdPipelineBarrier2-bufferMemoryBarrierCount-01178**
  If `vkCmdPipelineBarrier2KHR` is called within a render pass instance using a `VkRenderPass` object, it **must** not include any buffer memory barriers.

- **VUID-vkCmdPipelineBarrier2-image-04073**
  If `vkCmdPipelineBarrier2KHR` is called within a render pass instance using a `VkRenderPass` object, the **image** member of any image memory barrier included in this command **must** be an attachment used in the current subpass both as an input attachment, and as either a color, or depth/stencil attachment.

- **VUID-vkCmdPipelineBarrier2-oldLayout-01181**
  If `vkCmdPipelineBarrier2KHR` is called within a render pass instance, the **oldLayout** and **newLayout** members of any image memory barrier included in this command **must** be
equal

- **VUID-vkCmdPipelineBarrier2-srcQueueFamilyIndex-01182**
  If `vkCmdPipelineBarrier2KHR` is called within a render pass instance, the `srcQueueFamilyIndex` and `dstQueueFamilyIndex` members of any memory barrier included in this command **must** be equal.

- **VUID-vkCmdPipelineBarrier2-None-07890**
  If `vkCmdPipelineBarrier2KHR` is called within a render pass instance, and the source stage masks of any memory barriers include *framebuffer-space stages*, destination stage masks of all memory barriers **must** only include *framebuffer-space stages*.

- **VUID-vkCmdPipelineBarrier2-barrier2-dependencyFlags-07891**
  If `vkCmdPipelineBarrier2KHR` is called within a render pass instance, and the source stage masks of any memory barriers include *framebuffer-space stages*, then dependency flags **must** include `VK_DEPENDENCY_BY_REGION_BIT`.

- **VUID-vkCmdPipelineBarrier2-None-07892**
  If `vkCmdPipelineBarrier2KHR` is called within a render pass instance, the source and destination stage masks of any memory barriers **must** only include graphics pipeline stages.

- **VUID-vkCmdPipelineBarrier2-barrier2-dependencyFlags-01186**
  If `vkCmdPipelineBarrier2KHR` is called outside of a render pass instance, the dependency flags **must** not include `VK_DEPENDENCY_VIEW_LOCAL_BIT`.

- **VUID-vkCmdPipelineBarrier2-None-07893**
  If `vkCmdPipelineBarrier2KHR` is called inside a render pass instance, and there is more than one view in the current subpass, dependency flags **must** include `VK_DEPENDENCY_VIEW_LOCAL_BIT`.

- **VUID-vkCmdPipelineBarrier2-barrier2-synchronization2-03848**
  The synchronization2 feature **must** be enabled.

- **VUID-vkCmdPipelineBarrier2-barrier2-srcStageMask-09673**
  The `srcStageMask` member of any element of the `pMemoryBarriers` member of `pDependencyInfo` **must** only include pipeline stages valid for the queue family that was used to create the command pool that `commandBuffer` was allocated from.

- **VUID-vkCmdPipelineBarrier2-barrier2-dstStageMask-09674**
  The `dstStageMask` member of any element of the `pMemoryBarriers` member of `pDependencyInfo` **must** only include pipeline stages valid for the queue family that was used to create the command pool that `commandBuffer` was allocated from.

- **VUID-vkCmdPipelineBarrier2-barrier2-srcStageMask-09675**
  If a buffer or image memory barrier does not specify an *acquire operation*, the respective `srcStageMask` member of the element of the `pBufferMemoryBarriers` or `pImageMemoryBarriers` members of `pDependencyInfo` **must** only include pipeline stages valid for the queue family that was used to create the command pool that `commandBuffer` was allocated from.

- **VUID-vkCmdPipelineBarrier2-barrier2-dstStageMask-09676**
  If a buffer or image memory barrier does not specify an *release operation*, the respective `dstStageMask` member of the element of the `pBufferMemoryBarriers` or `pImageMemoryBarriers` members of `pDependencyInfo` **must** only include pipeline stages valid for the queue family.
that was used to create the command pool that `commandBuffer` was allocated from

### Valid Usage (Implicit)

- VUID-vkCmdPipelineBarrier2-commandBuffer-parameter
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle
- VUID-vkCmdPipelineBarrier2-pDependencyInfo-parameter
  `pDependencyInfo` **must** be a valid pointer to a valid `VkDependencyInfo` structure
- VUID-vkCmdPipelineBarrier2-commandBuffer-recording
  `commandBuffer` **must** be in the recording state
- VUID-vkCmdPipelineBarrier2-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support transfer, graphics, or compute operations

### Host Synchronization

- Host access to `commandBuffer` **must** be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from **must** be externally synchronized

### Command Properties

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</tr>
</tbody>
</table>

To record a pipeline barrier, call:
void vkCmdPipelineBarrier(
  VkCommandBuffer commandBuffer,
  VkPipelineStageFlags srcStageMask,
  VkPipelineStageFlags dstStageMask,
  VkDependencyFlags dependencyFlags,
  uint32_t memoryBarrierCount,
  const VkMemoryBarrier* pMemoryBarriers,
  uint32_t bufferMemoryBarrierCount,
  const VkBufferMemoryBarrier* pBufferMemoryBarriers,
  uint32_t imageMemoryBarrierCount,
  const VkImageMemoryBarrier* pImageMemoryBarriers);

- commandBuffer is the command buffer into which the command is recorded.
- srcStageMask is a bitmask of VkPipelineStageFlagBits specifying the source stages.
- dstStageMask is a bitmask of VkPipelineStageFlagBits specifying the destination stages.
- dependencyFlags is a bitmask of VkDependencyFlagBits specifying how execution and memory dependencies are formed.
- memoryBarrierCount is the length of the pMemoryBarriers array.
- pMemoryBarriers is a pointer to an array of VkMemoryBarrier structures.
- bufferMemoryBarrierCount is the length of the pBufferMemoryBarriers array.
- pBufferMemoryBarriers is a pointer to an array of VkBufferMemoryBarrier structures.
- imageMemoryBarrierCount is the length of the pImageMemoryBarriers array.
- pImageMemoryBarriers is a pointer to an array of VkImageMemoryBarrier structures.

vkCmdPipelineBarrier operates almost identically to vkCmdPipelineBarrier2KHR, except that the scopes and barriers are defined as direct parameters rather than being defined by a VkDependencyInfo.

When vkCmdPipelineBarrier is submitted to a queue, it defines a memory dependency between commands that were submitted to the same queue before it, and those submitted to the same queue after it.

If vkCmdPipelineBarrier was recorded outside a render pass instance, the first synchronization scope includes all commands that occur earlier in submission order. If vkCmdPipelineBarrier was recorded inside a render pass instance, the first synchronization scope includes only commands that occur earlier in submission order within the same subpass. In either case, the first synchronization scope is limited to operations on the pipeline stages determined by the source stage mask specified by srcStageMask.

If vkCmdPipelineBarrier was recorded outside a render pass instance, the second synchronization scope includes all commands that occur later in submission order. If vkCmdPipelineBarrier was recorded inside a render pass instance, the second synchronization scope includes only commands that occur later in submission order within the same subpass. In either case, the second synchronization scope is limited to operations on the pipeline stages determined by the destination stage mask specified by dstStageMask.
stage mask specified by dstStageMask.

The first access scope is limited to accesses in the pipeline stages determined by the source stage mask specified by srcStageMask. Within that, the first access scope only includes the first access scopes defined by elements of the pMemoryBarriers, pBufferMemoryBarriers and pImageMemoryBarriers arrays, which each define a set of memory barriers. If no memory barriers are specified, then the first access scope includes no accesses.

The second access scope is limited to accesses in the pipeline stages determined by the destination stage mask specified by dstStageMask. Within that, the second access scope only includes the second access scopes defined by elements of the pMemoryBarriers, pBufferMemoryBarriers and pImageMemoryBarriers arrays, which each define a set of memory barriers. If no memory barriers are specified, then the second access scope includes no accesses.

If dependencyFlags includes VK_DEPENDENCY_BY_REGION_BIT, then any dependency between framebuffer-space pipeline stages is framebuffer-local - otherwise it is framebuffer-global.

Valid Usage

- VUID-vkCmdPipelineBarrier-srcStageMask-04090
  If the geometryShader feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT

- VUID-vkCmdPipelineBarrier-srcStageMask-04091
  If the tessellationShader feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT or VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT

- VUID-vkCmdPipelineBarrier-srcStageMask-07319
  If the attachmentFragmentShadingRate feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

- VUID-vkCmdPipelineBarrier-srcStageMask-03937
  If the synchronization2 feature is not enabled, srcStageMask must not be 0

- VUID-vkCmdPipelineBarrier-dstStageMask-04090
  If the geometryShader feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT

- VUID-vkCmdPipelineBarrier-dstStageMask-04091
  If the tessellationShader feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT or VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT

- VUID-vkCmdPipelineBarrier-dstStageMask-07319
  If the attachmentFragmentShadingRate feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

- VUID-vkCmdPipelineBarrier-dstStageMask-03937
  If the synchronization2 feature is not enabled, dstStageMask must not be 0

- VUID-vkCmdPipelineBarrier-srcAccessMask-02815
The `srcAccessMask` member of each element of `pMemoryBarriers` must only include access flags that are supported by one or more of the pipeline stages in `srcStageMask`, as specified in the table of supported access types.

- **VUID-vkCmdPipelineBarrier-dstAccessMask-02816**
  The `dstAccessMask` member of each element of `pMemoryBarriers` must only include access flags that are supported by one or more of the pipeline stages in `dstStageMask`, as specified in the table of supported access types.

- **VUID-vkCmdPipelineBarrier-pBufferMemoryBarriers-02817**
  For any element of `pBufferMemoryBarriers`, if its `srcQueueFamilyIndex` and `dstQueueFamilyIndex` members are equal, or if its `srcQueueFamilyIndex` is the queue family index that was used to create the command pool that `commandBuffer` was allocated from, then its `srcAccessMask` member must only contain access flags that are supported by one or more of the pipeline stages in `srcStageMask`, as specified in the table of supported access types.

- **VUID-vkCmdPipelineBarrier-pBufferMemoryBarriers-02818**
  For any element of `pBufferMemoryBarriers`, if its `srcQueueFamilyIndex` and `dstQueueFamilyIndex` members are equal, or if its `dstQueueFamilyIndex` is the queue family index that was used to create the command pool that `commandBuffer` was allocated from, then its `dstAccessMask` member must only contain access flags that are supported by one or more of the pipeline stages in `dstStageMask`, as specified in the table of supported access types.

- **VUID-vkCmdPipelineBarrier-pImageMemoryBarriers-02819**
  For any element of `pImageMemoryBarriers`, if its `srcQueueFamilyIndex` and `dstQueueFamilyIndex` members are equal, or if its `srcQueueFamilyIndex` is the queue family index that was used to create the command pool that `commandBuffer` was allocated from, then its `srcAccessMask` member must only contain access flags that are supported by one or more of the pipeline stages in `srcStageMask`, as specified in the table of supported access types.

- **VUID-vkCmdPipelineBarrier-pImageMemoryBarriers-02820**
  For any element of `pImageMemoryBarriers`, if its `srcQueueFamilyIndex` and `dstQueueFamilyIndex` members are equal, or if its `dstQueueFamilyIndex` is the queue family index that was used to create the command pool that `commandBuffer` was allocated from, then its `dstAccessMask` member must only contain access flags that are supported by one or more of the pipeline stages in `dstStageMask`, as specified in the table of supported access types.

- **VUID-vkCmdPipelineBarrier-None-07889**
  If `vkCmdPipelineBarrier` is called within a render pass instance using a `VkRenderPass` object, the render pass must have been created with at least one subpass dependency that expresses a dependency from the current subpass to itself, does not include `VK_DEPENDENCY_BY_REGION_BIT` if this command does not, does not include `VK_DEPENDENCY_VIEW_LOCAL_BIT` if this command does not, and has synchronization scopes and access scopes that are all supersets of the scopes defined in this command.

- **VUID-vkCmdPipelineBarrier-bufferMemoryBarrierCount-01178**
  If `vkCmdPipelineBarrier` is called within a render pass instance using a `VkRenderPass` object, it must not include any buffer memory barriers.
If `vkCmdPipelineBarrier` is called within a render pass instance using a `VkRenderPass` object, the `image` member of any image memory barrier included in this command must be an attachment used in the current subpass both as an input attachment, and as either a color, or depth/stencil attachment.

If `vkCmdPipelineBarrier` is called within a render pass instance, the `oldLayout` and `newLayout` members of any image memory barrier included in this command must be equal.

If `vkCmdPipelineBarrier` is called within a render pass instance, the `srcQueueFamilyIndex` and `dstQueueFamilyIndex` members of any memory barrier included in this command must be equal.

If `vkCmdPipelineBarrier` is called within a render pass instance, the source and destination stage masks of any memory barriers include `framebuffer-space stages`, destination stage masks of all memory barriers must only include `framebuffer-space stages`.

If `vkCmdPipelineBarrier` is called within a render pass instance, and the source stage masks of any memory barriers include `framebuffer-space stages`, then `dependencyFlags` must include `VK_DEPENDENCY_BY_REGION_BIT`.

If `vkCmdPipelineBarrier` is called outside of a render pass instance, the dependency flags must not include `VK_DEPENDENCY_VIEW_LOCAL_BIT`.

If `vkCmdPipelineBarrier` is called inside a render pass instance, and there is more than one view in the current subpass, dependency flags must include `VK_DEPENDENCY_VIEW_LOCAL_BIT`.

Any pipeline stage included in `srcStageMask` must be supported by the capabilities of the queue family specified by the `queueFamilyIndex` member of the `VkCommandPoolCreateInfo` structure that was used to create the `VkCommandPool` that `commandBuffer` was allocated from, as specified in the table of supported pipeline stages.

Any pipeline stage included in `dstStageMask` must be supported by the capabilities of the queue family specified by the `queueFamilyIndex` member of the `VkCommandPoolCreateInfo` structure that was used to create the `VkCommandPool` that `commandBuffer` was allocated from, as specified in the table of supported pipeline stages.

If either `srcStageMask` or `dstStageMask` includes `VK_PIPELINE_STAGE_HOST_BIT`, for any element of `pImageMemoryBarriers`, `srcQueueFamilyIndex` and `dstQueueFamilyIndex` must be equal.
• VUID-vkCmdPipelineBarrier-srcStageMask-09634
If either srcStageMask or dstStageMask includes VK_PIPELINE_STAGE_HOST_BIT, for any element of pBufferMemoryBarriers, srcQueueFamilyIndex and dstQueueFamilyIndex must be equal.

Valid Usage (Implicit)

• VUID-vkCmdPipelineBarrier-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle.

• VUID-vkCmdPipelineBarrier-srcStageMask-parameter
  srcStageMask must be a valid combination of VkPipelineStageFlagBits values.

• VUID-vkCmdPipelineBarrier-dstStageMask-parameter
  dstStageMask must be a valid combination of VkPipelineStageFlagBits values.

• VUID-vkCmdPipelineBarrier-dependencyFlags-parameter
  dependencyFlags must be a valid combination of VkDependencyFlagBits values.

• VUID-vkCmdPipelineBarrier-pMemoryBarriers-parameter
  If memoryBarrierCount is not 0, pMemoryBarriers must be a valid pointer to an array of memoryBarrierCount valid VkMemoryBarrier structures.

• VUID-vkCmdPipelineBarrier-pBufferMemoryBarriers-parameter
  If bufferMemoryBarrierCount is not 0, pBufferMemoryBarriers must be a valid pointer to an array of bufferMemoryBarrierCount valid VkBufferMemoryBarrier structures.

• VUID-vkCmdPipelineBarrier-pImageMemoryBarriers-parameter
  If imageMemoryBarrierCount is not 0, pImageMemoryBarriers must be a valid pointer to an array of imageMemoryBarrierCount valid VkImageMemoryBarrier structures.

• VUID-vkCmdPipelineBarrier-commandBuffer-recording
  commandBuffer must be in the recording state.

• VUID-vkCmdPipelineBarrier-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support transfer, graphics, or compute operations.

Host Synchronization

• Host access to commandBuffer must be externally synchronized.

• Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized.
Bits which can be set in `vkCmdPipelineBarrier::dependencyFlags`, specifying how execution and memory dependencies are formed, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkDependencyFlagBits {
    VK_DEPENDENCY_BY_REGION_BIT = 0x00000001,
    // Provided by VK_VERSION_1_1
    VK_DEPENDENCY_DEVICE_GROUP_BIT = 0x00000004,
    // Provided by VK_VERSION_1_1
    VK_DEPENDENCY_VIEW_LOCAL_BIT = 0x00000002,
} VkDependencyFlagBits;
```

- `VK_DEPENDENCY_BY_REGION_BIT` specifies that dependencies will be framebuffer-local.
- `VK_DEPENDENCY_VIEW_LOCAL_BIT` specifies that dependencies will be view-local.
- `VK_DEPENDENCY_DEVICE_GROUP_BIT` specifies that dependencies are non-device-local.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkDependencyFlags;
```

`VkDependencyFlags` is a bitmask type for setting a mask of zero or more `VkDependencyFlagBits`.

### 7.7. Memory Barriers

Memory barriers are used to explicitly control access to buffer and image subresource ranges. Memory barriers are used to transfer ownership between queue families, change image layouts, and define availability and visibility operations. They explicitly define the access types and buffer and image subresource ranges that are included in the access scopes of a memory dependency that is created by a synchronization command that includes them.

#### 7.7.1. Global Memory Barriers

Global memory barriers apply to memory accesses involving all memory objects that exist at the time of its execution.

The `VkMemoryBarrier2` structure is defined as:
typedef struct VkMemoryBarrier2 {
    VkStructureType sType;
    const void* pNext;
    VkPipelineStageFlags2 srcStageMask;
    VkAccessFlags2 srcAccessMask;
    VkPipelineStageFlags2 dstStageMask;
    VkAccessFlags2 dstAccessMask;
} VkMemoryBarrier2;

or the equivalent

// Provided by VK_KHR_synchronization2
typedef VkMemoryBarrier2KHR VkMemoryBarrier2;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• srcStageMask is a VkPipelineStageFlags2 mask of pipeline stages to be included in the first synchronization scope.
• srcAccessMask is a VkAccessFlags2 mask of access flags to be included in the first access scope.
• dstStageMask is a VkPipelineStageFlags2 mask of pipeline stages to be included in the second synchronization scope.
• dstAccessMask is a VkAccessFlags2 mask of access flags to be included in the second access scope.

This structure defines a memory dependency affecting all device memory.

The first synchronization scope and access scope described by this structure include only operations and memory accesses specified by srcStageMask and srcAccessMask.

The second synchronization scope and access scope described by this structure include only operations and memory accesses specified by dstStageMask and dstAccessMask.

Valid Usage

• VUID-VkMemoryBarrier2-srcStageMask-03929
  If the geometryShader feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT

• VUID-VkMemoryBarrier2-srcStageMask-03930
  If the tessellationShader feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT or VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT

• VUID-VkMemoryBarrier2-srcStageMask-07317
  If the attachmentFragmentShadingRate feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR
• VUID-VkMemoryBarrier2-srcAccessMask-03900
  If `srcAccessMask` includes `VK_ACCESS_2_INDIRECT_COMMAND_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

• VUID-VkMemoryBarrier2-srcAccessMask-03901
  If `srcAccessMask` includes `VK_ACCESS_2_INDEX_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT`, `VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

• VUID-VkMemoryBarrier2-srcAccessMask-03902
  If `srcAccessMask` includes `VK_ACCESS_2_VERTEX_ATTRIBUTE_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT`, `VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

• VUID-VkMemoryBarrier2-srcAccessMask-03903
  If `srcAccessMask` includes `VK_ACCESS_2_INPUT_ATTACHMENT_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT`, `VK_PIPELINE_STAGE_2_SUBPASS_SHADER_BIT_HUAWEI`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

• VUID-VkMemoryBarrier2-srcAccessMask-03904
  If `srcAccessMask` includes `VK_ACCESS_2_UNIFORM_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`, or one of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages

• VUID-VkMemoryBarrier2-srcAccessMask-03905
  If `srcAccessMask` includes `VK_ACCESS_2_SHADER_SAMPLED_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`, or one of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages

• VUID-VkMemoryBarrier2-srcAccessMask-03906
  If `srcAccessMask` includes `VK_ACCESS_2_SHADER_STORAGE_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`, or one of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages

• VUID-VkMemoryBarrier2-srcAccessMask-03907
  If `srcAccessMask` includes `VK_ACCESS_2_SHADER_WRITE_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`, or one of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages

• VUID-VkMemoryBarrier2-srcAccessMask-03910
  If `srcAccessMask` includes `VK_ACCESS_2_COLOR_ATTACHMENT_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`, or one of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages
include VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT
VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkMemoryBarrier2-srcAccessMask-03911
  If srcAccessMask includes VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT, srcStageMask must include
  VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT
  VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkMemoryBarrier2-srcAccessMask-03912
  If srcAccessMask includes VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_READ_BIT, srcStageMask must include
  VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT,
  VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or
  VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkMemoryBarrier2-srcAccessMask-03913
  If srcAccessMask includes VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT, srcStageMask must include
  VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT,
  VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or
  VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkMemoryBarrier2-srcAccessMask-03914
  If srcAccessMask includes VK_ACCESS_2_TRANSFER_READ_BIT, srcStageMask must include
  VK_PIPELINE_STAGE_2_COPY_BIT,
  VK_PIPELINE_STAGE_2_BLIT_BIT,
  VK_PIPELINE_STAGE_2_RESOLVE_BIT, VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT, or
  VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkMemoryBarrier2-srcAccessMask-03915
  If srcAccessMask includes VK_ACCESS_2_TRANSFER_WRITE_BIT, srcStageMask must include
  VK_PIPELINE_STAGE_2_COPY_BIT,
  VK_PIPELINE_STAGE_2_BLIT_BIT,
  VK_PIPELINE_STAGE_2_RESOLVE_BIT, VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT, or
  VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkMemoryBarrier2-srcAccessMask-03916
  If srcAccessMask includes VK_ACCESS_2_HOST_READ_BIT, srcStageMask must include
  VK_PIPELINE_STAGE_2_HOST_BIT

• VUID-VkMemoryBarrier2-srcAccessMask-03917
  If srcAccessMask includes VK_ACCESS_2_HOST_WRITE_BIT, srcStageMask must include
  VK_PIPELINE_STAGE_2_HOST_BIT

• VUID-VkMemoryBarrier2-srcAccessMask-03926
  If srcAccessMask includes VK_ACCESS_2_COLOR_ATTACHMENT_READ_NONCOHERENT_BIT_EXT,
  srcStageMask must include VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT
  VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkMemoryBarrier2-dstStageMask-03929
  If the geometryShader feature is not enabled, dstStageMask must not contain
  VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT

• VUID-VkMemoryBarrier2-dstStageMask-03930
  If the tessellationShader feature is not enabled, dstStageMask must not contain
  VK_PIPELINE_STAGE_2_TESSellation_CONTROL_SHADER_BIT or
  VK_PIPELINE_STAGE_2_TESSellation_EVALUATION_SHADER_BIT
If the attachmentFragmentShadingRate feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR.

If dstAccessMask includes VK_ACCESS_2_INDIRECT_COMMAND_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT.

If dstAccessMask includes VK_ACCESS_2_INDEX_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT, VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT.

If dstAccessMask includes VK_ACCESS_2_VERTEX_ATTRIBUTE_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT, VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT.

If dstAccessMask includes VK_ACCESS_2_INPUT_ATTACHMENT_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT, VK_PIPELINE_STAGE_2_SUBPASS_SHADER_BIT_HUAWEI, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT.

If dstAccessMask includes VK_ACCESS_2_UNIFORM_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages.

If dstAccessMask includes VK_ACCESS_2_SHADER_SAMPLED_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages.

If dstAccessMask includes VK_ACCESS_2_SHADER_STORAGE_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages.

If dstAccessMask includes VK_ACCESS_2_SHADER_WRITE_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages.

If dstAccessMask includes VK_ACCESS_2_SHADER_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages.
VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

- **VUID-VkMemoryBarrier2-dstAccessMask-03910**
  If dstAccessMask includes VK_ACCESS_2_COLOR_ATTACHMENT_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT
  VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- **VUID-VkMemoryBarrier2-dstAccessMask-03911**
  If dstAccessMask includes VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT
  VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- **VUID-VkMemoryBarrier2-dstAccessMask-03912**
  If dstAccessMask includes VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT,
  VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- **VUID-VkMemoryBarrier2-dstAccessMask-03913**
  If dstAccessMask includes VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT,
  VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- **VUID-VkMemoryBarrier2-dstAccessMask-03914**
  If dstAccessMask includes VK_ACCESS_2_TRANSFER_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_COPY_BIT,
  VK_PIPELINE_STAGE_2_BLIT_BIT, VK_PIPELINE_STAGE_2_RESOLVE_BIT, VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- **VUID-VkMemoryBarrier2-dstAccessMask-03915**
  If dstAccessMask includes VK_ACCESS_2_TRANSFER_WRITE_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_COPY_BIT,
  VK_PIPELINE_STAGE_2_BLIT_BIT, VK_PIPELINE_STAGE_2_RESOLVE_BIT, VK_PIPELINE_STAGE_2_CLEAR_BIT,
  VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- **VUID-VkMemoryBarrier2-dstAccessMask-03916**
  If dstAccessMask includes VK_ACCESS_2_HOST_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_HOST_BIT

- **VUID-VkMemoryBarrier2-dstAccessMask-03917**
  If dstAccessMask includes VK_ACCESS_2_HOST_WRITE_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_HOST_BIT

- **VUID-VkMemoryBarrier2-dstAccessMask-03926**
  If dstAccessMask includes VK_ACCESS_2_COLOR_ATTACHMENT_READ_NONCOHERENT_BIT_EXT, dstStageMask must include VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT
  VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT
Valid Usage (Implicit)

- VUID-VkMemoryBarrier2-sType-sType
  
  sType must be VK_STRUCTURE_TYPE_MEMORY_BARRIER_2

- VUID-VkMemoryBarrier2-srcStageMask-parameter
  
  srcStageMask must be a valid combination of VkPipelineStageFlagBits2 values

- VUID-VkMemoryBarrier2-srcAccessMask-parameter
  
  srcAccessMask must be a valid combination of VkAccessFlagBits2 values

- VUID-VkMemoryBarrier2-dstStageMask-parameter
  
  dstStageMask must be a valid combination of VkPipelineStageFlagBits2 values

- VUID-VkMemoryBarrier2-dstAccessMask-parameter
  
  dstAccessMask must be a valid combination of VkAccessFlagBits2 values

The VkMemoryBarrier structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkMemoryBarrier {
    VkStructureType sType;
    const void* pNext;
    VkAccessFlags srcAccessMask;
    VkAccessFlags dstAccessMask;
} VkMemoryBarrier;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- srcAccessMask is a bitmask of VkAccessFlagBits specifying a source access mask.
- dstAccessMask is a bitmask of VkAccessFlagBits specifying a destination access mask.

The first access scope is limited to access types in the source access mask specified by srcAccessMask.

The second access scope is limited to access types in the destination access mask specified by dstAccessMask.
**7.7.2. Buffer Memory Barriers**

Buffer memory barriers only apply to memory accesses involving a specific buffer range. That is, a memory dependency formed from a buffer memory barrier is **scoped** to access via the specified buffer range. Buffer memory barriers can also be used to define a **queue family ownership transfer** for the specified buffer range.

The `VkBufferMemoryBarrier2` structure is defined as:

```c
typedef struct VkBufferMemoryBarrier2 {
    VkStructureType sType;
    const void* pNext;
    VkPipelineStageFlags2 srcStageMask;
    VkAccessFlags2 srcAccessMask;
    VkPipelineStageFlags2 dstStageMask;
    VkAccessFlags2 dstAccessMask;
    uint32_t srcQueueFamilyIndex;
    uint32_t dstQueueFamilyIndex;
    VkBuffer buffer;
    VkDeviceSize offset;
    VkDeviceSize size;
} VkBufferMemoryBarrier2;
```

or the equivalent

```c
// Provided by VK_KHR_synchronization2
typedef VkBufferMemoryBarrier2 VkBufferMemoryBarrier2KHR;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **srcStageMask** is a `VkPipelineStageFlags2` mask of pipeline stages to be included in the **first synchronization scope**.
- **srcAccessMask** is a `VkAccessFlags2` mask of access flags to be included in the **first access scope**.
- **dstStageMask** is a `VkPipelineStageFlags2` mask of pipeline stages to be included in the **second synchronization scope**.
- **dstAccessMask** is a `VkAccessFlags2` mask of access flags to be included in the **second access scope**.
- **srcQueueFamilyIndex** is the source queue family for a **queue family ownership transfer**.
- **dstQueueFamilyIndex** is the destination queue family for a **queue family ownership transfer**.
- **buffer** is a handle to the buffer whose backing memory is affected by the barrier.
- **offset** is an offset in bytes into the backing memory for **buffer**; this is relative to the base offset as bound to the buffer (see `vkBindBufferMemory`).

**dstAccessMask must** be a valid combination of `VkAccessFlagBits` values
size is a size in bytes of the affected area of backing memory for buffer, or VK_WHOLE_SIZE to use the range from offset to the end of the buffer.

This structure defines a memory dependency limited to a range of a buffer, and can define a queue family ownership transfer operation for that range.

The first synchronization scope and access scope described by this structure include only operations and memory accesses specified by srcStageMask and srcAccessMask.

The second synchronization scope and access scope described by this structure include only operations and memory accesses specified by dstStageMask and dstAccessMask.

Both access scopes are limited to only memory accesses to buffer in the range defined by offset and size.

If buffer was created with VK_SHARING_MODE_EXCLUSIVE, and srcQueueFamilyIndex is not equal to dstQueueFamilyIndex, this memory barrier defines a queue family ownership transfer operation. When executed on a queue in the family identified by srcQueueFamilyIndex, this barrier defines a queue family release operation for the specified buffer range, and the second synchronization scope does not apply to this operation. When executed on a queue in the family identified by dstQueueFamilyIndex, this barrier defines a queue family acquire operation for the specified buffer range, and the first synchronization scope does not apply to this operation.

A queue family ownership transfer operation is also defined if the values are not equal, and either is one of the special queue family values reserved for external memory ownership transfers, as described in Queue Family Ownership Transfer. A queue family release operation is defined when dstQueueFamilyIndex is one of those values, and a queue family acquire operation is defined when srcQueueFamilyIndex is one of those values.

Valid Usage

- VUID-VkBufferMemoryBarrier2-srcStageMask-03929
  If the geometryShader feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT

- VUID-VkBufferMemoryBarrier2-srcStageMask-03930
  If the tessellationShader feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT or VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT

- VUID-VkBufferMemoryBarrier2-srcStageMask-07317
  If the attachmentFragmentShadingRate feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

- VUID-VkBufferMemoryBarrier2-srcAccessMask-03900
  If srcAccessMask includes VK_ACCESS_2_INDIRECT_COMMAND_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- VUID-VkBufferMemoryBarrier2-srcAccessMask-03901
  If srcAccessMask includes VK_ACCESS_2_INDEX_READ_BIT, srcStageMask must include
VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT, VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkBufferMemoryBarrier2-srcAccessMask-03902
  If srcAccessMask includes VK_ACCESS_2_VERTEX_ATTRIBUTE_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT, VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkBufferMemoryBarrier2-srcAccessMask-03903
  If srcAccessMask includes VK_ACCESS_2_INPUT_ATTACHMENT_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT, VK_PIPELINE_STAGE_2_SUBPASS_SHADER_HUAWEI, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkBufferMemoryBarrier2-srcAccessMask-03904
  If srcAccessMask includes VK_ACCESS_2_UNIFORM_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-srcAccessMask-03905
  If srcAccessMask includes VK_ACCESS_2_SHADER_SAMPLED_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-srcAccessMask-03906
  If srcAccessMask includes VK_ACCESS_2_SHADER_STORAGE_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-srcAccessMask-03907
  If srcAccessMask includes VK_ACCESS_2_SHADER_STORAGE_WRITE_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-srcAccessMask-03908
  If srcAccessMask includes VK_ACCESS_2_SHADER_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-srcAccessMask-03909
  If srcAccessMask includes VK_ACCESS_2_SHADER_WRITE_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-srcAccessMask-03910
  If srcAccessMask includes VK_ACCESS_2_COLOR_ATTACHMENT_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkBufferMemoryBarrier2-srcAccessMask-03911
  If srcAccessMask includes VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT
If `srcAccessMask` includes `VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT`, `VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

If `srcAccessMask` includes `VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT`, `VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

If `srcAccessMask` includes `VK_ACCESS_2_TRANSFER_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_COPY_BIT`, `VK_PIPELINE_STAGE_2_BLIT_BIT`, `VK_PIPELINE_STAGE_2_RESOLVE_BIT`, `VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

If `srcAccessMask` includes `VK_ACCESS_2_TRANSFER_WRITE_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_COPY_BIT`, `VK_PIPELINE_STAGE_2_BLIT_BIT`, `VK_PIPELINE_STAGE_2_RESOLVE_BIT`, `VK_PIPELINE_STAGE_2_CLEAR_BIT`, `VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

If `srcAccessMask` includes `VK_ACCESS_2_HOST_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_HOST_BIT`

If `srcAccessMask` includes `VK_ACCESS_2_HOST_WRITE_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_HOST_BIT`

If `srcAccessMask` includes `VK_ACCESS_2_COLOR_ATTACHMENT_READ_NONCOHERENT_BIT_EXT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT` `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

If the `geometryShader` feature is not enabled, `dstStageMask` must not contain `VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT`

If the `tessellationShader` feature is not enabled, `dstStageMask` must not contain `VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT` or `VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT`

If the `attachmentFragmentShadingRate` feature is not enabled, `dstStageMask` must not contain `VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`

If `dstAccessMask` includes `VK_ACCESS_2_INDIRECT_COMMAND_READ_BIT`, `dstStageMask` must include `VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or
VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03901
If dstAccessMask includes VK_ACCESS_2_INDEX_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT, VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03902
If dstAccessMask includes VK_ACCESS_2_VERTEX_ATTRIBUTE_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT, VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03903
If dstAccessMask includes VK_ACCESS_2_INPUT_ATTACHMENT_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT, VK_PIPELINE_STAGE_2_SUBPASS_SHADER_BIT_HUAWEI, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03904
If dstAccessMask includes VK_ACCESS_2_UNIFORM_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03905
If dstAccessMask includes VK_ACCESS_2_SHADER_SAMPLED_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03906
If dstAccessMask includes VK_ACCESS_2_SHADER_STORAGE_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03907
If dstAccessMask includes VK_ACCESS_2_SHADER_WRITE_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-dstAccessMask-07454
If dstAccessMask includes VK_ACCESS_2_COLOR_ATTACHMENT_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03909
If dstAccessMask includes VK_ACCESS_2_SHADER_WRITE_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03910
If dstAccessMask includes VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT
• VUID-VkBufferMemoryBarrier2-dstAccessMask-03911
If `dstAccessMask` includes `VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT`, `dstStageMask` must include
  `VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT`
  `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03912
If `dstAccessMask` includes `VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_READ_BIT`, `dstStageMask` must include
  `VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT`
  `VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT`
  `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03913
If `dstAccessMask` includes `VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT`, `dstStageMask` must include
  `VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT`
  `VK_PIPELINE_STAGE_2_LATE_fragment_TESTS_BIT`
  `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03914
If `dstAccessMask` includes `VK_ACCESS_2_TRANSFER_READ_BIT`, `dstStageMask` must include
  `VK_PIPELINE_STAGE_2_COPY_BIT`
  `VK_PIPELINE_STAGE_2_BLIT_BIT`
  `VK_PIPELINE_STAGE_2_RESOLVE_BIT`
  `VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03915
If `dstAccessMask` includes `VK_ACCESS_2_TRANSFER_WRITE_BIT`, `dstStageMask` must include
  `VK_PIPELINE_STAGE_2_COPY_BIT`
  `VK_PIPELINE_STAGE_2_BLIT_BIT`
  `VK_PIPELINE_STAGE_2_RESOLVE_BIT`
  `VK_PIPELINE_STAGE_2_CLEAR_BIT`
  `VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03916
If `dstAccessMask` includes `VK_ACCESS_2_HOST_READ_BIT`, `dstStageMask` must include
  `VK_PIPELINE_STAGE_2_HOST_BIT`

• VUID-VkBufferMemoryBarrier2-dstAccessMask-03917
If `dstAccessMask` includes `VK_ACCESS_2_HOST_WRITE_BIT`, `dstStageMask` must include
  `VK_PIPELINE_STAGE_2_HOST_BIT`

• VUID-VkBufferMemoryBarrier2-offset-01187
  `offset` must be less than the size of `buffer`

• VUID-VkBufferMemoryBarrier2-size-01188
  If `size` is not equal to `VK_WHOLE_SIZE`, `size` must be greater than 0

• VUID-VkBufferMemoryBarrier2-size-01189
  If `size` is not equal to `VK_WHOLE_SIZE`, `size` must be less than or equal to than the size of buffer minus `offset`

• VUID-VkBufferMemoryBarrier2-buffer-01931
  If `buffer` is non-sparse then it must be bound completely and contiguously to a single
The **VkBufferMemoryBarrier** structure is defined as:

**VkDeviceMemory** object

- **VUID-VkBufferMemoryBarrier2-buffer-09095**
  If buffer was created with a sharing mode of **VK_SHARING_MODE_EXCLUSIVE**, and srcQueueFamilyIndex and dstQueueFamilyIndex are not equal, srcQueueFamilyIndex must be **VK_QUEUE_FAMILY_EXTERNAL**, **VK_QUEUE_FAMILY_FOREIGN_EXT**, or a valid queue family.

- **VUID-VkBufferMemoryBarrier2-buffer-09096**
  If buffer was created with a sharing mode of **VK_SHARING_MODE_EXCLUSIVE**, and srcQueueFamilyIndex and dstQueueFamilyIndex are not equal, dstQueueFamilyIndex must be **VK_QUEUE_FAMILY_EXTERNAL**, **VK_QUEUE_FAMILY_FOREIGN_EXT**, or a valid queue family.

- **VUID-VkBufferMemoryBarrier2-srcQueueFamilyIndex-04087**
  If srcQueueFamilyIndex is not equal to dstQueueFamilyIndex, at least one of srcQueueFamilyIndex or dstQueueFamilyIndex must not be **VK_QUEUE_FAMILY_EXTERNAL** or **VK_QUEUE_FAMILY_FOREIGN_EXT**.

- **VUID-VkBufferMemoryBarrier2-srcQueueFamilyIndex-09099**
  If the **VK_EXT_queue_family_foreign** extension is not enabled, srcQueueFamilyIndex must not be **VK_QUEUE_FAMILY_FOREIGN_EXT**.

- **VUID-VkBufferMemoryBarrier2-dstQueueFamilyIndex-09100**
  If the **VK_EXT_queue_family_foreign** extension is not enabled, dstQueueFamilyIndex must not be **VK_QUEUE_FAMILY_FOREIGN_EXT**.

- **VUID-VkBufferMemoryBarrier2-srcStageMask-parameter**
  If either srcStageMask or dstStageMask includes **VK_PIPELINE_STAGE_2_HOST_BIT**, srcQueueFamilyIndex and dstQueueFamilyIndex must be equal.

**Valid Usage (Implicit)**

- **VUID-VkBufferMemoryBarrier2-sType-sType**
  sType must be **VK_STRUCTURE_TYPE_BUFFER_MEMORY_BARRIER_2**.

- **VUID-VkBufferMemoryBarrier2-pNext-pNext**
  pNext must be NULL.

- **VUID-VkBufferMemoryBarrier2-srcStageMask-parameter**
  srcStageMask must be a valid combination of **VkPipelineStageFlagBits2** values.

- **VUID-VkBufferMemoryBarrier2-srcAccessMask-parameter**
  srcAccessMask must be a valid combination of **VkAccessFlagBits2** values.

- **VUID-VkBufferMemoryBarrier2-dstStageMask-parameter**
  dstStageMask must be a valid combination of **VkPipelineStageFlagBits2** values.

- **VUID-VkBufferMemoryBarrier2-dstAccessMask-parameter**
  dstAccessMask must be a valid combination of **VkAccessFlagBits2** values.

- **VUID-VkBufferMemoryBarrier2-buffer-parameter**
  buffer must be a valid **VkBuffer** handle.
typedef struct VkBufferMemoryBarrier {
    VkStructureType sType;
    const void* pNext;
    VkAccessFlags srcAccessMask;
    VkAccessFlags dstAccessMask;
    uint32_t srcQueueFamilyIndex;
    uint32_t dstQueueFamilyIndex;
    VkBuffer buffer;
    VkDeviceSize offset;
    VkDeviceSize size;
} VkBufferMemoryBarrier;

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `srcAccessMask` is a bitmask of `VkAccessFlagBits` specifying a source access mask.
- `dstAccessMask` is a bitmask of `VkAccessFlagBits` specifying a destination access mask.
- `srcQueueFamilyIndex` is the source queue family for a queue family ownership transfer.
- `dstQueueFamilyIndex` is the destination queue family for a queue family ownership transfer.
- `buffer` is a handle to the buffer whose backing memory is affected by the barrier.
- `offset` is an offset in bytes into the backing memory for `buffer`; this is relative to the base offset as bound to the buffer (see `vkBindBufferMemory`).
- `size` is a size in bytes of the affected area of backing memory for `buffer`, or `VK_WHOLE_SIZE` to use the range from `offset` to the end of the buffer.

The first access scope is limited to access to memory through the specified buffer range, via access types in the source access mask specified by `srcAccessMask`. If `srcAccessMask` includes `VK_ACCESS_HOST_WRITE_BIT`, a memory domain operation is performed where available memory in the host domain is also made available to the device domain.

The second access scope is limited to access to memory through the specified buffer range, via access types in the destination access mask specified by `dstAccessMask`. If `dstAccessMask` includes `VK_ACCESS_HOST_WRITE_BIT` or `VK_ACCESS_HOST_READ_BIT`, a memory domain operation is performed where available memory in the device domain is also made available to the host domain.

**Note**

When `VK_MEMORY_PROPERTY_HOST_COHERENT_BIT` is used, available memory in host domain is automatically made visible to host domain, and any host write is automatically made available to host domain.

If `srcQueueFamilyIndex` is not equal to `dstQueueFamilyIndex`, and `srcQueueFamilyIndex` is equal to the current queue family, then the memory barrier defines a queue family release operation for the specified buffer range, and the second synchronization scope of the calling command does not apply to this operation.
If \( \text{dstQueueFamilyIndex} \) is not equal to \( \text{srcQueueFamilyIndex} \), and \( \text{dstQueueFamilyIndex} \) is equal to the current queue family, then the memory barrier defines a queue family acquire operation for the specified buffer range, and the first synchronization scope of the calling command does not apply to this operation.

Valid Usage

- **VUID-VkBufferMemoryBarrier-offset-01187**
  - \( \text{offset} \) must be less than the size of \( \text{buffer} \)

- **VUID-VkBufferMemoryBarrier-size-01188**
  - If \( \text{size} \) is not equal to \( \text{VK_WHOLE_SIZE} \), \( \text{size} \) must be greater than 0

- **VUID-VkBufferMemoryBarrier-size-01189**
  - If \( \text{size} \) is not equal to \( \text{VK_WHOLE_SIZE} \), \( \text{size} \) must be less than or equal to the size of \( \text{buffer} \) minus \( \text{offset} \)

- **VUID-VkBufferMemoryBarrier-buffer-01931**
  - If \( \text{buffer} \) is non-sparse then it must be bound completely and contiguously to a single \( \text{VkDeviceMemory} \) object

- **VUID-VkBufferMemoryBarrier-buffer-09095**
  - If \( \text{buffer} \) was created with a sharing mode of \( \text{VK_SHARING_MODE_EXCLUSIVE} \), and \( \text{srcQueueFamilyIndex} \) and \( \text{dstQueueFamilyIndex} \) are not equal, \( \text{srcQueueFamilyIndex} \) must be \( \text{VK_QUEUE_FAMILY_EXTERNAL}, \text{VK_QUEUE_FAMILY_FOREIGN_EXT} \), or a valid queue family

- **VUID-VkBufferMemoryBarrier-buffer-09096**
  - If \( \text{buffer} \) was created with a sharing mode of \( \text{VK_SHARING_MODE_EXCLUSIVE} \), and \( \text{srcQueueFamilyIndex} \) and \( \text{dstQueueFamilyIndex} \) are not equal, \( \text{dstQueueFamilyIndex} \) must be \( \text{VK_QUEUE_FAMILY_EXTERNAL}, \text{VK_QUEUE_FAMILY_FOREIGN_EXT} \), or a valid queue family

- **VUID-VkBufferMemoryBarrier-srcQueueFamilyIndex-09099**
  - If the \( \text{VK_EXT_queue_family_foreign} \) extension is not enabled \( \text{srcQueueFamilyIndex} \) must not be \( \text{VK_QUEUE_FAMILY_EXTERNAL} \) or \( \text{VK_QUEUE_FAMILY_FOREIGN_EXT} \)

- **VUID-VkBufferMemoryBarrier-dstQueueFamilyIndex-09100**
  - If the \( \text{VK_EXT_queue_family_foreign} \) extension is not enabled \( \text{dstQueueFamilyIndex} \) must not be \( \text{VK_QUEUE_FAMILY_FOREIGN_EXT} \)

- **VUID-VkBufferMemoryBarrier-None-09049**
  - If the synchronization2 feature is not enabled, and \( \text{buffer} \) was created with a sharing mode of \( \text{VK_SHARING_MODE_CONCURRENT} \), at least one of \( \text{srcQueueFamilyIndex} \) and \( \text{dstQueueFamilyIndex} \) must be \( \text{VK_QUEUE_FAMILY_IGNORED} \) or \( \text{VK_QUEUE_FAMILY_EXTERNAL} \)

- **VUID-VkBufferMemoryBarrier-None-09050**
  - If the synchronization2 feature is not enabled, and \( \text{buffer} \) was created with a sharing mode of \( \text{VK_SHARING_MODE_CONCURRENT} \), \( \text{srcQueueFamilyIndex} \) must be \( \text{VK_QUEUE_FAMILY_IGNORED} \) or \( \text{VK_QUEUE_FAMILY_EXTERNAL} \)
If the synchronization feature is not enabled, and buffer was created with a sharing mode of VK_SHARING_MODE_CONCURRENT, dstQueueFamilyIndex must be VK_QUEUE_FAMILY_IGNORED or VK_QUEUE_FAMILY_EXTERNAL.

Valid Usage (Implicit)

- VUID-VkBufferMemoryBarrier-sType-sType
  sType must be VK_STRUCTURE_TYPE_BUFFER_MEMORY_BARRIER
- VUID-VkBufferMemoryBarrier-pNext-pNext
  pNext must be NULL
- VUID-VkBufferMemoryBarrier-buffer-parameter
  buffer must be a valid VkBuffer handle

VK_WHOLE_SIZE is a special value indicating that the entire remaining length of a buffer following a given offset should be used. It can be specified for VkBufferMemoryBarrier::size and other structures.

```c
#define VK_WHOLE_SIZE (~0ULL)
```

7.7.3. Image Memory Barriers

Image memory barriers only apply to memory accesses involving a specific image subresource range. That is, a memory dependency formed from an image memory barrier is scoped to access via the specified image subresource range. Image memory barriers can also be used to define image layout transitions or a queue family ownership transfer for the specified image subresource range.

The VkImageMemoryBarrier2 structure is defined as:

```c
typedef struct VkImageMemoryBarrier2 {
    VkStructureType sType;
    const void* pNext;
    VkPipelineStageFlags2 srcStageMask;
    VkAccessFlags2 srcAccessMask;
    VkPipelineStageFlags2 dstStageMask;
    VkAccessFlags2 dstAccessMask;
    VkImageLayout oldLayout;
    VkImageLayout newLayout;
    uint32_t srcQueueFamilyIndex;
    uint32_t dstQueueFamilyIndex;
    VkImage image;
    VkImageSubresourceRange subresourceRange;
} VkImageMemoryBarrier2;
```
or the equivalent

```c
// Provided by VK_KHR_synchronization2
typedef VkImageMemoryBarrier2 VkImageMemoryBarrier2KHR;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **srcStageMask** is a `VkPipelineStageFlags2` mask of pipeline stages to be included in the **first synchronization scope**.
- **srcAccessMask** is a `VkAccessFlags2` mask of access flags to be included in the **first access scope**.
- **dstStageMask** is a `VkPipelineStageFlags2` mask of pipeline stages to be included in the **second synchronization scope**.
- **dstAccessMask** is a `VkAccessFlags2` mask of access flags to be included in the **second access scope**.
- **oldLayout** is the old layout in an **image layout transition**.
- **newLayout** is the new layout in an **image layout transition**.
- **srcQueueFamilyIndex** is the source queue family for a **queue family ownership transfer**.
- **dstQueueFamilyIndex** is the destination queue family for a **queue family ownership transfer**.
- **image** is a handle to the image affected by this barrier.
- **subresourceRange** describes the **image subresource range** within `image` that is affected by this barrier.

This structure defines a **memory dependency** limited to an image subresource range, and can define a **queue family ownership transfer operation** and **image layout transition** for that subresource range.

The first **synchronization scope** and **access scope** described by this structure include only operations and memory accesses specified by `srcStageMask` and `srcAccessMask`.

The second **synchronization scope** and **access scope** described by this structure include only operations and memory accesses specified by `dstStageMask` and `dstAccessMask`.

Both **access scopes** are limited to only memory accesses to `image` in the subresource range defined by `subresourceRange`.

If `image` was created with `VK_SHARING_MODE_EXCLUSIVE`, and `srcQueueFamilyIndex` is not equal to `dstQueueFamilyIndex`, this memory barrier defines a **queue family ownership transfer operation**. When executed on a queue in the family identified by `srcQueueFamilyIndex`, this barrier defines a **queue family release operation** for the specified image subresource range, and the second synchronization scope does not apply to this operation. When executed on a queue in the family identified by `dstQueueFamilyIndex`, this barrier defines a **queue family acquire operation** for the specified image subresource range, and the first synchronization, the first synchronization scope does not apply to this operation.

A **queue family ownership transfer operation** is also defined if the values are not equal, and either
is one of the special queue family values reserved for external memory ownership transfers, as described in Queue Family Ownership Transfer. A queue family release operation is defined when dstQueueFamilyIndex is one of those values, and a queue family acquire operation is defined when srcQueueFamilyIndex is one of those values.

If oldLayout is not equal to newLayout, then the memory barrier defines an image layout transition for the specified image subresource range. If this memory barrier defines a queue family ownership transfer operation, the layout transition is only executed once between the queues.

**Note**
When the old and new layout are equal, the layout values are ignored - data is preserved no matter what values are specified, or what layout the image is currently in.

If image has a multi-planar format and the image is disjoint, then including VK_IMAGE_ASPECT_COLOR_BIT in the aspectMask member of subresourceRange is equivalent to including VK_IMAGE_ASPECT_PLANE_0_BIT, VK_IMAGE_ASPECT_PLANE_1_BIT, and (for three-plane formats only) VK_IMAGE_ASPECT_PLANE_2_BIT.

### Valid Usage

- **VUID-VkImageMemoryBarrier2-srcStageMask-03929**
  If the geometryShader feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT.

- **VUID-VkImageMemoryBarrier2-srcStageMask-03930**
  If the tessellationShader feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT or VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT.

- **VUID-VkImageMemoryBarrier2-srcStageMask-07317**
  If the attachmentFragmentShadingRate feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR.

- **VUID-VkImageMemoryBarrier2-srcAccessMask-03900**
  If srcAccessMask includes VK_ACCESS_2_INDIRECT_COMMAND_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT.

- **VUID-VkImageMemoryBarrier2-srcAccessMask-03901**
  If srcAccessMask includes VK_ACCESS_2_INDEX_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT, VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT.

- **VUID-VkImageMemoryBarrier2-srcAccessMask-03902**
  If srcAccessMask includes VK_ACCESS_2_VERTEX_ATTRIBUTE_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT, VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT.

- **VUID-VkImageMemoryBarrier2-srcAccessMask-03903**
  If srcAccessMask includes VK_ACCESS_2_VERTEX_ATTRIBUTE_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT, VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT.
If `srcAccessMask` includes `VK_ACCESS_2_INPUT_ATTACHMENT_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT`, `VK_PIPELINE_STAGE_2_SUBPASS_SHADER_BIT_HUAWEI`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

• VUID-VkImageMemoryBarrier2-srcAccessMask-03904
  If `srcAccessMask` includes `VK_ACCESS_2_UNIFORM_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`, or one of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages

• VUID-VkImageMemoryBarrier2-srcAccessMask-03905
  If `srcAccessMask` includes `VK_ACCESS_2_SHADER_SAMPLED_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`, or one of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages

• VUID-VkImageMemoryBarrier2-srcAccessMask-03906
  If `srcAccessMask` includes `VK_ACCESS_2_SHADER_STORAGE_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`, or one of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages

• VUID-VkImageMemoryBarrier2-srcAccessMask-03907
  If `srcAccessMask` includes `VK_ACCESS_2_SHADER_STORAGE_WRITE_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`, or one of the `VK_PIPELINE_STAGE_*_SHADER_BIT` stages

• VUID-VkImageMemoryBarrier2-srcAccessMask-03910
  If `srcAccessMask` includes `VK_ACCESS_2_COLOR_ATTACHMENT_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT` `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

• VUID-VkImageMemoryBarrier2-srcAccessMask-03911
  If `srcAccessMask` includes `VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT` `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

• VUID-VkImageMemoryBarrier2-srcAccessMask-03912
  If `srcAccessMask` includes `VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_READ_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT`, `VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`

• VUID-VkImageMemoryBarrier2-srcAccessMask-03913
  If `srcAccessMask` includes `VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT`, `srcStageMask` must include `VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT`, `VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT`, `VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT`, or `VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT`
VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- **VUID-VkImageMemoryBarrier2-srcAccessMask-03914**
  If srcAccessMask includes VK_ACCESS_2_TRANSFER_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_COPY_BIT, VK_PIPELINE_STAGE_2_BLIT_BIT, VK_PIPELINE_STAGE_2_RESOLVE_BIT, VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- **VUID-VkImageMemoryBarrier2-srcAccessMask-03915**
  If srcAccessMask includes VK_ACCESS_2_TRANSFER_WRITE_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_COPY_BIT, VK_PIPELINE_STAGE_2_BLIT_BIT, VK_PIPELINE_STAGE_2_RESOLVE_BIT, VK_PIPELINE_STAGE_2_CLEAR_BIT, VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- **VUID-VkImageMemoryBarrier2-srcAccessMask-03916**
  If srcAccessMask includes VK_ACCESS_2_HOST_READ_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_HOST_BIT

- **VUID-VkImageMemoryBarrier2-srcAccessMask-03917**
  If srcAccessMask includes VK_ACCESS_2_HOST_WRITE_BIT, srcStageMask must include VK_PIPELINE_STAGE_2_HOST_BIT

- **VUID-VkImageMemoryBarrier2-dstStageMask-03929**
  If the geometryShader feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT

- **VUID-VkImageMemoryBarrier2-dstStageMask-03930**
  If the tessellationShader feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_2_TESSellation_CONTROL_SHADER_BIT or VK_PIPELINE_STAGE_2_TESSellation_EVALUATION_SHADER_BIT

- **VUID-VkImageMemoryBarrier2-dstStageMask-07317**
  If the attachmentFragmentShadingRate feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_2_FRAGMENT_ShADING_RATE_ATTACHMENT_BIT_KHR

- **VUID-VkImageMemoryBarrier2-dstAccessMask-03900**
  If dstAccessMask includes VK_ACCESS_2_INDIRECT_COMMAND_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_DRAW_INDIRECT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- **VUID-VkImageMemoryBarrier2-dstAccessMask-03901**
  If dstAccessMask includes VK_ACCESS_2_INDEX_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_INDEX_INPUT_BIT, VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- **VUID-VkImageMemoryBarrier2-dstAccessMask-03902**
  If dstAccessMask includes VK_ACCESS_2_VERTEX_ATTRIBUTE_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_VERTEX_ATTRIBUTE_INPUT_BIT,
VK_PIPELINE_STAGE_2_VERTEX_INPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- VUID-VkImageMemoryBarrier2-dstAccessMask-03903
  If dstAccessMask includes VK_ACCESS_2_INPUT_ATTACHMENT_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_FRAGMENT_SHADER_BIT, VK_PIPELINE_STAGE_2_SUBPASS_SHADER_BIT_HUAWEI, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- VUID-VkImageMemoryBarrier2-dstAccessMask-03904
  If dstAccessMask includes VK_ACCESS_2_UNIFORM_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

- VUID-VkImageMemoryBarrier2-dstAccessMask-03905
  If dstAccessMask includes VK_ACCESS_2_SHADER_SAMPLED_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

- VUID-VkImageMemoryBarrier2-dstAccessMask-03906
  If dstAccessMask includes VK_ACCESS_2_SHADER_STORAGE_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

- VUID-VkImageMemoryBarrier2-dstAccessMask-03907
  If dstAccessMask includes VK_ACCESS_2_SHADER_WRITE_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT, or one of the VK_PIPELINE_STAGE_*_SHADER_BIT stages

- VUID-VkImageMemoryBarrier2-dstAccessMask-03908
  If dstAccessMask includes VK_ACCESS_2_COLOR_ATTACHMENT_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- VUID-VkImageMemoryBarrier2-dstAccessMask-03909
  If dstAccessMask includes VK_ACCESS_2_COLOR_ATTACHMENT_WRITE_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_COLOR_ATTACHMENT_OUTPUT_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

- VUID-VkImageMemoryBarrier2-dstAccessMask-03910
  If dstAccessMask includes VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT, VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT
• VUID-VkImageMemoryBarrier2-dstAccessMask-03913
If dstAccessMask includes VK_ACCESS_2_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_EARLY_FRAGMENT_TESTS_BIT, VK_PIPELINE_STAGE_2_LATE_FRAGMENT_TESTS_BIT, VK_PIPELINE_STAGE_2_ALL_GRAPHICS_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkImageMemoryBarrier2-dstAccessMask-03914
If dstAccessMask includes VK_ACCESS_2_TRANSFER_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_COPY_BIT, VK_PIPELINE_STAGE_2_BLIT_BIT, VK_PIPELINE_STAGE_2_RESOLVE_BIT, VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkImageMemoryBarrier2-dstAccessMask-03915
If dstAccessMask includes VK_ACCESS_2_TRANSFER_WRITE_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_COPY_BIT, VK_PIPELINE_STAGE_2_BLIT_BIT, VK_PIPELINE_STAGE_2_RESOLVE_BIT, VK_PIPELINE_STAGE_2_CLEAR_BIT, VK_PIPELINE_STAGE_2_ALL_TRANSFER_BIT, or VK_PIPELINE_STAGE_2_ALL_COMMANDS_BIT

• VUID-VkImageMemoryBarrier2-dstAccessMask-03916
If dstAccessMask includes VK_ACCESS_2_HOST_READ_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_HOST_BIT

• VUID-VkImageMemoryBarrier2-dstAccessMask-03917
If dstAccessMask includes VK_ACCESS_2_HOST_WRITE_BIT, dstStageMask must include VK_PIPELINE_STAGE_2_HOST_BIT

• VUID-VkImageMemoryBarrier2-oldLayout-01208
If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL then image must have been created with VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT

• VUID-VkImageMemoryBarrier2-oldLayout-01209
If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL then image must have been created with VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT

• VUID-VkImageMemoryBarrier2-oldLayout-01210
If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL then image must have been created with VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT

• VUID-VkImageMemoryBarrier2-oldLayout-01211
If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL then image must have been created with VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT
VK_IMAGE_USAGE_SAMPLED_BIT or VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT

• VUID-VkImageMemoryBarrier2-oldLayout-01212
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
  or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
  VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL then image must have been created with
  VK_IMAGE_USAGE_TRANSFER_SRC_BIT

• VUID-VkImageMemoryBarrier2-oldLayout-01213
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
  or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
  VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL then image must have been created with
  VK_IMAGE_USAGE_TRANSFER_DST_BIT

• VUID-VkImageMemoryBarrier2-oldLayout-01197
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
  or oldLayout and newLayout define an image layout transition, and oldLayout must be
  VK_IMAGE_LAYOUT_UNDEFINED or the current layout of the image subresources affected by the
  barrier

• VUID-VkImageMemoryBarrier2-newLayout-01198
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
  or oldLayout and newLayout define an image layout transition, newLayout must not be
  VK_IMAGE_LAYOUT_UNDEFINED or VK_IMAGE_LAYOUT_PREINITIALIZED

• VUID-VkImageMemoryBarrier2-oldLayout-01658
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
  or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
  VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL then image must have been
  created with VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT

• VUID-VkImageMemoryBarrier2-oldLayout-01659
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
  or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL then image must have been
  created with VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT

• VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-04065
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
  or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
  VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL then image must have been created with at least
  one of VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT, VK_IMAGE_USAGE_SAMPLED_BIT, or
  VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT

• VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-04066
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
  or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL then image must have been created with
  VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT set

• VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-04067
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
  or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
then image must have been created with at least one of VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT, VK_IMAGE_USAGE_SAMPLED_BIT, or VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT

- VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-04068
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL then image must have been created with VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT set

- VUID-VkImageMemoryBarrier2-synchronization2-07793
  If the synchronization2 feature is not enabled, oldLayout must not be VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR or VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR

- VUID-VkImageMemoryBarrier2-synchronization2-07794
  If the synchronization2 feature is not enabled, newLayout must not be VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR or VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR

- VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-03938
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL, image must have been created with VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT or VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT set

- VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-03939
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL, image must have been created with at least one of VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT, VK_IMAGE_USAGE_SAMPLED_BIT, or VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT set

- VUID-VkImageMemoryBarrier2-oldLayout-02088
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_FRAGMENT_SHADING_RATE_ATTACHMENT_OPTIMAL_KHR then image must have been created with VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR set

- VUID-VkImageMemoryBarrier2-image-09117
  If image was created with a sharing mode of VK_SHARING_MODE_EXCLUSIVE, and srcQueueFamilyIndex and dstQueueFamilyIndex are not equal, srcQueueFamilyIndex must be VK_QUEUE_FAMILY_EXTERNAL, VK_QUEUE_FAMILY_FOREIGN_EXT, or a valid queue family

- VUID-VkImageMemoryBarrier2-image-09118
  If image was created with a sharing mode of VK_SHARING_MODE_EXCLUSIVE, and srcQueueFamilyIndex and dstQueueFamilyIndex are not equal, dstQueueFamilyIndex must be VK_QUEUE_FAMILY_EXTERNAL, VK_QUEUE_FAMILY_FOREIGN_EXT, or a valid queue family

- VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-04070
  If srcQueueFamilyIndex is not equal to dstQueueFamilyIndex, at least one of srcQueueFamilyIndex or dstQueueFamilyIndex must not be VK_QUEUE_FAMILY_EXTERNAL or VK_QUEUE_FAMILY_FOREIGN_EXT

- VUID-VkImageMemoryBarrier2-srcQueueFamilyIndex-09121
  If the VK_EXT_queue_family_foreign extension is not enabled srcQueueFamilyIndex must
• VUID-VkImageMemoryBarrier2-dstQueueFamilyIndex-09122
  If the VK_EXT_queue_family_foreign extension is not enabled dstQueueFamilyIndex must not be VK_QUEUE_FAMILY_FOREIGN_EXT

• VUID-VkImageMemoryBarrier2-subresourceRange-01486
  subresourceRange.baseMipLevel must be less than the mipLevels specified in VkImageCreateInfo when image was created

• VUID-VkImageMemoryBarrier2-subresourceRange-01724
  If subresourceRange.levelCount is not VK_REMAINING_MIP_LEVELS, subresourceRange.baseMipLevel + subresourceRange.levelCount must be less than or equal to the mipLevels specified in VkImageCreateInfo when image was created

• VUID-VkImageMemoryBarrier2-subresourceRange-01488
  subresourceRange.baseArrayLayer must be less than the arrayLayers specified in VkImageCreateInfo when image was created

• VUID-VkImageMemoryBarrier2-subresourceRange-01725
  If subresourceRange.layerCount is not VK_REMAINING_ARRAY_LAYERS, subresourceRange.baseArrayLayer + subresourceRange.layerCount must be less than or equal to the arrayLayers specified in VkImageCreateInfo when image was created

• VUID-VkImageMemoryBarrier2-image-01932
  If image is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

• VUID-VkImageMemoryBarrier2-image-09241
  If image has a color format that is single-plane, then the aspectMask member of subresourceRange must be VK_IMAGE_ASPECT_COLOR_BIT

• VUID-VkImageMemoryBarrier2-image-09242
  If image has a color format and is not disjoint, then the aspectMask member of subresourceRange must be VK_IMAGE_ASPECT_COLOR_BIT

• VUID-VkImageMemoryBarrier2-image-01672
  If image has a multi-planar format and the image is disjoint, then the aspectMask member of subresourceRange must include at least one multi-planar aspect mask bit or VK_IMAGE_ASPECT_COLOR_BIT

• VUID-VkImageMemoryBarrier2-image-03320
  If image has a depth/stencil format with both depth and stencil and the separateDepthStencilLayouts feature is not enabled, then the aspectMask member of subresourceRange must include both VK_IMAGE_ASPECT_DEPTH_BIT and VK_IMAGE_ASPECT_STENCIL_BIT

• VUID-VkImageMemoryBarrier2-image-03319
  If image has a depth/stencil format with both depth and stencil and the separateDepthStencilLayouts feature is enabled, then the aspectMask member of subresourceRange must include either or both VK_IMAGE_ASPECT_DEPTH_BIT and VK_IMAGE_ASPECT_STENCIL_BIT

• VUID-VkImageMemoryBarrier2-aspectMask-08702
  If the aspectMask member of subresourceRange includes VK_IMAGE_ASPECT_DEPTH_BIT,
oldLayout and newLayout must not be one of VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkImageMemoryBarrier2-aspectMask-08703
  If the aspectMask member of subresourceRange includes VK_IMAGE_ASPECT_STENCIL_BIT, oldLayout and newLayout must not be one of VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL

• VUID-VkImageMemoryBarrier2-subresourceRange-09601
  subresourceRange.aspectMask must be valid for the format the image was created with

• VUID-VkImageMemoryBarrier2-srcStageMask-03854
  If either srcStageMask or dstStageMask includes VK_PIPELINE_STAGE_2_HOST_BIT, srcQueueFamilyIndex and dstQueueFamilyIndex must be equal

• VUID-VkImageMemoryBarrier2-srcStageMask-03855
  If srcStageMask includes VK_PIPELINE_STAGE_2_HOST_BIT, and srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, oldLayout must be one of VK_IMAGE_LAYOUT_PREINITIALIZED, VK_IMAGE_LAYOUT_UNDEFINED, or VK_IMAGE_LAYOUT_GENERAL

Valid Usage (Implicit)

• VUID-VkImageMemoryBarrier2-sType-sType
  sType must be VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER_2

• VUID-VkImageMemoryBarrier2-pNext-pNext
  pNext must be NULL or a pointer to a valid instance of VkSampleLocationsInfoEXT

• VUID-VkImageMemoryBarrier2-sType-unique
  The sType value of each struct in the pNext chain must be unique

• VUID-VkImageMemoryBarrier2-srcStageMask-parameter
  srcStageMask must be a valid combination of VkPipelineStageFlagBits2 values

• VUID-VkImageMemoryBarrier2-srcAccessMask-parameter
  srcAccessMask must be a valid combination of VkAccessFlagBits2 values

• VUID-VkImageMemoryBarrier2-dstStageMask-parameter
  dstStageMask must be a valid combination of VkPipelineStageFlagBits2 values

• VUID-VkImageMemoryBarrier2-dstAccessMask-parameter
  dstAccessMask must be a valid combination of VkAccessFlagBits2 values

• VUID-VkImageMemoryBarrier2-oldLayout-parameter
  oldLayout must be a valid VkImageLayout value

• VUID-VkImageMemoryBarrier2-newLayout-parameter
  newLayout must be a valid VkImageLayout value

• VUID-VkImageMemoryBarrier2-image-parameter
  image must be a valid VkImage handle

• VUID-VkImageMemoryBarrier2-subresourceRange-parameter
  subresourceRange must be a valid VkImageSubresourceRange structure
The `VkImageMemoryBarrier` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkImageMemoryBarrier {
    VkStructureType sType;
    const void* pNext;
    VkAccessFlags srcAccessMask;
    VkAccessFlags dstAccessMask;
    VkImageLayout oldLayout;
    VkImageLayout newLayout;
    uint32_t srcQueueFamilyIndex;
    uint32_t dstQueueFamilyIndex;
    VkImage image;
    VkImageSubresourceRange subresourceRange;
} VkImageMemoryBarrier;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `srcAccessMask` is a bitmask of `VkAccessFlagBits` specifying a source access mask.
- `dstAccessMask` is a bitmask of `VkAccessFlagBits` specifying a destination access mask.
- `oldLayout` is the old layout in an image layout transition.
- `newLayout` is the new layout in an image layout transition.
- `srcQueueFamilyIndex` is the source queue family for a queue family ownership transfer.
- `dstQueueFamilyIndex` is the destination queue family for a queue family ownership transfer.
- `image` is a handle to the image affected by this barrier.
- `subresourceRange` describes the image subresource range within `image` that is affected by this barrier.

The first access scope is limited to access to memory through the specified image subresource range, via access types in the source access mask specified by `srcAccessMask`. If `srcAccessMask` includes `VK_ACCESS_HOST_WRITE_BIT`, memory writes performed by that access type are also made visible, as that access type is not performed through a resource.

The second access scope is limited to access to memory through the specified image subresource range, via access types in the destination access mask specified by `dstAccessMask`. If `dstAccessMask` includes `VK_ACCESS_HOST_WRITE_BIT` or `VK_ACCESS_HOST_READ_BIT`, available memory writes are also made visible to accesses of those types, as those access types are not performed through a resource.

If `srcQueueFamilyIndex` is not equal to `dstQueueFamilyIndex`, and `srcQueueFamilyIndex` is equal to the current queue family, then the memory barrier defines a queue family release operation for the specified image subresource range, and the second synchronization scope of the calling command does not apply to this operation.

If `dstQueueFamilyIndex` is not equal to `srcQueueFamilyIndex`, and `dstQueueFamilyIndex` is equal to the current queue family, then the memory barrier defines a queue family acquire operation for the
specified image subresource range, and the first synchronization scope of the calling command does not apply to this operation.

If the synchronization feature is not enabled or oldLayout is not equal to newLayout, oldLayout and newLayout define an image layout transition for the specified image subresource range.

Note

If the synchronization feature is enabled, when the old and new layout are equal, the layout values are ignored - data is preserved no matter what values are specified, or what layout the image is currently in.

If image has a multi-planar format and the image is disjoint, then including VK_IMAGE_ASPECT_COLOR_BIT in the aspectMask member of subresourceRange is equivalent to including VK_IMAGE_ASPECT_PLANE_0_BIT, VK_IMAGE_ASPECT_PLANE_1_BIT, and (for three-plane formats only) VK_IMAGE_ASPECT_PLANE_2_BIT.

Valid Usage

• VUID-VkImageMemoryBarrier-oldLayout-01208
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL then image must have been created with VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT

• VUID-VkImageMemoryBarrier-oldLayout-01209
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL then image must have been created with VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT

• VUID-VkImageMemoryBarrier-oldLayout-01210
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL then image must have been created with VK_IMAGE_USAGE_SAMPLED_BIT or VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT

• VUID-VkImageMemoryBarrier-oldLayout-01211
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL then image must have been created with VK_IMAGE_USAGE_TRANSFER_SRC_BIT

• VUID-VkImageMemoryBarrier-oldLayout-01212
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL then image must have been created with VK_IMAGE_USAGE_SHADER_READ_ONLY_OPTIMAL

• VUID-VkImageMemoryBarrier-oldLayout-01213
  If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL then image must have been created with VK_IMAGE_USAGE_TRANSFER_DST_BIT
or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL then image must have been created with
VK_IMAGE_USAGE_TRANSFER_DST_BIT
• VUID-VkImageMemoryBarrier-oldLayout-01197
If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
or oldLayout and newLayout define an image layout transition, oldLayout must be
VK_IMAGE_LAYOUT_UNDEFINED or the current layout of the image subresources affected by the
barrier
• VUID-VkImageMemoryBarrier-newLayout-01198
If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
or oldLayout and newLayout define an image layout transition, newLayout must not be
VK_IMAGE_LAYOUT_UNDEFINED or VK_IMAGE_LAYOUT_PREINITIALIZED
• VUID-VkImageMemoryBarrier-oldLayout-01658
If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL then image must have been
created with VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT
• VUID-VkImageMemoryBarrier-oldLayout-01659
If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL then image must have been
created with VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT
• VUID-VkImageMemoryBarrier-srcQueueFamilyIndex-04065
If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL then image must have been
created with at least one of VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT, VK_IMAGE_USAGE_SAMPLED_BIT, or
VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT
• VUID-VkImageMemoryBarrier-srcQueueFamilyIndex-04066
If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL then image must have been created with
VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT set
• VUID-VkImageMemoryBarrier-srcQueueFamilyIndex-04067
If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL then image must have been created with at least one of VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT, VK_IMAGE_USAGE_SAMPLED_BIT, or
VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT
• VUID-VkImageMemoryBarrier-srcQueueFamilyIndex-04068
If srcQueueFamilyIndex and dstQueueFamilyIndex define a queue family ownership transfer
or oldLayout and newLayout define an image layout transition, and oldLayout or newLayout is
VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL then image must have been created with
VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT set
If the `synchronization2` feature is not enabled, `oldLayout` must not be `VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR` or `VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR`.

If the `synchronization2` feature is not enabled, `newLayout` must not be `VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR` or `VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR`.

If `srcQueueFamilyIndex` and `dstQueueFamilyIndex` define a queue family ownership transfer or `oldLayout` and `newLayout` define an image layout transition, and `oldLayout` or `newLayout` is `VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL`, `image` must have been created with `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT` or `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT`.

If `srcQueueFamilyIndex` and `dstQueueFamilyIndex` define a queue family ownership transfer or `oldLayout` and `newLayout` define an image layout transition, and `oldLayout` or `newLayout` is `VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL`, `image` must have been created with at least one of `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT`, `VK_IMAGE_USAGE_SAMPLED_BIT`, or `VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT`.

If `srcQueueFamilyIndex` and `dstQueueFamilyIndex` define a queue family ownership transfer or `oldLayout` and `newLayout` define an image layout transition, and `oldLayout` or `newLayout` is `VK_IMAGE_LAYOUT_FRAGMENT_SHADING_RATE_ATTACHMENT_OPTIMAL_KHR` then `image` must have been created with `VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR` set.

If `image` was created with a sharing mode of `VK_SHARING_MODE_EXCLUSIVE`, and `srcQueueFamilyIndex` and `dstQueueFamilyIndex` are not equal, `srcQueueFamilyIndex` must be `VK_QUEUE_FAMILY_EXTERNAL`, `VK_QUEUE_FAMILY_FOREIGN_EXT`, or a valid queue family.

If `image` was created with a sharing mode of `VK_SHARING_MODE_EXCLUSIVE`, and `srcQueueFamilyIndex` and `dstQueueFamilyIndex` are not equal, `dstQueueFamilyIndex` must be `VK_QUEUE_FAMILY_EXTERNAL`, `VK_QUEUE_FAMILY_FOREIGN_EXT`, or a valid queue family.

If `srcQueueFamilyIndex` is not equal to `dstQueueFamilyIndex`, at least one of `srcQueueFamilyIndex` or `dstQueueFamilyIndex` must not be `VK_QUEUE_FAMILY_EXTERNAL` or `VK_QUEUE_FAMILY_FOREIGN_EXT`.

If the `VK_EXT_queue_family_foreign` extension is not enabled `srcQueueFamilyIndex` must not be `VK_QUEUE_FAMILY_FOREIGN_EXT`.

If the `VK_EXT_queue_family_foreign` extension is not enabled `dstQueueFamilyIndex` must not be `VK_QUEUE_FAMILY_FOREIGN_EXT`.

`subresourceRange.baseMipLevel` must be less than the `mipLevels` specified in `VkImageCreateInfo` when `image` was created.
• VUID-VkImageMemoryBarrier-subresourceRange-01724
  If subresourceRange.levelCount is not VK_REMAINING_MIP_LEVELS,
  subresourceRange.baseMipLevel + subresourceRange.levelCount must be less than or equal
  to the mipLevels specified in VkImageCreateInfo when image was created

• VUID-VkImageMemoryBarrier-subresourceRange-01488
  subresourceRange.baseArrayLayer must be less than the arrayLayers specified in
  VkImageCreateInfo when image was created

• VUID-VkImageMemoryBarrier-subresourceRange-01725
  If subresourceRange.layerCount is not VK_REMAINING_ARRAY_LAYERS,
  subresourceRange.baseArrayLayer + subresourceRange.layerCount must be less than or equal
  to the arrayLayers specified in VkImageCreateInfo when image was created

• VUID-VkImageMemoryBarrier-image-01932
  If image is non-sparse then it must be bound completely and contiguously to a single
  VkDeviceMemory object

• VUID-VkImageMemoryBarrier-image-09241
  If image has a color format that is single-plane, then the aspectMask member of
  subresourceRange must be VK_IMAGE_ASPECT_COLOR_BIT

• VUID-VkImageMemoryBarrier-image-09242
  If image has a color format and is not disjoint, then the aspectMask member of
  subresourceRange must be VK_IMAGE_ASPECT_COLOR_BIT

• VUID-VkImageMemoryBarrier-image-01672
  If image has a multi-planar format and the image is disjoint, then the aspectMask member of
  subresourceRange must include at least one multi-planar aspect mask bit or
  VK_IMAGE_ASPECT_COLOR_BIT

• VUID-VkImageMemoryBarrier-image-03320
  If image has a depth/stencil format with both depth and stencil and the
  separateDepthStencilLayouts feature is not enabled, then the aspectMask member of
  subresourceRange must include both VK_IMAGE_ASPECT_DEPTH_BIT and
  VK_IMAGE_ASPECT_STENCIL_BIT

• VUID-VkImageMemoryBarrier-image-03319
  If image has a depth/stencil format with both depth and stencil and the
  separateDepthStencilLayouts feature is enabled, then the aspectMask member of
  subresourceRange must include either or both VK_IMAGE_ASPECT_DEPTH_BIT and
  VK_IMAGE_ASPECT_STENCIL_BIT

• VUID-VkImageMemoryBarrier-aspectMask-08702
  If the aspectMask member of subresourceRange includes VK_IMAGE_ASPECT_DEPTH_BIT,
  oldLayout and newLayout must not be one of VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL
  or VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkImageMemoryBarrier-aspectMask-08703
  If the aspectMask member of subresourceRange includes VK_IMAGE_ASPECT_STENCIL_BIT,
  oldLayout and newLayout must not be one of VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL or
  VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL

• VUID-VkImageMemoryBarrier-subresourceRange-09601
subresourceRange.aspectMask must be valid for the format the image was created with

- VUID-VkImageMemoryBarrier-None-09052
  If the synchronization2 feature is not enabled, and image was created with a sharing mode of VK_SHARING_MODE_CONCURRENT, at least one of srcQueueFamilyIndex and dstQueueFamilyIndex must be VK_QUEUE_FAMILY_IGNORED

- VUID-VkImageMemoryBarrier-None-09053
  If the synchronization2 feature is not enabled, and image was created with a sharing mode of VK_SHARING_MODE_CONCURRENT, srcQueueFamilyIndex must be VK_QUEUE_FAMILY_IGNORED or VK_QUEUE_FAMILY_EXTERNAL

- VUID-VkImageMemoryBarrier-None-09054
  If the synchronization2 feature is not enabled, and image was created with a sharing mode of VK_SHARING_MODE_CONCURRENT, dstQueueFamilyIndex must be VK_QUEUE_FAMILY_IGNORED or VK_QUEUE_FAMILY_EXTERNAL

Valid Usage (Implicit)

- VUID-VkImageMemoryBarrier-sType-sType
  sType must be VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER

- VUID-VkImageMemoryBarrier-pNext-pNext
  pNext must be NULL or a pointer to a valid instance of VkSampleLocationsInfoEXT

- VUID-VkImageMemoryBarrier-sType-unique
  The sType value of each struct in the pNext chain must be unique

- VUID-VkImageMemoryBarrier-oldLayout-parameter
  oldLayout must be a valid VkImageLayout value

- VUID-VkImageMemoryBarrier-newLayout-parameter
  newLayout must be a valid VkImageLayout value

- VUID-VkImageMemoryBarrier-image-parameter
  image must be a valid VkImage handle

- VUID-VkImageMemoryBarrier-subresourceRange-parameter
  subresourceRange must be a valid VkImageSubresourceRange structure

7.7.4. Queue Family Ownership Transfer

Resources created with a VkSharingMode of VK_SHARING_MODE_EXCLUSIVE must have their ownership explicitly transferred from one queue family to another in order to access their content in a well-defined manner on a queue in a different queue family.

The special queue family index VK_QUEUE_FAMILY_IGNORED indicates that a queue family parameter or member is ignored.

#define VK_QUEUE_FAMILY_IGNORED (-0U)
Resources shared with external APIs or instances using external memory must also explicitly manage ownership transfers between local and external queues (or equivalent constructs in external APIs) regardless of the VkSharingMode specified when creating them.

The special queue family index VK_QUEUE_FAMILY_EXTERNAL represents any queue external to the resource's current Vulkan instance, as long as the queue uses the same underlying device group or physical device, and the same driver version as the resource's VkDevice, as indicated by VkPhysicalDeviceIDProperties::deviceUUID and VkPhysicalDeviceIDProperties::driverUUID.

```
#define VK_QUEUE_FAMILY_EXTERNAL          (~1U)
```

The special queue family index VK_QUEUE_FAMILY_FOREIGN_EXT represents any queue external to the resource's current Vulkan instance, regardless of the queue's underlying physical device or driver version. This includes, for example, queues for fixed-function image processing devices, media codec devices, and display devices, as well as all queues that use the same underlying device group or physical device, and the same driver version as the resource's VkDevice.

```
#define VK_QUEUE_FAMILY_FOREIGN_EXT       (~2U)
```

If memory dependencies are correctly expressed between uses of such a resource between two queues in different families, but no ownership transfer is defined, the contents of that resource are undefined for any read accesses performed by the second queue family.

**Note**

If an application does not need the contents of a resource to remain valid when transferring from one queue family to another, then the ownership transfer should be skipped.

**Note**

Applications should expect transfers to/from VK_QUEUE_FAMILY_FOREIGN_EXT to be more expensive than transfers to/from VK_QUEUE_FAMILY_EXTERNAL_KHR.

A queue family ownership transfer consists of two distinct parts:

1. Release exclusive ownership from the source queue family
2. Acquire exclusive ownership for the destination queue family

An application must ensure that these operations occur in the correct order by defining an execution dependency between them, e.g. using a semaphore.

A release operation is used to release exclusive ownership of a range of a buffer or image subresource range. A release operation is defined by executing a buffer memory barrier (for a buffer range) or an image memory barrier (for an image subresource range) using a pipeline barrier command, on a queue from the source queue family. The srcQueueFamilyIndex parameter of the barrier must be set to the source queue family index, and the dstQueueFamilyIndex parameter to the destination queue family index. dstAccessMask is ignored for such a barrier, such that no
visibility operation is executed - the value of this mask does not affect the validity of the barrier. The release operation happens-after the availability operation. \( \text{dstStageMask} \) is also ignored for such a barrier as defined by buffer memory ownership transfer and image memory ownership transfer.

An **acquire operation** is used to acquire exclusive ownership of a range of a buffer or image subresource range. An acquire operation is defined by executing a buffer memory barrier (for a buffer range) or an image memory barrier (for an image subresource range) using a pipeline barrier command, on a queue from the destination queue family. The buffer range or image subresource range specified in an acquire operation must match exactly that of a previous release operation. The \( \text{srcQueueFamilyIndex} \) parameter of the barrier must be set to the source queue family index, and the \( \text{dstQueueFamilyIndex} \) parameter to the destination queue family index. \( \text{srcAccessMask} \) is ignored for such a barrier, such that no availability operation is executed - the value of this mask does not affect the validity of the barrier. The acquire operation happens-before the visibility operation. \( \text{srcStageMask} \) is also ignored for such a barrier as defined by buffer memory ownership transfer and image memory ownership transfer. As the first synchronization scope for an acquire operation is empty there is no happens-before dependency. Such a dependency can be introduced by using \text{VK_PIPELINE_STAGE_ALL_COMMANDS_BIT}.

### Note

Whilst it is not invalid to provide destination or source access masks for memory barriers used for release or acquire operations, respectively, they have no practical effect. Access after a release operation has undefined results, and so visibility for those accesses has no practical effect. Similarly, write access before an acquire operation will produce undefined results for future access, so availability of those writes has no practical use. In an earlier version of the specification, these were required to match on both sides - but this was subsequently relaxed. These masks should be set to 0.

### Note

Since a release and acquire operation does not synchronize with second and first scopes respectively, the \text{VK_PIPELINE_STAGE_ALL_COMMANDS_BIT} stage must be used to wait for a release operation to complete. Typically, a release and acquire pair is performed by a VkSemaphore signal and wait in their respective queues. Signaling a semaphore with \text{vkQueueSubmit} waits for \text{VK_PIPELINE_STAGE_ALL_COMMANDS_BIT}. With \text{vkQueueSubmit2KHR}, \text{stageMask} for the signal semaphore must be \text{VK_PIPELINE_STAGE_ALL_COMMANDS_BIT}. Similarly, for the acquire operation, waiting for a semaphore must use \text{VK_PIPELINE_STAGE_ALL_COMMANDS_BIT} to make sure the acquire operation is synchronized.

If the transfer is via an image memory barrier, and an **image layout transition** is desired, then the values of \( \text{oldLayout} \) and \( \text{newLayout} \) in the release operation's memory barrier must be equal to values of \( \text{oldLayout} \) and \( \text{newLayout} \) in the acquire operation's memory barrier. Although the image layout transition is submitted twice, it will only be executed once. A layout transition specified in this way happens-after the release operation and happens-before the acquire operation.

If the values of \( \text{srcQueueFamilyIndex} \) and \( \text{dstQueueFamilyIndex} \) are equal, no ownership transfer is performed, and the barrier operates as if they were both set to \text{VK_QUEUE_FAMILY_IGNORED}.
Queue family ownership transfers may perform read and write accesses on all memory bound to the image subresource or buffer range, so applications must ensure that all memory writes have been made available before a queue family ownership transfer is executed. Available memory is automatically made visible to queue family release and acquire operations, and writes performed by those operations are automatically made available.

Once a queue family has acquired ownership of a buffer range or image subresource range of a VK_SHARING_MODE_EXCLUSIVE resource, its contents are undefined to other queue families unless ownership is transferred. The contents of any portion of another resource which aliases memory that is bound to the transferred buffer or image subresource range are undefined after a release or acquire operation.

**Note**
Because events cannot be used directly for inter-queue synchronization, and because vkCmdSetEvent does not have the queue family index or memory barrier parameters needed by a release operation, the release and acquire operations of a queue family ownership transfer can only be performed using vkCmdPipelineBarrier.

### 7.8. Wait Idle Operations

To wait on the host for the completion of outstanding queue operations for a given queue, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkQueueWaitIdle(VkQueue queue);
```

- `queue` is the queue on which to wait.

`vkQueueWaitIdle` is equivalent to having submitted a valid fence to every previously executed queue submission command that accepts a fence, then waiting for all of those fences to signal using `vkWaitForFences` with an infinite timeout and `waitAll` set to VK_TRUE.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is VK_TRUE, `vkQueueWaitIdle` must not return VK_ERROR_OUT_OF_HOST_MEMORY.

**Valid Usage (Implicit)**

- VUID-vkQueueWaitIdle-queue-parameter
  - `queue` must be a valid VkQueue handle

**Host Synchronization**

- Host access to `queue` must be externally synchronized
Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>-</td>
<td>Any</td>
<td>-</td>
</tr>
</tbody>
</table>

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_DEVICE_LOST

To wait on the host for the completion of outstanding queue operations for all queues on a given logical device, call:

```
// Provided by VK_VERSION_1_0
VkResult vkDeviceWaitIdle(
    VkDevice device);
```

- `device` is the logical device to idle.

`vkDeviceWaitIdle` is equivalent to calling `vkQueueWaitIdle` for all queues owned by `device`.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkDeviceWaitIdle` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

Valid Usage (Implicit)

- VUID-vkDeviceWaitIdle-device-parameter
  `device` must be a valid `VkDevice` handle

Host Synchronization

- Host access to all `VkQueue` objects created from `device` must be externally synchronized
### Return Codes

<table>
<thead>
<tr>
<th>Success</th>
<th>Failure</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_SUCCESS</td>
<td>VK_ERROR_OUT_OF_HOST_MEMORY</td>
</tr>
<tr>
<td>VK_SUCCESS</td>
<td>VK_ERROR_OUT_OF_DEVICE_MEMORY</td>
</tr>
<tr>
<td>VK_SUCCESS</td>
<td>VK_ERROR_DEVICE_LOST</td>
</tr>
</tbody>
</table>

## 7.9. Host Write Ordering Guarantees

When batches of command buffers are submitted to a queue via a queue submission command, it defines a memory dependency with prior host operations, and execution of command buffers submitted to the queue.

The first synchronization scope includes execution of `vkQueueSubmit` on the host and anything that happened-before it, as defined by the host memory model.

**Note**

Some systems allow writes that do not directly integrate with the host memory model; these have to be synchronized by the application manually. One example of this is non-temporal store instructions on x86; to ensure these happen-before submission, applications should call `_mm_sfence()`.

The second synchronization scope includes all commands submitted in the same queue submission, and all commands that occur later in submission order.

The first access scope includes all host writes to mappable device memory that are available to the host memory domain.

The second access scope includes all memory access performed by the device.

## 7.10. Synchronization and Multiple Physical Devices

If a logical device includes more than one physical device, then fences, semaphores, and events all still have a single instance of the signaled state.

A fence becomes signaled when all physical devices complete the necessary queue operations.

Semaphore wait and signal operations all include a device index that is the sole physical device that performs the operation. These indices are provided in the `VkDeviceGroupSubmitInfo` structures. Semaphores are not exclusively owned by any physical device. For example, a semaphore can be signaled by one physical device and then waited on by a different physical device.

An event can only be waited on by the same physical device that signaled it (or the host).
7.11. Calibrated Timestamps

In order to be able to correlate the time a particular operation took place at on timelines of different time domains (e.g. a device operation vs. a host operation), Vulkan allows querying calibrated timestamps from multiple time domains.

To query calibrated timestamps from a set of time domains, call:

```c
// Provided by VK_KHR_calibrated_timestamps
VkResult vkGetCalibratedTimestampsKHR(
    VkDevice device,       // Provided by VK_KHR_calibrated_timestamps
    uint32_t timestampCount,                   // Provided by VK_KHR_calibrated_timestamps
    const VkCalibratedTimestampInfoKHR* pTimestampInfos,    // Provided by VK_KHR_calibrated_timestamps
    uint64_t* pTimestamps,               // Provided by VK_KHR_calibrated_timestamps
    uint64_t* pMaxDeviation);           // Provided by VK_KHR_calibrated_timestamps
```

- `device` is the logical device used to perform the query.
- `timestampCount` is the number of timestamps to query.
- `pTimestampInfos` is a pointer to an array of `timestampCount` `VkCalibratedTimestampInfoKHR` structures, describing the time domains the calibrated timestamps should be captured from.
- `pTimestamps` is a pointer to an array of `timestampCount` 64-bit unsigned integer values in which the requested calibrated timestamp values are returned.
- `pMaxDeviation` is a pointer to a 64-bit unsigned integer value in which the strictly positive maximum deviation, in nanoseconds, of the calibrated timestamp values is returned.

**Note**

The maximum deviation **may** vary between calls to `vkGetCalibratedTimestampsKHR` even for the same set of time domains due to implementation and platform specific reasons. It is the application's responsibility to assess whether the returned maximum deviation makes the timestamp values suitable for any particular purpose and **can** choose to re-issue the timestamp calibration call pursuing a lower deviation value.

Calibrated timestamp values **can** be extrapolated to estimate future coinciding timestamp values, however, depending on the nature of the time domains and other properties of the platform extrapolating values over a sufficiently long period of time **may** no longer be accurate enough to fit any particular purpose, so applications are expected to re-calibrate the timestamps on a regular basis.

**Valid Usage**

- VUID-vkGetCalibratedTimestampsEXT-timeDomain-09246
  The `timeDomain` value of each `VkCalibratedTimestampInfoKHR` in `pTimestampInfos` **must be unique**
If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetCalibratedTimestampsKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

**Valid Usage (Implicit)**

- **VUID-vkGetCalibratedTimestampsKHR-device-parameter**
  - `device` must be a valid `VkDevice` handle
- **VUID-vkGetCalibratedTimestampsKHR-pTimestampInfos-parameter**
  - `pTimestampInfos` must be a valid pointer to an array of `timestampCount` valid `VkCalibratedTimestampInfoKHR` structures
- **VUID-vkGetCalibratedTimestampsKHR-pTimestamps-parameter**
  - `pTimestamps` must be a valid pointer to an array of `timestampCount` `uint64_t` values
- **VUID-vkGetCalibratedTimestampsKHR-pMaxDeviation-parameter**
  - `pMaxDeviation` must be a valid pointer to a `uint64_t` value
- **VUID-vkGetCalibratedTimestampsKHR-timestampCount-arraylength**
  - `timestampCount` must be greater than 0

**Return Codes**

**Success**
- `VK_SUCCESS`

**Failure**
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

The `VkCalibratedTimestampInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_calibrated_timestamps
typedef struct VkCalibratedTimestampInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkTimeDomainKHR timeDomain;
} VkCalibratedTimestampInfoKHR;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **timeDomain** is a `VkTimeDomainKHR` value specifying the time domain from which the calibrated timestamp value should be returned.
Valid Usage

- VUID-VkCalibratedTimestampInfoEXT-timeDomain-02354
timeDomain must be one of the VkTimeDomainKHR values returned by vkGetPhysicalDeviceCalibrateableTimeDomainsKHR

Valid Usage (Implicit)

- VUID-VkCalibratedTimestampInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_CALIBRATED_TIMESTAMP_INFO_KHR
- VUID-VkCalibratedTimestampInfoKHR-pNext-pNext
  pNext must be NULL
- VUID-VkCalibratedTimestampInfoKHR-timeDomain-parameter
timeDomain must be a valid VkTimeDomainKHR value

The set of supported time domains consists of:

```c
// Provided by VK_KHR_calibrated_timestamps
typedef enum VkTimeDomainKHR {
    VK_TIME_DOMAIN_DEVICE_KHR = 0,
    VK_TIME_DOMAIN_CLOCK_MONOTONIC_KHR = 1,
    VK_TIME_DOMAIN_CLOCK_MONOTONIC_RAW_KHR = 2,
    VK_TIME_DOMAIN_QUERY_PERFORMANCE_COUNTER_KHR = 3,
} VkTimeDomainKHR;
```

- `VK_TIME_DOMAIN_DEVICE_KHR` specifies the device time domain. Timestamp values in this time domain use the same units and are comparable with device timestamp values captured using `vkCmdWriteTimestamp` or `vkCmdWriteTimestamp2KHR` and are defined to be incrementing according to the `timestampPeriod` of the device.

- `VK_TIME_DOMAIN_CLOCK_MONOTONIC_KHR` specifies the CLOCK_MONOTONIC time domain available on POSIX platforms. Timestamp values in this time domain are in units of nanoseconds and are comparable with platform timestamp values captured using the POSIX clock_gettime API as computed by this example:

  ```c
  struct timespec tv;
clock_gettime(CLOCK_MONOTONIC, &tv);
  ```

  Note

  An implementation supporting `VK_KHR_calibrated_timestamps` will use the same time domain for all its `VkQueue` so that timestamp values reported for `VK_TIME_DOMAIN_DEVICE_KHR` can be matched to any timestamp captured through `vkCmdWriteTimestamp` or `vkCmdWriteTimestamp2KHR`. 

```c
struct timespec tv;
clock_gettime(CLOCK_MONOTONIC, &tv);
```
return tv.tv_nsec + tv.tv_sec*1000000000ull;

- **VK_TIME_DOMAIN_CLOCK_MONOTONIC_RAW_KHR** specifies the CLOCK_MONOTONIC_RAW time domain available on POSIX platforms. Timestamp values in this time domain are in units of nanoseconds and are comparable with platform timestamp values captured using the POSIX clock_gettime API as computed by this example:

```c
struct timespec tv;
clock_gettime(CLOCK_MONOTONIC_RAW, &tv);
return tv.tv_nsec + tv.tv_sec*1000000000ull;
```

- **VK_TIME_DOMAIN_QUERY_PERFORMANCE_COUNTER_KHR** specifies the performance counter (QPC) time domain available on Windows. Timestamp values in this time domain are in the same units as those provided by the Windows QueryPerformanceCounter API and are comparable with platform timestamp values captured using that API as computed by this example:

```c
LARGE_INTEGER counter;
QueryPerformanceCounter(&counter);
return counter.QuadPart;
```
Chapter 8. Render Pass

Draw commands must be recorded within a render pass instance. Each render pass instance defines a set of image resources, referred to as attachments, used during rendering.

A render pass object represents a collection of attachments, subpasses, and dependencies between the subpasses, and describes how the attachments are used over the course of the subpasses.

Render passes are represented by VkRenderPass handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkRenderPass)
```

An attachment description describes the properties of an attachment including its format, sample count, and how its contents are treated at the beginning and end of each render pass instance.

A subpass represents a phase of rendering that reads and writes a subset of the attachments in a render pass. Rendering commands are recorded into a particular subpass of a render pass instance.

A subpass description describes the subset of attachments that is involved in the execution of a subpass. Each subpass can read from some attachments as input attachments, write to some as color attachments or depth/stencil attachments, and perform multisample resolve operations to resolve attachments. A subpass description can also include a set of preserve attachments, which are attachments that are not read or written by the subpass but whose contents must be preserved throughout the subpass.

A subpass uses an attachment if the attachment is a color, depth/stencil, resolve, depth/stencil resolve, fragment shading rate, or input attachment for that subpass (as determined by the pColorAttachments, pDepthStencilAttachment, pResolveAttachments, VkSubpassDescriptionDepthStencilResolve::pDepthStencilResolveAttachment, VkFragmentShadingRateAttachmentInfoKHR::pFragmentShadingRateAttachment->attachment, and pInputAttachments members of VkSubpassDescription, respectively). A subpass does not use an attachment if that attachment is preserved by the subpass. The first use of an attachment is in the lowest numbered subpass that uses that attachment. Similarly, the last use of an attachment is in the highest numbered subpass that uses that attachment.

The subpasses in a render pass all render to the same dimensions, and fragments for pixel (x,y,layer) in one subpass can only read attachment contents written by previous subpasses at that same (x,y,layer) location. For multi-pixel fragments, the pixel read from an input attachment is selected from the pixels covered by that fragment in an implementation-dependent manner. However, this selection must be made consistently for any fragment with the same shading rate for the lifetime of the VkDevice.

Note

By describing a complete set of subpasses in advance, render passes provide the implementation an opportunity to optimize the storage and transfer of attachment data between subpasses.
In practice, this means that subpasses with a simple framebuffer-space dependency may be merged into a single tiled rendering pass, keeping the attachment data on-chip for the duration of a render pass instance. However, it is also quite common for a render pass to only contain a single subpass.

Subpass dependencies describe execution and memory dependencies between subpasses.

A subpass dependency chain is a sequence of subpass dependencies in a render pass, where the source subpass of each subpass dependency (after the first) equals the destination subpass of the previous dependency.

Execution of subpasses may overlap or execute out of order with regards to other subpasses, unless otherwise enforced by an execution dependency. Each subpass only respects submission order for commands recorded in the same subpass, and the vkCmdBeginRenderPass and vkCmdEndRenderPass commands that delimit the render pass - commands within other subpasses are not included. This affects most other implicit ordering guarantees.

A render pass describes the structure of subpasses and attachments independent of any specific image views for the attachments. The specific image views that will be used for the attachments, and their dimensions, are specified in VkFramebuffer objects. Framebuffers are created with respect to a specific render pass that the framebuffer is compatible with (see Render Pass Compatibility). Collectively, a render pass and a framebuffer define the complete render target state for one or more subpasses as well as the algorithmic dependencies between the subpasses.

The various pipeline stages of the drawing commands for a given subpass may execute concurrently and/or out of order, both within and across drawing commands, whilst still respecting pipeline order. However for a given (x,y,layer,sample) sample location, certain per-sample operations are performed in rasterization order.

VK_ATTACHMENT_UNUSED is a constant indicating that a render pass attachment is not used.

```c
#define VK_ATTACHMENT_UNUSED (~0U)
```

8.1. Render Pass Creation

To create a render pass, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateRenderPass(
    VkDevice device,
    const VkRenderPassCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkRenderPass* pRenderPass);
```

- `device` is the logical device that creates the render pass.
- `pCreateInfo` is a pointer to a VkRenderPassCreateInfo structure describing the parameters of the
render pass.

- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.
- **pRenderPass** is a pointer to a VkRenderPass handle in which the resulting render pass object is returned.

If **VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations** is **VK_TRUE**, **vkCreateRenderPass** must not return **VK_ERROR_OUT_OF_HOST_MEMORY**.

### Valid Usage

- **VUID-vkCreateRenderPass-device-05068**
  The number of render passes currently allocated from **device** plus 1 **must** be less than or equal to the total number of render passes requested via **VkDeviceObjectReservationCreateInfo::renderPassRequestCount** specified when **device** was created

- **VUID-vkCreateRenderPass-subpasses-device-05089**
  The number of subpasses currently allocated from **device** across all **VkRenderPass** objects plus **pCreateInfo->subpassCount** **must** be less than or equal to the total number of subpasses requested via **VkDeviceObjectReservationCreateInfo::subpassDescriptionRequestCount** specified when **device** was created

- **VUID-vkCreateRenderPass-attachments-device-05089**
  The number of attachments currently allocated from **device** across all **VkRenderPass** objects plus **pCreateInfo->attachmentCount** **must** be less than or equal to the total number of attachments requested via **VkDeviceObjectReservationCreateInfo::attachmentDescriptionRequestCount** specified when **device** was created

### Valid Usage (Implicit)

- **VUID-vkCreateRenderPass-device-parameter**
  **device** **must** be a valid **VkDevice** handle

- **VUID-vkCreateRenderPass-pCreateInfo-parameter**
  **pCreateInfo** **must** be a valid pointer to a valid **VkRenderPassCreateInfo** structure

- **VUID-vkCreateRenderPass-pAllocator-null**
  **pAllocator** **must** be **NULL**

- **VUID-vkCreateRenderPass-pRenderPass-parameter**
  **pRenderPass** **must** be a valid pointer to a **VkRenderPass** handle

### Return Codes

**Success**

- **VK_SUCCESS**
The `VkRenderPassCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkRenderPassCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkRenderPassCreateFlags flags;
    uint32_t attachmentCount;
    const VkAttachmentDescription* pAttachments;
    uint32_t subpassCount;
    const VkSubpassDescription* pSubpasses;
    uint32_t dependencyCount;
    const VkSubpassDependency* pDependencies;
} VkRenderPassCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is reserved for future use.
- `attachmentCount` is the number of attachments used by this render pass.
- `pAttachments` is a pointer to an array of `attachmentCount` `VkAttachmentDescription` structures describing the attachments used by the render pass.
- `subpassCount` is the number of subpasses to create.
- `pSubpasses` is a pointer to an array of `subpassCount` `VkSubpassDescription` structures describing each subpass.
- `dependencyCount` is the number of memory dependencies between pairs of subpasses.
- `pDependencies` is a pointer to an array of `dependencyCount` `VkSubpassDependency` structures describing dependencies between pairs of subpasses.

**Note**

Care should be taken to avoid a data race here; if any subpasses access attachments with overlapping memory locations, and one of those accesses is a write, a subpass dependency needs to be included between them.

**Valid Usage**

- `VUID-VkRenderPassCreateInfo-attachment-00834`

  If the `attachment` member of any element of `pInputAttachments`, `pColorAttachments`, `pResolveAttachments` or `pDepthStencilAttachment`, or any element of `pPreserveAttachments` in any element of `pSubpasses` is not `VK_ATTACHMENT_UNUSED`, then it must be less than
For any member of `pAttachments` with a `loadOp` equal to `VK_ATTACHMENT_LOAD_OP_CLEAR`, the first use of that attachment **must** not specify a layout equal to `VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL` or `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`.

For any member of `pAttachments` with a `stencilLoadOp` equal to `VK_ATTACHMENT_LOAD_OP_CLEAR`, the first use of that attachment **must** not specify a layout equal to `VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL` or `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`.

For any member of `pAttachments` with a `loadOp` equal to `VK_ATTACHMENT_LOAD_OP_CLEAR`, the first use of that attachment **must** not specify a layout equal to `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL`.

For any member of `pAttachments` with a `stencilLoadOp` equal to `VK_ATTACHMENT_LOAD_OP_CLEAR`, the first use of that attachment **must** not specify a layout equal to `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`.

If the `pNext` chain includes a `VkRenderPassInputAttachmentAspectCreateInfo` structure, the `subpass` member of each element of its `pAspectReferences` member **must** be less than `subpassCount`.

If the `pNext` chain includes a `VkRenderPassInputAttachmentAspectCreateInfo` structure, the `inputAttachmentIndex` member of each element of its `pAspectReferences` member **must** be less than the value of `inputAttachmentCount` in the element of `pSubpasses` identified by its `subpass` member.

If the `pNext` chain includes a `VkRenderPassInputAttachmentAspectCreateInfo` structure, for any element of the `pInputAttachments` member of any element of `pSubpasses` where the `attachment` member is not `VK_ATTACHMENT_UNUSED`, the `aspectMask` member of the corresponding element of `VkRenderPassInputAttachmentAspectCreateInfo` `::pAspectReferences` **must** only include aspects that are present in images of the format specified by the element of `pAttachments` at `attachment`.

If the `pNext` chain includes a `VkRenderPassMultiviewCreateInfo` structure, and its `subpassCount` member is not zero, that member **must** be equal to the value of `subpassCount`.

If the `pNext` chain includes a `VkRenderPassMultiviewCreateInfo` structure, if its `dependencyCount` member is not zero, it **must** be equal to `dependencyCount`.

If the `pNext` chain includes a `VkRenderPassMultiviewCreateInfo` structure, for each non-zero element of `pViewOffsets`, the `srcSubpass` and `dstSubpass` members of `pDependencies` at...
the same index must not be equal

- VUID-VkRenderPassCreateInfo-pNext-02512
  If the pNext chain includes a VkRenderPassMultiviewCreateInfo structure, for any element of pDependencies with a dependencyFlags member that does not include VK_DEPENDENCY_VIEW_LOCAL_BIT, the corresponding element of the pViewOffsets member of that VkRenderPassMultiviewCreateInfo instance must be 0

- VUID-VkRenderPassCreateInfo-pNext-02513
  If the pNext chain includes a VkRenderPassMultiviewCreateInfo structure, elements of its pViewMasks member must either all be 0, or all not be 0

- VUID-VkRenderPassCreateInfo-pNext-02514
  If the pNext chain includes a VkRenderPassMultiviewCreateInfo structure, and each element of its pViewMasks member is 0, the dependencyFlags member of each element of pDependencies must not include VK_DEPENDENCY_VIEW_LOCAL_BIT

- VUID-VkRenderPassCreateInfo-pNext-02515
  If the pNext chain includes a VkRenderPassMultiviewCreateInfo structure, and each element of its pViewMasks member is 0, its correlationMaskCount member must be 0

- VUID-VkRenderPassCreateInfo-pDependencies-00837
  For any element of pDependencies, if the srcSubpass is not VK_SUBPASS_EXTERNAL, all stage flags included in the srcStageMask member of that dependency must be a pipeline stage supported by the pipeline identified by the pipelineBindPoint member of the source subpass

- VUID-VkRenderPassCreateInfo-pDependencies-00838
  For any element of pDependencies, if the dstSubpass is not VK_SUBPASS_EXTERNAL, all stage flags included in the dstStageMask member of that dependency must be a pipeline stage supported by the pipeline identified by the pipelineBindPoint member of the destination subpass

- VUID-VkRenderPassCreateInfo-pDependencies-06866
  For any element of pDependencies, if its srcSubpass is not VK_SUBPASS_EXTERNAL, it must be less than subpassCount

- VUID-VkRenderPassCreateInfo-pDependencies-06867
  For any element of pDependencies, if its dstSubpass is not VK_SUBPASS_EXTERNAL, it must be less than subpassCount

- VUID-VkRenderPassCreateInfo-subpassCount-05050
  subpassCount must be less than or equal to maxRenderPassSubpasses

- VUID-VkRenderPassCreateInfo-dependencyCount-05051
  dependencyCount must be less than or equal to maxRenderPassDependencies

- VUID-VkRenderPassCreateInfo-attachmentCount-05052
  attachmentCount must be less than or equal to maxFramebufferAttachments

---

**Valid Usage (Implicit)**

- VUID-VkRenderPassCreateInfo-sType-sType
sType must be VK_STRUCTURE_TYPE_RENDER_PASS_CREATE_INFO

- **VUID-VkRenderPassCreateInfo-pNext-pNext**
  Each pNext member of any structure (including this one) in the pNext chain must be either NULL or a pointer to a valid instance of VkRenderPassInputAttachmentAspectCreateInfo or VkRenderPassMultiviewCreateInfo.

- **VUID-VkRenderPassCreateInfo-sType-unique**
  The sType value of each struct in the pNext chain must be unique.

- **VUID-VkRenderPassCreateInfo-flags-zerobitmask**
  flags must be 0.

- **VUID-VkRenderPassCreateInfo-pAttachments-parameter**
  If attachmentCount is not 0, pAttachments must be a valid pointer to an array of attachmentCount valid VkAttachmentDescription structures.

- **VUID-VkRenderPassCreateInfo-pSubpasses-parameter**
  pSubpasses must be a valid pointer to an array of subpassCount valid VkSubpassDescription structures.

- **VUID-VkRenderPassCreateInfo-pDependencies-parameter**
  If dependencyCount is not 0, pDependencies must be a valid pointer to an array of dependencyCount valid VkSubpassDependency structures.

- **VUID-VkRenderPassCreateInfo-subpassCount-arraylength**
  subpassCount must be greater than 0.

Bits which can be set in VkRenderPassCreateInfo::flags, describing additional properties of the render pass, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkRenderPassCreateFlagBits {
} VkRenderPassCreateFlagBits;
```

**Note**
All bits for this type are defined by extensions, and none of those extensions are enabled in this build of the specification.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkRenderPassCreateFlags;
```

VkRenderPassCreateFlags is a bitmask type for setting a mask of zero or more VkRenderPassCreateFlagBits.

If the VkRenderPassCreateInfo::pNext chain includes a VkRenderPassMultiviewCreateInfo structure, then that structure includes an array of view masks, view offsets, and correlation masks for the render pass.

The VkRenderPassMultiviewCreateInfo structure is defined as:
// Provided by VK_VERSION_1_1

typedef struct VkRenderPassMultiviewCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t subpassCount;
    const uint32_t* pViewMasks;
    uint32_t dependencyCount;
    const int32_t* pViewOffsets;
    uint32_t correlationMaskCount;
    const uint32_t* pCorrelationMasks;
} VkRenderPassMultiviewCreateInfo;

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `subpassCount` is zero or the number of subpasses in the render pass.
- `pViewMasks` is a pointer to an array of `subpassCount` view masks, where each mask is a bitfield of view indices describing which views rendering is broadcast to in each subpass, when multiview is enabled. If `subpassCount` is zero, each view mask is treated as zero.
- `dependencyCount` is zero or the number of dependencies in the render pass.
- `pViewOffsets` is a pointer to an array of `dependencyCount` view offsets, one for each dependency. If `dependencyCount` is zero, each dependency’s view offset is treated as zero. Each view offset controls which views in the source subpass the views in the destination subpass depend on.
- `correlationMaskCount` is zero or the number of correlation masks.
- `pCorrelationMasks` is a pointer to an array of `correlationMaskCount` view masks indicating sets of views that may be more efficient to render concurrently.

When a subpass uses a non-zero view mask, multiview functionality is considered to be enabled. Multiview is all-or-nothing for a render pass - that is, either all subpasses must have a non-zero view mask (though some subpasses may have only one view) or all must be zero. Multiview causes all drawing and clear commands in the subpass to behave as if they were broadcast to each view, where a view is represented by one layer of the framebuffer attachments. All draws and clears are broadcast to each view index whose bit is set in the view mask. The view index is provided in the `ViewIndex` shader input variable, and color, depth/stencil, and input attachments all read/write the layer of the framebuffer corresponding to the view index.

If the view mask is zero for all subpasses, multiview is considered to be disabled and all drawing commands execute normally, without this additional broadcasting.

Some implementations may not support multiview in conjunction with geometry shaders or tessellation shaders.

When multiview is enabled, the `VK_DEPENDENCY_VIEW_LOCAL_BIT` bit in a dependency can be used to express a view-local dependency, meaning that each view in the destination subpass depends on a single view in the source subpass. Unlike pipeline barriers, a subpass dependency can potentially have a different view mask in the source subpass and the destination subpass. If the dependency is
view-local, then each view (dstView) in the destination subpass depends on the view dstView + pViewOffsets[dependency] in the source subpass. If there is not such a view in the source subpass, then this dependency does not affect that view in the destination subpass. If the dependency is not view-local, then all views in the destination subpass depend on all views in the source subpass, and the view offset is ignored. A non-zero view offset is not allowed in a self-dependency.

The elements of pCorrelationMasks are a set of masks of views indicating that views in the same mask may exhibit spatial coherency between the views, making it more efficient to render them concurrently. Correlation masks must not have a functional effect on the results of the multiview rendering.

When multiview is enabled, at the beginning of each subpass all non-render pass state is undefined. In particular, each time vkCmdBeginRenderPass or vkCmdNextSubpass is called the graphics pipeline must be bound, any relevant descriptor sets or vertex/index buffers must be bound, and any relevant dynamic state or push constants must be set before they are used.

Valid Usage

- VUID-VkRenderPassMultiviewCreateInfo-pCorrelationMasks-00841
  Each view index must not be set in more than one element of pCorrelationMasks

- VUID-VkRenderPassMultiviewCreateInfo-multiview-06555
  If the multiview feature is not enabled, each element of pViewMasks must be 0

- VUID-VkRenderPassMultiviewCreateInfo-pViewMasks-06697
  The index of the most significant bit in each element of pViewMasks must be less than maxMultiviewViewCount

Valid Usage (Implicit)

- VUID-VkRenderPassMultiviewCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_RENDER_PASS_MULTIVIEW_CREATE_INFO

- VUID-VkRenderPassMultiviewCreateInfo-pViewMasks-parameter
  If subpassCount is not 0, pViewMasks must be a valid pointer to an array of subpassCount uint32_t values

- VUID-VkRenderPassMultiviewCreateInfo-pViewOffsets-parameter
  If dependencyCount is not 0, pViewOffsets must be a valid pointer to an array of dependencyCount int32_t values

- VUID-VkRenderPassMultiviewCreateInfo-pCorrelationMasks-parameter
  If correlationMaskCount is not 0, pCorrelationMasks must be a valid pointer to an array of correlationMaskCount uint32_t values

The VkAttachmentDescription structure is defined as:
typedef struct VkAttachmentDescription {
    VkAttachmentDescriptionFlags flags;
    VkFormat format;
    VkSampleCountFlagBits samples;
    VkAttachmentLoadOp loadOp;
    VkAttachmentStoreOp storeOp;
    VkAttachmentLoadOp stencilLoadOp;
    VkAttachmentStoreOp stencilStoreOp;
    VkImageLayout initialLayout;
    VkImageLayout finalLayout;
} VkAttachmentDescription;

- **flags** is a bitmask of VkAttachmentDescriptionFlagBits specifying additional properties of the attachment.
- **format** is a VkFormat value specifying the format of the image view that will be used for the attachment.
- **samples** is a VkSampleCountFlagBits value specifying the number of samples of the image.
- **loadOp** is a VkAttachmentLoadOp value specifying how the contents of color and depth components of the attachment are treated at the beginning of the subpass where it is first used.
- **storeOp** is a VkAttachmentStoreOp value specifying how the contents of color and depth components of the attachment are treated at the end of the subpass where it is last used.
- **stencilLoadOp** is a VkAttachmentLoadOp value specifying how the contents of stencil components of the attachment are treated at the beginning of the subpass where it is first used.
- **stencilStoreOp** is a VkAttachmentStoreOp value specifying how the contents of stencil components of the attachment are treated at the end of the last subpass where it is used.
- **initialLayout** is the layout the attachment image subresource will be in when a render pass instance begins.
- **finalLayout** is the layout the attachment image subresource will be transitioned to when a render pass instance ends.

If the attachment uses a color format, then loadOp and storeOp are used, and stencilLoadOp and stencilStoreOp are ignored. If the format has depth and/or stencil components, loadOp and storeOp apply only to the depth data, while stencilLoadOp and stencilStoreOp define how the stencil data is handled. loadOp and stencilLoadOp define the load operations for the attachment. storeOp and stencilStoreOp define the store operations for the attachment. If an attachment is not used by any subpass, loadOp, storeOp, stencilStoreOp, and stencilLoadOp will be ignored for that attachment, and no load or store ops will be performed. However, any transition specified by initialLayout and finalLayout will still be executed.

If flags includes VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT, then the attachment is treated as if it shares physical memory with another attachment in the same render pass. This information limits the ability of the implementation to reorder certain operations (like layout transitions and the loadOp) such that it is not improperly reordered against other uses of the same physical memory via a different attachment. This is described in more detail below.
If a render pass uses multiple attachments that alias the same device memory, those attachments must each include the `VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT` bit in their attachment description flags. Attachments aliasing the same memory occurs in multiple ways:

- Multiple attachments being assigned the same image view as part of framebuffer creation.
- Attachments using distinct image views that correspond to the same image subresource of an image.
- Attachments using views of distinct image subresources which are bound to overlapping memory ranges.

**Note**

Render passes must include subpass dependencies (either directly or via a subpass dependency chain) between any two subpasses that operate on the same attachment or aliasing attachments and those subpass dependencies must include execution and memory dependencies separating uses of the aliases, if at least one of those subpasses writes to one of the aliases. These dependencies must not include the `VK_DEPENDENCY_BY_REGION_BIT` if the aliases are views of distinct image subresources which overlap in memory.

Multiple attachments that alias the same memory must not be used in a single subpass. A given attachment index must not be used multiple times in a single subpass, with one exception: two subpass attachments can use the same attachment index if at least one use is as an input attachment and neither use is as a resolve or preserve attachment. In other words, the same view can be used simultaneously as an input and color or depth/stencil attachment, but must not be used as multiple color or depth/stencil attachments nor as resolve or preserve attachments.

If a set of attachments alias each other, then all except the first to be used in the render pass must use an `initialLayout` of `VK_IMAGE_LAYOUT_UNDEFINED`, since the earlier uses of the other aliases make their contents undefined. Once an alias has been used and a different alias has been used after it, the first alias must not be used in any later subpasses. However, an application can assign the same image view to multiple aliasing attachment indices, which allows that image view to be used multiple times even if other aliases are used in between.

**Note**

Once an attachment needs the `VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT` bit, there should be no additional cost of introducing additional aliases, and using these additional aliases may allow more efficient clearing of the attachments on multiple uses via `VK_ATTACHMENT_LOAD_OP_CLEAR`.

**Valid Usage**

- VUID-VkAttachmentDescription-format-06699
  If `format` includes a color or depth component and `loadOp` is `VK_ATTACHMENT_LOAD_OP_LOAD`, then `initialLayout` must not be `VK_IMAGE_LAYOUT_UNDEFINED`.

- VUID-VkAttachmentDescription-finalLayout-00843
  `finalLayout` must not be `VK_IMAGE_LAYOUT_UNDEFINED` or `VK_IMAGE_LAYOUT_PREINITIALIZED`.
• VUID-VkAttachmentDescription-format-03280
  If format is a color format, initialLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL
  or
  VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkAttachmentDescription-format-03281
  If format is a depth/stencil format, initialLayout must not be
  VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL

• VUID-VkAttachmentDescription-format-03282
  If format is a color format, finalLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL
  or
  VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkAttachmentDescription-format-03283
  If format is a depth/stencil format, finalLayout must not be
  VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL

• VUID-VkAttachmentDescription-format-06487
  If format is a color format, initialLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL
  or
  VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL

• VUID-VkAttachmentDescription-format-06488
  If format is a color format, finalLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL
  or
  VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL

• VUID-VkAttachmentDescription-separateDepthStencilLayouts-03284
  If the separateDepthStencilLayouts feature is not enabled, initialLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL,
  VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL,
  VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL,
  or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkAttachmentDescription-separateDepthStencilLayouts-03285
  If the separateDepthStencilLayouts feature is not enabled, finalLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL,
  VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL,
  VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL,
  or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkAttachmentDescription-format-03286
  If format is a color format, initialLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL
  or
  VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL
  or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkAttachmentDescription-format-03287
  If format is a color format, finalLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL
  or
  VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL
  or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkAttachmentDescription-format-06906
  If format is a depth/stencil format which includes both depth and stencil components,
- **VUID-VkAttachmentDescription-format-06907**
  If \( \text{format} \) is a depth/stencil format which includes both depth and stencil components, \( \text{finalLayout} \) must not be \( \text{VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL} \) or \( \text{VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL} \).

- **VUID-VkAttachmentDescription-format-03290**
  If \( \text{format} \) is a depth/stencil format which includes only the depth component, \( \text{initialLayout} \) must not be \( \text{VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL} \) or \( \text{VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL} \).

- **VUID-VkAttachmentDescription-format-03291**
  If \( \text{format} \) is a depth/stencil format which includes only the depth component, \( \text{finalLayout} \) must not be \( \text{VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL} \) or \( \text{VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL} \).

- **VUID-VkAttachmentDescription-synchronization2-06908**
  If the \( \text{synchronization2} \) feature is not enabled, \( \text{initialLayout} \) must not be \( \text{VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR} \) or \( \text{VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR} \).

- **VUID-VkAttachmentDescription-synchronization2-06909**
  If the \( \text{synchronization2} \) feature is not enabled, \( \text{finalLayout} \) must not be \( \text{VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR} \) or \( \text{VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR} \).

- **VUID-VkAttachmentDescription-samples-08745**
  \( \text{samples} \) must be a valid \( \text{VkSampleCountFlagBits} \) value that is set in \text{imageCreateSampleCounts} (as defined in \text{Image Creation Limits}) for the given \( \text{format} \).

- **VUID-VkAttachmentDescription-format-06698**
  \( \text{format} \) must not be \( \text{VK_FORMAT_UNDEFINED} \).

- **VUID-VkAttachmentDescription-format-06700**
  If \( \text{format} \) includes a stencil component and \( \text{stencilLoadOp} \) is \( \text{VK_ATTACHMENT_LOAD_OP_LOAD} \), then \( \text{initialLayout} \) must not be \( \text{VK_IMAGE_LAYOUT_UNDEFINED} \).

- **VUID-VkAttachmentDescription-format-03292**
  If \( \text{format} \) is a depth/stencil format which includes only the stencil component, \( \text{initialLayout} \) must not be \( \text{VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL} \) or \( \text{VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL} \).

- **VUID-VkAttachmentDescription-format-03293**
  If \( \text{format} \) is a depth/stencil format which includes only the stencil component, \( \text{finalLayout} \) must not be \( \text{VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL} \) or \( \text{VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL} \).

- **VUID-VkAttachmentDescription-format-06242**
  If \( \text{format} \) is a depth/stencil format which includes both depth and stencil components, \( \text{initialLayout} \) must not be \( \text{VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL} \) or \( \text{VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL} \).

- **VUID-VkAttachmentDescription-format-06243**
  If \( \text{format} \) is a depth/stencil format which includes both depth and stencil components, \( \text{finalLayout} \) must not be \( \text{VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL} \) or
Valid Usage (Implicit)

- VUID-VkAttachmentDescription-flags-parameter
  flags must be a valid combination of VkAttachmentDescriptionFlagBits values

- VUID-VkAttachmentDescription-format-parameter
  format must be a valid VkFormat value

- VUID-VkAttachmentDescription-samples-parameter
  samples must be a valid VkSampleCountFlagBits value

- VUID-VkAttachmentDescription-loadOp-parameter
  loadOp must be a valid VkAttachmentLoadOp value

- VUID-VkAttachmentDescription-storeOp-parameter
  storeOp must be a valid VkAttachmentStoreOp value

- VUID-VkAttachmentDescription-stencilLoadOp-parameter
  stencilLoadOp must be a valid VkAttachmentLoadOp value

- VUID-VkAttachmentDescription-stencilStoreOp-parameter
  stencilStoreOp must be a valid VkAttachmentStoreOp value

- VUID-VkAttachmentDescription-initialLayout-parameter
  initialLayout must be a valid VkImageLayout value

- VUID-VkAttachmentDescription-finalLayout-parameter
  finalLayout must be a valid VkImageLayout value

Bits which can be set in VkAttachmentDescription::flags, describing additional properties of the attachment, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkAttachmentDescriptionFlagBits {
    VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT = 0x00000001,
} VkAttachmentDescriptionFlagBits;
```

- **VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT** specifies that the attachment aliases the same device memory as other attachments.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkAttachmentDescriptionFlags;
```

VkAttachmentDescriptionFlags is a bitmask type for setting a mask of zero or more VkAttachmentDescriptionFlagBits.

The VkRenderPassInputAttachmentAspectCreateInfo structure is defined as:
typedef struct VkRenderPassInputAttachmentAspectCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t aspectReferenceCount;
    const VkInputAttachmentAspectReference* pAspectReferences;
} VkRenderPassInputAttachmentAspectCreateInfo;

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `aspectReferenceCount` is the number of elements in the `pAspectReferences` array.
- `pAspectReferences` is a pointer to an array of `aspectReferenceCount` `VkInputAttachmentAspectReference` structures containing a mask describing which aspect(s) can be accessed for a given input attachment within a given subpass.

To specify which aspects of an input attachment can be read, add a `VkRenderPassInputAttachmentAspectCreateInfo` structure to the `pNext` chain of the `VkRenderPassCreateInfo` structure:

An application can access any aspect of an input attachment that does not have a specified aspect mask in the `pAspectReferences` array. Otherwise, an application must not access aspect(s) of an input attachment other than those in its specified aspect mask.

### Valid Usage (Implicit)

- VUID-VkRenderPassInputAttachmentAspectCreateInfo-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_RENDER_PASS_INPUT_ATTACHMENT_ASPECT_CREATE_INFO`

- VUID-VkRenderPassInputAttachmentAspectCreateInfo-pAspectReferences-parameter
  
  `pAspectReferences` must be a valid pointer to an array of `aspectReferenceCount` valid `VkInputAttachmentAspectReference` structures

- VUID-VkRenderPassInputAttachmentAspectCreateInfo-aspectReferenceCount-arraylength
  
  `aspectReferenceCount` must be greater than `0`

The `VkInputAttachmentAspectReference` structure is defined as:

```
// Provided by VK_VERSION_1_1
typedef struct VkInputAttachmentAspectReference {
    uint32_t subpass;
    uint32_t inputAttachmentIndex;
    VkImageAspectFlags aspectMask;
} VkInputAttachmentAspectReference;
```

- `subpass` is an index into the `pSubpasses` array of the parent `VkRenderPassCreateInfo` structure.
- `inputAttachmentIndex` is an index into the `pInputAttachments` of the specified subpass.
• **aspectMask** is a mask of which aspect(s) **can** be accessed within the specified subpass.

This structure specifies an aspect mask for a specific input attachment of a specific subpass in the render pass.

`subpass` and `inputAttachmentIndex` index into the render pass as:

\[
pCreateInfo->pSubpasses[subpass].pInputAttachments[inputAttachmentIndex]
\]

---

**Valid Usage**

- VUID-VkInputAttachmentAspectReference-aspectMask-01964
  - `aspectMask` **must** not include `VK_IMAGE_ASPECT_METADATA_BIT`

- VUID-VkInputAttachmentAspectReference-aspectMask-02250
  - `aspectMask` **must** not include `VK_IMAGE_ASPECT_MEMORY_PLANE_i_BIT_EXT` for any index `i`

---

**Valid Usage (Implicit)**

- VUID-VkInputAttachmentAspectReference-aspectMask-parameter
  - `aspectMask` **must** be a valid combination of `VkImageAspectFlagBits` values

- VUID-VkInputAttachmentAspectReference-aspectMask-requiredbitmask
  - `aspectMask` **must** not be 0

---

The **VkSubpassDescription** structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkSubpassDescription {
    VkSubpassDescriptionFlags flags;
    VkPipelineBindPoint pipelineBindPoint;
    uint32_t inputAttachmentCount;
    const VkAttachmentReference* pInputAttachments;
    uint32_t colorAttachmentCount;
    const VkAttachmentReference* pColorAttachments;
    const VkAttachmentReference* pResolveAttachments;
    const VkAttachmentReference* pDepthStencilAttachment;
    uint32_t preserveAttachmentCount;
    const uint32_t* pPreserveAttachments;
} VkSubpassDescription;
```

- **flags** is a bitmask of `VkSubpassDescriptionFlagBits` specifying usage of the subpass.

- **pipelineBindPoint** is a `VkPipelineBindPoint` value specifying the pipeline type supported for this subpass.

- **inputAttachmentCount** is the number of input attachments.
• **pInputAttachments** is a pointer to an array of `VkAttachmentReference` structures defining the input attachments for this subpass and their layouts.

• **colorAttachmentCount** is the number of color attachments.

• **pColorAttachments** is a pointer to an array of `colorAttachmentCount` `VkAttachmentReference` structures defining the color attachments for this subpass and their layouts.

• **pResolveAttachments** is `NULL` or a pointer to an array of `colorAttachmentCount` `VkAttachmentReference` structures defining the resolve attachments for this subpass and their layouts.

• **pDepthStencilAttachment** is a pointer to a `VkAttachmentReference` structure specifying the depth/stencil attachment for this subpass and its layout.

• **preserveAttachmentCount** is the number of preserved attachments.

• **pPreserveAttachments** is a pointer to an array of `preserveAttachmentCount` render pass attachment indices identifying attachments that are not used by this subpass, but whose contents must be preserved throughout the subpass.

Each element of the `pInputAttachments` array corresponds to an input attachment index in a fragment shader, i.e. if a shader declares an image variable decorated with a `InputAttachmentIndex` value of `X`, then it uses the attachment provided in `pInputAttachments[X]`. Input attachments must also be bound to the pipeline in a descriptor set. If the `attachment` member of any element of `pInputAttachments` is `VK_ATTACHMENT_UNUSED`, the application must not read from the corresponding input attachment index. Fragment shaders can use subpass input variables to access the contents of an input attachment at the fragment’s (x, y, layer) framebuffer coordinates.

Each element of the `pColorAttachments` array corresponds to an output location in the shader, i.e. if the shader declares an output variable decorated with a `Location` value of `X`, then it uses the attachment provided in `pColorAttachments[X]`. If the `attachment` member of any element of `pColorAttachments` is `VK_ATTACHMENT_UNUSED`, or if Color Write Enable has been disabled for the corresponding attachment index, then writes to the corresponding location by a fragment shader are discarded.

If `pResolveAttachments` is not `NULL`, each of its elements corresponds to a color attachment (the element in `pColorAttachments` at the same index), and a multisample resolve operation is defined for each attachment unless the resolve attachment index is `VK_ATTACHMENT_UNUSED`.

Similarly, if `VkSubpassDescriptionDepthStencilResolve::pDepthStencilResolveAttachment` is not `NULL` and does not have the value `VK_ATTACHMENT_UNUSED`, it corresponds to the depth/stencil attachment in `pDepthStencilAttachment`, and multisample resolve operation for depth and stencil are defined by `VkSubpassDescriptionDepthStencilResolve::depthResolveMode` and `VkSubpassDescriptionDepthStencilResolve::stencilResolveMode`, respectively. If `VkSubpassDescriptionDepthStencilResolve::depthResolveMode` is `VK_RESOLVE_MODE_NONE` or the `pDepthStencilResolveAttachment` does not have a depth aspect, no resolve operation is performed for the depth attachment. If `VkSubpassDescriptionDepthStencilResolve::stencilResolveMode` is `VK_RESOLVE_MODE_NONE` or the `pDepthStencilResolveAttachment` does not have a stencil aspect, no resolve operation is performed for the stencil attachment.

If the image subresource range referenced by the depth/stencil attachment is created with
If pDepthStencilAttachment is NULL, or if its attachment index is VK_ATTACHMENT_UNUSED, it indicates that no depth/stencil attachment will be used in the subpass.

The contents of an attachment within the render area become undefined at the start of a subpass $S$ if all of the following conditions are true:

- The attachment is used as a color, depth/stencil, or resolve attachment in any subpass in the render pass.
- There is a subpass $S_i$ that uses or preserves the attachment, and a subpass dependency from $S_i$ to $S$.
- The attachment is not used or preserved in subpass $S$.

Once the contents of an attachment become undefined in subpass $S$, they remain undefined for subpasses in subpass dependency chains starting with subpass $S$ until they are written again. However, they remain valid for subpasses in other subpass dependency chains starting with subpass $S_i$ if those subpasses use or preserve the attachment.

### Valid Usage

- VUID-VkSubpassDescription-attachment-06912
  If the attachment member of an element of pInputAttachments is not VK_ATTACHMENT_UNUSED, its layout member must not be VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL

- VUID-VkSubpassDescription-attachment-06913
  If the attachment member of an element of pColorAttachments is not VK_ATTACHMENT_UNUSED, its layout member must not be VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL

- VUID-VkSubpassDescription-attachment-06914
  If the attachment member of an element of pResolveAttachments is not VK_ATTACHMENT_UNUSED, its layout member must not be VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL

- VUID-VkSubpassDescription-attachment-06915
  If the attachment member of pDepthStencilAttachment is not VK_ATTACHMENT_UNUSED, its layout member must not be VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL

- VUID-VkSubpassDescription-attachment-06916
  If the attachment member of an element of pColorAttachments is not VK_ATTACHMENT_UNUSED, its layout member must not be VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL
If the attachment member of an element of `pResolveAttachments` is not `VK_ATTACHMENT_UNUSED`, its layout member must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL` or `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL`.

If the attachment member of an element of `pInputAttachments` is not `VK_ATTACHMENT_UNUSED`, its layout member must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL` or `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL`.

If the attachment member of an element of `pColorAttachments` is not `VK_ATTACHMENT_UNUSED`, its layout member must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`, `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL`, or `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL`.

If the attachment member of an element of `pResolveAttachments` is not `VK_ATTACHMENT_UNUSED`, its layout member must not be `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`, `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL`, or `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL`.

If the attachment member of an element of `pInputAttachments` is not `VK_ATTACHMENT_UNUSED`, its layout member must not be `VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR`.

If the attachment member of an element of `pColorAttachments` is not `VK_ATTACHMENT_UNUSED`, its layout member must not be `VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR`.

If the first use of an attachment in this render pass is as an input attachment, and the attachment is not also used as a color or depth/stencil attachment in the same subpass, then `loadOp` must not be `VK_ATTACHMENT_LOAD_OP_CLEAR`.

If `pResolveAttachments` is not NULL, for each resolve attachment that is not `VK_ATTACHMENT_UNUSED`, the corresponding color attachment must not be `VK_ATTACHMENT_UNUSED`.
If `pResolveAttachments` is not `NULL`, for each resolve attachment that is not `VK_ATTACHMENT_UNUSED`, the corresponding color attachment **must** not have a sample count of `VK_SAMPLE_COUNT_1_BIT`.

If `pResolveAttachments` is not `NULL`, each resolve attachment that is not `VK_ATTACHMENT_UNUSED` **must** have a sample count of `VK_SAMPLE_COUNT_1_BIT`.

If `pResolveAttachments` is not `NULL`, each resolve attachment that is not `VK_ATTACHMENT_UNUSED` **must** have the same `VkFormat` as its corresponding color attachment.

All attachments in `pColorAttachments` that are not `VK_ATTACHMENT_UNUSED` **must** have the same sample count.

All attachments in `pInputAttachments` that are not `VK_ATTACHMENT_UNUSED` **must** have image formats whose potential format features contain at least `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT` or `VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT`

All attachments in `pColorAttachments` that are not `VK_ATTACHMENT_UNUSED` **must** have image formats whose potential format features contain `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT`.

All attachments in `pResolveAttachments` that are not `VK_ATTACHMENT_UNUSED` **must** have image formats whose potential format features contain `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT`.

If `pDepthStencilAttachment` is not `NULL` and the attachment is not `VK_ATTACHMENT_UNUSED` then it **must** have an image format whose potential format features contain `VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT`.

If `pDepthStencilAttachment` is not `VK_ATTACHMENT_UNUSED` and any attachments in `pColorAttachments` are not `VK_ATTACHMENT_UNUSED`, they **must** have the same sample count.

Each element of `pPreserveAttachments` **must** not be `VK_ATTACHMENT_UNUSED`.

Each element of `pPreserveAttachments` **must** not also be an element of any other member of the subpass description.

If any attachment is used by more than one `VkAttachmentReference` member, then each use **must** use the same layout.

`pDepthStencilAttachment` and `pColorAttachments` **must** not contain references to the same.
attachment

- VUID-VkSubpassDescription-inputAttachmentCount-05053
  `inputAttachmentCount` must be less than or equal to `maxSubpassInputAttachments`

- VUID-VkSubpassDescription-preserveAttachmentCount-05054
  `preserveAttachmentCount` must be less than or equal to `maxSubpassPreserveAttachments`

Valid Usage (Implicit)

- VUID-VkSubpassDescription-flags-zerobitmask
  `flags` must be 0

- VUID-VkSubpassDescription-pipelineBindPoint-parameter
  `pipelineBindPoint` must be a valid `VkPipelineBindPoint` value

- VUID-VkSubpassDescription-pInputAttachments-parameter
  If `inputAttachmentCount` is not 0, `pInputAttachments` must be a valid pointer to an array of `inputAttachmentCount` valid `VkAttachmentReference` structures

- VUID-VkSubpassDescription-pColorAttachments-parameter
  If `colorAttachmentCount` is not 0, `pColorAttachments` must be a valid pointer to an array of `colorAttachmentCount` valid `VkAttachmentReference` structures

- VUID-VkSubpassDescription-pResolveAttachments-parameter
  If `colorAttachmentCount` is not 0, and `pResolveAttachments` is not NULL, `pResolveAttachments` must be a valid pointer to an array of `colorAttachmentCount` valid `VkAttachmentReference` structures

- VUID-VkSubpassDescription-pDepthStencilAttachment-parameter
  If `pDepthStencilAttachment` is not NULL, `pDepthStencilAttachment` must be a valid pointer to a valid `VkAttachmentReference` structure

- VUID-VkSubpassDescription-pPreserveAttachments-parameter
  If `preserveAttachmentCount` is not 0, `pPreserveAttachments` must be a valid pointer to an array of `preserveAttachmentCount` uint32_t values

Bits which can be set in `VkSubpassDescription::flags`, specifying usage of the subpass, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkSubpassDescriptionFlagBits {
} VkSubpassDescriptionFlagBits;
```

**Note**

All bits for this type are defined by extensions, and none of those extensions are enabled in this build of the specification.
typedef VkFlags VkSubpassDescriptionFlags;

VkSubpassDescriptionFlags is a bitmask type for setting a mask of zero or more VkSubpassDescriptionFlagBits.

The VkAttachmentReference structure is defined as:

typedef struct VkAttachmentReference {
    uint32_t attachment;
    VkImageLayout layout;
} VkAttachmentReference;

- attachment is either an integer value identifying an attachment at the corresponding index in VkRenderPassCreateInfo::pAttachments, or VK_ATTACHMENT_UNUSED to signify that this attachment is not used.
- layout is a VkImageLayout value specifying the layout the attachment uses during the subpass.

Valid Usage

- VUID-VkAttachmentReference-layout-03077
  If attachment is not VK_ATTACHMENT_UNUSED, layout must not be VK_IMAGE_LAYOUT_UNDEFINED, VK_IMAGE_LAYOUT_PREINITIALIZED, or VK_IMAGE_LAYOUT_PRESENT_SRC_KHR

- VUID-VkAttachmentReference-separateDepthStencilLayouts-03313
  If the separateDepthStencilLayers feature is not enabled, and attachment is not VK_ATTACHMENT_UNUSED, layout must not be VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL, VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL.

- VUID-VkAttachmentReference-synchronization2-06910
  If the synchronization2 feature is not enabled, layout must not be VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR or VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR

Valid Usage (Implicit)

- VUID-VkAttachmentReference-layout-parameter
  layout must be a valid VkImageLayout value

VK_SUBPASS_EXTERNAL is a special subpass index value expanding synchronization scope outside a subpass. It is described in more detail by VkSubpassDependency.

#define VK_SUBPASS_EXTERNAL (~0U)
The VkSubpassDependency structure is defined as:

```
// Provided by VK_VERSION_1_0
typedef struct VkSubpassDependency {
    uint32_t srcSubpass;
    uint32_t dstSubpass;
    VkPipelineStageFlags srcStageMask;
    VkPipelineStageFlags dstStageMask;
    VkAccessFlags srcAccessMask;
    VkAccessFlags dstAccessMask;
    VkDependencyFlags dependencyFlags;
} VkSubpassDependency;
```

- **srcSubpass** is the subpass index of the first subpass in the dependency, or VK_SUBPASS_EXTERNAL.
- **dstSubpass** is the subpass index of the second subpass in the dependency, or VK_SUBPASS_EXTERNAL.
- **srcStageMask** is a bitmask of VkPipelineStageFlagBits specifying the source stage mask.
- **dstStageMask** is a bitmask of VkPipelineStageFlagBits specifying the destination stage mask.
- **srcAccessMask** is a bitmask of VkAccessFlagBits specifying a source access mask.
- **dstAccessMask** is a bitmask of VkAccessFlagBits specifying a destination access mask.
- **dependencyFlags** is a bitmask of VkDependencyFlagBits.

If **srcSubpass** is equal to **dstSubpass** then the VkSubpassDependency does not directly define a dependency. Instead, it enables pipeline barriers to be used in a render pass instance within the identified subpass, where the scopes of one pipeline barrier must be a subset of those described by one subpass dependency. Subpass dependencies specified in this way that include framebuffer-space stages in the srcStageMask must only include framebuffer-space stages in dstStageMask, and must include VK_DEPENDENCY_BY_REGION_BIT. When a subpass dependency is specified in this way for a subpass that has more than one view in its view mask, its dependencyFlags must include VK_DEPENDENCY_VIEW_LOCAL_BIT.

If **srcSubpass** and **dstSubpass** are not equal, when a render pass instance which includes a subpass dependency is submitted to a queue, it defines a dependency between the subpasses identified by **srcSubpass** and **dstSubpass**.

If **srcSubpass** is equal to VK_SUBPASS_EXTERNAL, the first synchronization scope includes commands that occur earlier in submission order than the vkCmdBeginRenderPass used to begin the render pass instance. Otherwise, the first set of commands includes all commands submitted as part of the subpass instance identified by **srcSubpass** and any load, store, or multisample resolve operations on attachments used in **srcSubpass**. In either case, the first synchronization scope is limited to operations on the pipeline stages determined by the source stage mask specified by **srcStageMask**.

If **dstSubpass** is equal to VK_SUBPASS_EXTERNAL, the second synchronization scope includes commands that occur later in submission order than the vkCmdEndRenderPass used to end the render pass instance. Otherwise, the second set of commands includes all commands submitted as part of the subpass instance identified by **dstSubpass** and any load, store, and multisample resolve operations.
on attachments used in `dstSubpass`. In either case, the second synchronization scope is limited to operations on the pipeline stages determined by the destination stage mask specified by `dstStageMask`.

The first access scope is limited to accesses in the pipeline stages determined by the source stage mask specified by `srcStageMask`. It is also limited to access types in the source access mask specified by `srcAccessMask`.

The second access scope is limited to accesses in the pipeline stages determined by the destination stage mask specified by `dstStageMask`. It is also limited to access types in the destination access mask specified by `dstAccessMask`.

The availability and visibility operations defined by a subpass dependency affect the execution of image layout transitions within the render pass.

**Note**

For non-attachment resources, the memory dependency expressed by subpass dependency is nearly identical to that of a `VkMemoryBarrier` (with matching `srcAccessMask` and `dstAccessMask` parameters) submitted as a part of a `vkCmdPipelineBarrier` (with matching `srcStageMask` and `dstStageMask` parameters). The only difference being that its scopes are limited to the identified subpasses rather than potentially affecting everything before and after.

For attachments however, subpass dependencies work more like a `VkImageMemoryBarrier` defined similarly to the `VkMemoryBarrier` above, the queue family indices set to `VK_QUEUE_FAMILY_IGNORED`, and layouts as follows:

- The equivalent to `oldLayout` is the attachment’s layout according to the subpass description for `srcSubpass`.
- The equivalent to `newLayout` is the attachment’s layout according to the subpass description for `dstSubpass`.

**Valid Usage**

- **VUID-VkSubpassDependency-srcStageMask-04090**
  If the geometryShader feature is not enabled, `srcStageMask` must not contain `VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT`

- **VUID-VkSubpassDependency-srcStageMask-04091**
  If the tessellationShader feature is not enabled, `srcStageMask` must not contain
  `VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT` or
  `VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT`

- **VUID-VkSubpassDependency-srcStageMask-07319**
  If the attachmentFragmentShadingRate feature is not enabled, `srcStageMask` must not contain
  `VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`

- **VUID-VkSubpassDependency-srcStageMask-03937**
  If the synchronization2 feature is not enabled, `srcStageMask` must not be 0
If the geometryShader feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT

If the tessellationShader feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT or VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT

If the attachmentFragmentShadingRate feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

If the synchronization2 feature is not enabled, dstStageMask must not be 0

srcSubpass must be less than or equal to dstSubpass, unless one of them is VK_SUBPASS_EXTERNAL, to avoid cyclic dependencies and ensure a valid execution order

srcSubpass and dstSubpass must not both be equal to VK_SUBPASS_EXTERNAL

If srcSubpass is equal to dstSubpass and srcStageMask includes a framebuffer-space stage, dstStageMask must only contain framebuffer-space stages

Any access flag included in srcAccessMask must be supported by one of the pipeline stages in srcStageMask, as specified in the table of supported access types

Any access flag included in dstAccessMask must be supported by one of the pipeline stages in dstStageMask, as specified in the table of supported access types

If srcSubpass equals dstSubpass, and srcStageMask and dstStageMask both include a framebuffer-space stage, then dependencyFlags must include VK_DEPENDENCY_BY_REGION_BIT

If dependencyFlags includes VK_DEPENDENCY_VIEW_LOCAL_BIT, srcSubpass must not be equal to VK_SUBPASS_EXTERNAL

If dependencyFlags includes VK_DEPENDENCY_VIEW_LOCAL_BIT, dstSubpass must not be equal to VK_SUBPASS_EXTERNAL

If srcSubpass equals dstSubpass and that subpass has more than one bit set in the view mask, then dependencyFlags must include VK_DEPENDENCY_VIEW_LOCAL_BIT

Valid Usage (Implicit)

srcSubpass must be less than or equal to dstSubpass, unless one of them is VK_SUBPASS_EXTERNAL

Any access flag included in srcAccessMask must be supported by one of the pipeline stages in srcStageMask, as specified in the table of supported access types

Any access flag included in dstAccessMask must be supported by one of the pipeline stages in dstStageMask, as specified in the table of supported access types

If srcSubpass equals dstSubpass, and srcStageMask and dstStageMask both include a framebuffer-space stage, then dependencyFlags must include VK_DEPENDENCY_BY_REGION_BIT

If dependencyFlags includes VK_DEPENDENCY_VIEW_LOCAL_BIT, srcSubpass must not be equal to VK_SUBPASS_EXTERNAL

If dependencyFlags includes VK_DEPENDENCY_VIEW_LOCAL_BIT, dstSubpass must not be equal to VK_SUBPASS_EXTERNAL

If srcSubpass equals dstSubpass and that subpass has more than one bit set in the view mask, then dependencyFlags must include VK_DEPENDENCY_VIEW_LOCAL_BIT
**srcStageMask** must be a valid combination of VkPipelineStageFlagBits values

- VUID-VkSubpassDependency-dstStageMask-parameter
  **dstStageMask** must be a valid combination of VkPipelineStageFlagBits values

- VUID-VkSubpassDependency-srcAccessMask-parameter
  **srcAccessMask** must be a valid combination of VkAccessFlagBits values

- VUID-VkSubpassDependency-dstAccessMask-parameter
  **dstAccessMask** must be a valid combination of VkAccessFlagBits values

- VUID-VkSubpassDependency-dependencyFlags-parameter
  **dependencyFlags** must be a valid combination of VkDependencyFlagBits values

When multiview is enabled, the execution of the multiple views of one subpass may not occur simultaneously or even back-to-back, and rather may be interleaved with the execution of other subpasses. The load and store operations apply to attachments on a per-view basis. For example, an attachment using VK_ATTACHMENT_LOAD_OP_CLEAR will have each view cleared on first use, but the first use of one view may be temporally distant from the first use of another view.

**Note**

A good mental model for multiview is to think of a multiview subpass as if it were a collection of individual (per-view) subpasses that are logically grouped together and described as a single multiview subpass in the API. Similarly, a multiview attachment can be thought of like several individual attachments that happen to be layers in a single image. A view-local dependency between two multiview subpasses acts like a set of one-to-one dependencies between corresponding pairs of per-view subpasses. A view-global dependency between two multiview subpasses acts like a set of \( N \times M \) dependencies between all pairs of per-view subpasses in the source and destination. Thus, it is a more compact representation which also makes clear the commonality and reuse that is present between views in a subpass. This interpretation motivates the answers to questions like “when does the load op apply” - it is on the first use of each view of an attachment, as if each view was a separate attachment.

The content of each view follows the description in attachment content behavior. In particular, if an attachment is preserved, all views within the attachment are preserved.

If there is no subpass dependency from VK_SUBPASS_EXTERNAL to the first subpass that uses an attachment, then an implicit subpass dependency exists from VK_SUBPASS_EXTERNAL to the first subpass it is used in. The implicit subpass dependency only exists if there exists an automatic layout transition away from initialLayout. The subpass dependency operates as if defined with the following parameters:

```c
VkSubpassDependency implicitDependency = {
  .srcSubpass = VK_SUBPASS_EXTERNAL,
  .dstSubpass = firstSubpass, // First subpass attachment is used in
  .srcStageMask = VK_PIPELINE_STAGE_NONE,
```
Similarly, if there is no subpass dependency from the last subpass that uses an attachment to `VK_SUBPASS_EXTERNAL`, then an implicit subpass dependency exists from the last subpass it is used in to `VK_SUBPASS_EXTERNAL`. The implicit subpass dependency only exists if there exists an automatic layout transition into `finalLayout`. The subpass dependency operates as if defined with the following parameters:

```cpp
VkSubpassDependency implicitDependency = {
    .srcSubpass = lastSubpass, // Last subpass attachment is used in
    .dstSubpass = VK_SUBPASS_EXTERNAL,
    .srcStageMask = VK_PIPELINE_STAGE_ALL_COMMANDS_BIT,
    .dstStageMask = VK_PIPELINE_STAGE_NONE,
    .srcAccessMask = VK_ACCESS_COLOR_ATTACHMENT_WRITE_BIT | VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT,
    .dstAccessMask = 0,
    .dependencyFlags = 0,
};
```

As subpasses may overlap or execute out of order with regards to other subpasses unless a subpass dependency chain describes otherwise, the layout transitions required between subpasses cannot be known to an application. Instead, an application provides the layout that each attachment must be in at the start and end of a render pass, and the layout it must be in during each subpass it is used in. The implementation then must execute layout transitions between subpasses in order to guarantee that the images are in the layouts required by each subpass, and in the final layout at the end of the render pass.

Automatic layout transitions apply to the entire image subresource attached to the framebuffer. If multiview is not enabled and the attachment is a view of a 1D or 2D image, the automatic layout transitions apply to the number of layers specified by `VkFramebufferCreateInfo::layers`. If multiview is enabled and the attachment is a view of a 1D or 2D image, the automatic layout transitions apply to the layers corresponding to views which are used by some subpass in the render pass, even if that subpass does not reference the given attachment. If the attachment view is a 2D or 2D array view of a 3D image, even if the attachment view only refers to a subset of the slices of the selected mip level of the 3D image, automatic layout transitions apply to the entire subresource referenced which is the entire mip level in this case.

Automatic layout transitions away from the layout used in a subpass happen-after the availability operations for all dependencies with that subpass as the `srcSubpass`. 
Automatic layout transitions into the layout used in a subpass happen-before the visibility operations for all dependencies with that subpass as the dstSubpass.

Automatic layout transitions away from initialLayout happen-after the availability operations for all dependencies with a srcSubpass equal to VK_SUBPASS_EXTERNAL, where dstSubpass uses the attachment that will be transitioned. For attachments created with VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT, automatic layout transitions away from initialLayout happen-after the availability operations for all dependencies with a srcSubpass equal to VK_SUBPASS_EXTERNAL, where dstSubpass uses any aliased attachment.

Automatic layout transitions into finalLayout happen-before the visibility operations for all dependencies with a dstSubpass equal to VK_SUBPASS_EXTERNAL, where srcSubpass uses the attachment that will be transitioned. For attachments created with VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT, automatic layout transitions into finalLayout happen-before the visibility operations for all dependencies with a dstSubpass equal to VK_SUBPASS_EXTERNAL, where srcSubpass uses any aliased attachment.

The image layout of the depth aspect of a depth/stencil attachment referring to an image created with VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT is dependent on the last sample locations used to render to the attachment, thus automatic layout transitions use the sample locations state specified in VkRenderPassSampleLocationsBeginInfoEXT.

Automatic layout transitions of an attachment referring to a depth/stencil image created with VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT use the sample locations the image subresource range referenced by the attachment was last rendered with. If the current render pass does not use the attachment as a depth/stencil attachment in any subpass that happens-before, the automatic layout transition uses the sample locations state specified in the sampleLocationsInfo member of the element of the VkRenderPassSampleLocationsBeginInfoEXT::pAttachmentInitialSampleLocations array for which the attachmentIndex member equals the attachment index of the attachment, if one is specified. Otherwise, the automatic layout transition uses the sample locations state specified in the sampleLocationsInfo member of the element of the VkRenderPassSampleLocationsBeginInfoEXT::pPostSubpassSampleLocations array for which the subpassIndex member equals the index of the subpass that last used the attachment as a depth/stencil attachment, if one is specified.

If no sample locations state has been specified for an automatic layout transition performed on an attachment referring to a depth/stencil image created with VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT the contents of the depth aspect of the depth/stencil attachment become undefined as if the layout of the attachment was transitioned from the VK_IMAGE_LAYOUT_UNDEFINED layout.

If two subpasses use the same attachment, and both subpasses use the attachment in a read-only layout, no subpass dependency needs to be specified between those subpasses. If an implementation treats those layouts separately, it must insert an implicit subpass dependency between those subpasses to separate the uses in each layout. The subpass dependency operates as if defined with the following parameters:

```c
// Used for input attachments
VkPipelineStageFlags inputAttachmentStages = VK_PIPELINE_STAGE_FRAGMENT_SHADER_BIT;
```
VkAccessFlags inputAttachmentDstAccess = VK_ACCESS_INPUT_ATTACHMENT_READ_BIT;

// Used for depth/stencil attachments
VkPipelineStageFlags depthStencilAttachmentStages =
  VK_PIPELINE_STAGE_EARLY_FRAGMENT_TESTS_BIT |
  VK_PIPELINE_STAGE_LATE_FRAGMENT_TESTS_BIT;
VkAccessFlags depthStencilAttachmentDstAccess =
  VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_READ_BIT;

VkSubpassDependency implicitDependency = {
  srcSubpass = firstSubpass;
  dstSubpass = secondSubpass;
  srcStageMask = inputAttachmentStages | depthStencilAttachmentStages;
  dstStageMask = inputAttachmentStages | depthStencilAttachmentStages;
  srcAccessMask = 0;
  dstAccessMask = inputAttachmentDstAccess | depthStencilAttachmentDstAccess;
  dependencyFlags = 0;
};

A more extensible version of render pass creation is also defined below.

To create a render pass, call:

```c
// Provided by VK_VERSION_1_2
VkResult vkCreateRenderPass2(
  VkDevice device,
  const VkRenderPassCreateInfo2* pCreateInfo,
  const VkAllocationCallbacks* pAllocator,
  VkRenderPass* pRenderPass);
```

- **device** is the logical device that creates the render pass.
- **pCreateInfo** is a pointer to a `VkRenderPassCreateInfo2` structure describing the parameters of the render pass.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.
- **pRenderPass** is a pointer to a `VkRenderPass` handle in which the resulting render pass object is returned.

This command is functionally identical to `vkCreateRenderPass`, but includes extensible substructures that include `sType` and `pNext` parameters, allowing them to be more easily extended.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkCreateRenderPass2` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

**Valid Usage**

- VUID-vkCreateRenderPass2-device-05068
  The number of render passes currently allocated from `device` plus 1 must be less than or
equal to the total number of render passes requested via
\texttt{VkDeviceObjectReservationCreateInfo::renderPassRequestCount} specified when \texttt{device} was created

- \textbf{VUID-vkCreateRenderPass2-subpasses-device-05089}
  The number of subpasses currently allocated from \texttt{device} across all \texttt{VkRenderPass} objects plus \texttt{pCreateInfo->subpassCount} \textbf{must} be less than or equal to the total number of subpasses requested via \texttt{VkDeviceObjectReservationCreateInfo::subpassDescriptionRequestCount} specified when \texttt{device} was created

- \textbf{VUID-vkCreateRenderPass2-attachments-device-05089}
  The number of attachments currently allocated from \texttt{device} across all \texttt{VkRenderPass} objects plus \texttt{pCreateInfo->attachmentCount} \textbf{must} be less than or equal to the total number of attachments requested via \texttt{VkDeviceObjectReservationCreateInfo::attachmentDescriptionRequestCount} specified when \texttt{device} was created

\section*{Valid Usage (Implicit)}

- \textbf{VUID-vkCreateRenderPass2-device-parameter}
  \texttt{device} \textbf{must} be a valid \texttt{VkDevice} handle

- \textbf{VUID-vkCreateRenderPass2-pCreateInfo-parameter}
  \texttt{pCreateInfo} \textbf{must} be a valid pointer to a valid \texttt{VkRenderPassCreateInfo2} structure

- \textbf{VUID-vkCreateRenderPass2-pAllocator-null}
  \texttt{pAllocator} \textbf{must} be \texttt{NULL}

- \textbf{VUID-vkCreateRenderPass2-pRenderPass-parameter}
  \texttt{pRenderPass} \textbf{must} be a valid pointer to a \texttt{VkRenderPass} handle

\section*{Return Codes}

\textbf{Success}
- \texttt{VK\_SUCCESS}

\textbf{Failure}
- \texttt{VK\_ERROR\_OUT\_OF\_HOST\_MEMORY}
- \texttt{VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY}

The \texttt{VkRenderPassCreateInfo2} structure is defined as:
typedef struct VkRenderPassCreateInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkRenderPassCreateFlags flags;
    uint32_t attachmentCount;
    const VkAttachmentDescription2* pAttachments;
    uint32_t subpassCount;
    const VkSubpassDescription2* pSubpasses;
    uint32_t dependencyCount;
    const VkSubpassDependency2* pDependencies;
    uint32_t correlatedViewMaskCount;
    const uint32_t* pCorrelatedViewMasks;
} VkRenderPassCreateInfo2;

• **sType** is a VkStructureType value identifying this structure.
• **pNext** is NULL or a pointer to a structure extending this structure.
• **flags** is reserved for future use.
• **attachmentCount** is the number of attachments used by this render pass.
• **pAttachments** is a pointer to an array of attachmentCount VkAttachmentDescription2 structures describing the attachments used by the render pass.
• **subpassCount** is the number of subpasses to create.
• **pSubpasses** is a pointer to an array of subpassCount VkSubpassDescription2 structures describing each subpass.
• **dependencyCount** is the number of dependencies between pairs of subpasses.
• **pDependencies** is a pointer to an array of dependencyCount VkSubpassDependency2 structures describing dependencies between pairs of subpasses.
• **correlatedViewMaskCount** is the number of correlation masks.
• **pCorrelatedViewMasks** is a pointer to an array of view masks indicating sets of views that may be more efficient to render concurrently.

Parameters defined by this structure with the same name as those in VkRenderPassCreateInfo have the identical effect to those parameters; the child structures are variants of those used in VkRenderPassCreateInfo which add sType and pNext parameters, allowing them to be extended.

If the VkSubpassDescription2::viewMask member of any element of pSubpasses is not zero, multiview functionality is considered to be enabled for this render pass.

correlatedViewMaskCount and pCorrelatedViewMasks have the same effect as VkRenderPassMultiviewCreateInfo::correlationMaskCount and VkRenderPassMultiviewCreateInfo::pCorrelationMasks, respectively.
Valid Usage

- VUID-VkRenderPassCreateInfo2-None-03049
  If any two subpasses operate on attachments with overlapping ranges of the same *VkDeviceMemory* object, and at least one subpass writes to that area of *VkDeviceMemory*, a subpass dependency must be included (either directly or via some intermediate subpasses) between them.

- VUID-VkRenderPassCreateInfo2-attachment-03050
  If the attachment member of any element of `pInputAttachments`, `pColorAttachments`, `pResolveAttachments` or `pDepthStencilAttachment`, or the attachment indexed by any element of `pPreserveAttachments` in any element of `pSubpasses` is bound to a range of a *VkDeviceMemory* object that overlaps with any other attachment in any subpass (including the same subpass), the *VkAttachmentDescription2* structures describing them must include *VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT* in flags.

- VUID-VkRenderPassCreateInfo2-attachment-03051
  If the attachment member of any element of `pInputAttachments`, `pColorAttachments`, `pResolveAttachments` or `pDepthStencilAttachment`, or any element of `pPreserveAttachments` in any element of `pSubpasses` is not *VK_ATTACHMENT_UNUSED*, then it must be less than `attachmentCount`.

- VUID-VkRenderPassCreateInfo2-pSubpasses-06473
  If the `pSubpasses` pNext chain includes a *VkSubpassDescriptionDepthStencilResolve* structure and the `pDepthStencilResolveAttachment` member is not NULL and does not have the value *VK_ATTACHMENT_UNUSED*, then attachment must be less than `attachmentCount`.

- VUID-VkRenderPassCreateInfo2-pAttachments-02522
  For any member of `pAttachments` with a `loadOp` equal to *VK_ATTACHMENT_LOAD_OP_CLEAR*, the first use of that attachment must not specify a layout equal to *VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL*, *VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL*, or *VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL*.

- VUID-VkRenderPassCreateInfo2-pAttachments-02523
  For any member of `pAttachments` with a `stencilLoadOp` equal to *VK_ATTACHMENT_LOAD_OP_CLEAR*, the first use of that attachment must not specify a layout equal to *VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL*, *VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL*, or *VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL*.

- VUID-VkRenderPassCreateInfo2-pDependencies-03054
  For any element of `pDependencies`, if the `srcSubpass` is not *VK_SUBPASS_EXTERNAL*, all stage flags included in the `srcStageMask` member of that dependency must be a pipeline stage supported by the pipeline identified by the `pipelineBindPoint` member of the source subpass.

- VUID-VkRenderPassCreateInfo2-pDependencies-03055
  For any element of `pDependencies`, if the `dstSubpass` is not *VK_SUBPASS_EXTERNAL*, all stage flags included in the `dstStageMask` member of that dependency must be a pipeline stage supported by the pipeline identified by the `pipelineBindPoint` member of the destination.
subpass

- VUID-VkRenderPassCreateInfo2-pCorrelatedViewMasks-03056
  The set of bits included in any element of pCorrelatedViewMasks must not overlap with the set of bits included in any other element of pCorrelatedViewMasks.

- VUID-VkRenderPassCreateInfo2-viewMask-03057
  If the VkSubpassDescription2::viewMask member of all elements of pSubpasses is 0, correlatedViewMaskCount must be 0.

- VUID-VkRenderPassCreateInfo2-viewMask-03058
  The VkSubpassDescription2::viewMask member of all elements of pSubpasses must either all be 0, or all not be 0.

- VUID-VkRenderPassCreateInfo2-viewMask-03059
  If the VkSubpassDescription2::viewMask member of all elements of pSubpasses is 0, the dependencyFlags member of any element of pDependencies must not include VK_DEPENDENCY_VIEW_LOCAL_BIT.

- VUID-VkRenderPassCreateInfo2-pDependencies-03060
  For any element of pDependencies where its srcSubpass member equals its dstSubpass member, if the viewMask member of the corresponding element of pSubpasses includes more than one bit, its dependencyFlags member must include VK_DEPENDENCY_VIEW_LOCAL_BIT.

- VUID-VkRenderPassCreateInfo2-attachment-02525
  If the attachment member of any element of the pInputAttachments member of any element of pSubpasses is not VK_ATTACHMENT_UNUSED, the aspectMask member of that element of pInputAttachments must only include aspects that are present in images of the format specified by the element of pAttachments specified by attachment.

- VUID-VkRenderPassCreateInfo2-srcSubpass-02526
  The srcSubpass member of each element of pDependencies must be less than subpassCount.

- VUID-VkRenderPassCreateInfo2-dstSubpass-02527
  The dstSubpass member of each element of pDependencies must be less than subpassCount.

- VUID-VkRenderPassCreateInfo2-pAttachments-04585
  If any element of pAttachments is used as a fragment shading rate attachment in any subpass, it must not be used as any other attachment in the render pass.

- VUID-VkRenderPassCreateInfo2-pAttachments-09387
  If any element of pAttachments is used as a fragment shading rate attachment, the loadOp for that attachment must not be VK_ATTACHMENT_LOAD_OP_CLEAR.

- VUID-VkRenderPassCreateInfo2-pAttachments-04586
  If any element of pAttachments is used as a fragment shading rate attachment in any subpass, it must have an image format whose potential format features contain VK_FORMAT_FEATURE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR.

- VUID-VkRenderPassCreateInfo2-subpassCount-05055
  subpassCount must be less than or equal to maxRenderPassSubpasses.

- VUID-VkRenderPassCreateInfo2-dependencyCount-05056
  dependencyCount must be less than or equal to maxRenderPassDependencies.
• VUID-VkRenderPassCreateInfo2-attachmentCount-05057
  attachmentCount must be less than or equal to maxFramebufferAttachments

• VUID-VkRenderPassCreateInfo2-attachment-06244
  If the attachment member of the pDepthStencilAttachment member of an element of
  pSubpasses is not VK_ATTACHMENT_UNUSED, the layout member of that same structure is either
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL,
  and the pNext chain of that structure does not include a
  VkAttachmentReferenceStencilLayout structure, then the element of pAttachments with an
  index equal to attachment must not have a format that includes both depth and stencil
  components

• VUID-VkRenderPassCreateInfo2-attachment-06245
  If the attachment member of the pDepthStencilAttachment member of an element of
  pSubpasses is not VK_ATTACHMENT_UNUSED and the layout member of that same structure is
  either VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL,
  then the element of pAttachments with an
  index equal to attachment must have a format that includes only a stencil component

• VUID-VkRenderPassCreateInfo2-attachment-06246
  If the attachment member of the pDepthStencilAttachment member of an element of
  pSubpasses is not VK_ATTACHMENT_UNUSED and the layout member of that same structure is
  either VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL,
  then the element of pAttachments with an
  index equal to attachment must not have a format that includes only a stencil component

Valid Usage (Implicit)

• VUID-VkRenderPassCreateInfo2-sType-sType
  sType must be VK_STRUCTURE_TYPE_RENDER_PASS_CREATE_INFO_2

• VUID-VkRenderPassCreateInfo2-pNext-pNext
  pNext must be NULL

• VUID-VkRenderPassCreateInfo2-flags-zerobitmask
  flags must be 0

• VUID-VkRenderPassCreateInfo2-pAttachments-parameter
  If attachmentCount is not 0, pAttachments must be a valid pointer to an array of
  attachmentCount valid VkAttachmentDescription2 structures

• VUID-VkRenderPassCreateInfo2-pSubpasses-parameter
  pSubpasses must be a valid pointer to an array of subpassCount valid
  VkSubpassDescription2 structures

• VUID-VkRenderPassCreateInfo2-pDependencies-parameter
  If dependencyCount is not 0, pDependencies must be a valid pointer to an array of
  dependencyCount valid VkSubpassDependency2 structures

• VUID-VkRenderPassCreateInfo2-pCorrelatedViewMasks-parameter
  If correlatedViewMaskCount is not 0, pCorrelatedViewMasks must be a valid pointer to an
  array of correlatedViewMaskCount uint32_t values
The `VkAttachmentDescription2` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkAttachmentDescription2 {
    VkStructureType          sType;
    const void*              pNext;
    VkAttachmentDescriptionFlags flags;
    VkFormat                  format;
    VkSampleCountFlagBits    samples;
    VkAttachmentLoadOp       loadOp;
    VkAttachmentStoreOp      storeOp;
    VkAttachmentLoadOp       stencilLoadOp;
    VkAttachmentStoreOp      stencilStoreOp;
    VkImageLayout            initialLayout;
    VkImageLayout            finalLayout;
} VkAttachmentDescription2;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is a bitmask of `VkAttachmentDescriptionFlagBits` specifying additional properties of the attachment.
- `format` is a `VkFormat` value specifying the format of the image that will be used for the attachment.
- `samples` is a `VkSampleCountFlagBits` value specifying the number of samples of the image.
- `loadOp` is a `VkAttachmentLoadOp` value specifying how the contents of color and depth components of the attachment are treated at the beginning of the subpass where it is first used.
- `storeOp` is a `VkAttachmentStoreOp` value specifying how the contents of color and depth components of the attachment are treated at the end of the subpass where it is last used.
- `stencilLoadOp` is a `VkAttachmentLoadOp` value specifying how the contents of stencil components of the attachment are treated at the beginning of the subpass where it is first used.
- `stencilStoreOp` is a `VkAttachmentStoreOp` value specifying how the contents of stencil components of the attachment are treated at the end of the last subpass where it is used.
- `initialLayout` is the layout the attachment image subresource will be in when a render pass instance begins.
- `finalLayout` is the layout the attachment image subresource will be transitioned to when a render pass instance ends.

Parameters defined by this structure with the same name as those in `VkAttachmentDescription` have the identical effect to those parameters.

If the `separateDepthStencilLayouts` feature is enabled, and `format` is a depth/stencil format,
initialLayout and finalLayout can be set to a layout that only specifies the layout of the depth aspect.

If the pNext chain includes a VkAttachmentDescriptionStencilLayout structure, then the stencilInitialLayout and stencilFinalLayout members specify the initial and final layouts of the stencil aspect of a depth/stencil format, and initialLayout and finalLayout only apply to the depth aspect. For depth-only formats, the VkAttachmentDescriptionStencilLayout structure is ignored. For stencil-only formats, the initial and final layouts of the stencil aspect are taken from the VkAttachmentDescriptionStencilLayout structure if present, or initialLayout and finalLayout if not present.

If format is a depth/stencil format, and either initialLayout or finalLayout does not specify a layout for the stencil aspect, then the application must specify the initial and final layouts of the stencil aspect by including a VkAttachmentDescriptionStencilLayout structure in the pNext chain.

loadOp and storeOp are ignored for fragment shading rate attachments. No access to the shading rate attachment is performed in loadOp and storeOp. Instead, access to VK_ACCESS_FRAGMENT_SHADING_RATE_ATTACHMENT_READ_BIT_KHR is performed as fragments are rasterized.

### Valid Usage

- **VUID-VkAttachmentDescription2-format-06699**
  
  If format includes a color or depth component and loadOp is VK_ATTACHMENT_LOAD_OP_LOAD, then initialLayout must not be VK_IMAGE_LAYOUT_UNDEFINED

- **VUID-VkAttachmentDescription2-finalLayout-00843**
  
  finalLayout must not be VK_IMAGE_LAYOUT_UNDEFINED or VK_IMAGE_LAYOUT_PREINITIALIZED

- **VUID-VkAttachmentDescription2-format-03280**
  
  If format is a color format, initialLayout must not be VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL

- **VUID-VkAttachmentDescription2-format-03281**
  
  If format is a depth/stencil format, initialLayout must not be VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL

- **VUID-VkAttachmentDescription2-format-03282**
  
  If format is a color format, finalLayout must not be VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL

- **VUID-VkAttachmentDescription2-format-03283**
  
  If format is a depth/stencil format, finalLayout must not be VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL

- **VUID-VkAttachmentDescription2-format-06487**
  
  If format is a color format, initialLayout must not be VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL

- **VUID-VkAttachmentDescription2-format-06488**

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If format is a color format, finalLayout must not be
VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL or
VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL

• VUID-VkAttachmentDescription2-separateDepthStencilLayouts-03284
  If the separateDepthStencilLayouts feature is not enabled, initialLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL,
  VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL, or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL,

• VUID-VkAttachmentDescription2-separateDepthStencilLayouts-03285
  If the separateDepthStencilLayouts feature is not enabled, finalLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL,
  VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL, or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL,

• VUID-VkAttachmentDescription2-format-03286
  If format is a color format, initialLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL,
  VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL, or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkAttachmentDescription2-format-03287
  If format is a color format, finalLayout must not be
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL,
  VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL, or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkAttachmentDescription2-format-06906
  If format is a depth/stencil format which includes both depth and stencil components,
  initialLayout must not be VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkAttachmentDescription2-format-06907
  If format is a depth/stencil format which includes both depth and stencil components,
  finalLayout must not be VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkAttachmentDescription2-format-03290
  If format is a depth/stencil format which includes only the depth component,
  initialLayout must not be VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkAttachmentDescription2-format-03291
  If format is a depth/stencil format which includes only the depth component, finalLayout must not be
  VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL or
  VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkAttachmentDescription2-synchronization2-06908
  If the synchronization2 feature is not enabled, initialLayout must not be
  VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR or VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR

• VUID-VkAttachmentDescription2-synchronization2-06909
  If the synchronization2 feature is not enabled, finalLayout must not be
VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR or VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR

- VUID-VkAttachmentDescription2-samples-08745
  samples must be a valid VkSampleCountFlagBits value that is set in imageCreateSampleCounts (as defined in Image Creation Limits) for the given format

- VUID-VkAttachmentDescription2-pNext-06704
  If the pNext chain does not include a VkAttachmentDescriptionStencilLayout structure, format includes a stencil component, and stencilLoadOp is VK_ATTACHMENT_LOAD_OP_LOAD, then initialLayout must not be VK_IMAGE_LAYOUT_UNDEFINED

- VUID-VkAttachmentDescription2-pNext-06705
  If the pNext chain includes a VkAttachmentDescriptionStencilLayout structure, format includes a stencil component, and stencilLoadOp is VK_ATTACHMENT_LOAD_OP_LOAD, then VkAttachmentDescriptionStencilLayout::stencilInitialLayout must not be VK_IMAGE_LAYOUT_UNDEFINED

- VUID-VkAttachmentDescription2-format-06249
  If format is a depth/stencil format which includes both depth and stencil components, and initialLayout is VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL, the pNext chain must include a VkAttachmentDescriptionStencilLayout structure

- VUID-VkAttachmentDescription2-format-06250
  If format is a depth/stencil format which includes both depth and stencil components, and finalLayout is VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL, the pNext chain must include a VkAttachmentDescriptionStencilLayout structure

- VUID-VkAttachmentDescription2-format-06247
  If the pNext chain does not include a VkAttachmentDescriptionStencilLayout structure and format only includes a stencil component, initialLayout must not be VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL

- VUID-VkAttachmentDescription2-format-06248
  If the pNext chain does not include a VkAttachmentDescriptionStencilLayout structure and format only includes a stencil component, finalLayout must not be VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL

- VUID-VkAttachmentDescription2-format-09332
  format must not be VK_FORMAT_UNDEFINED

Valid Usage (Implicit)

- VUID-VkAttachmentDescription2-sType-sType
  sType must be VK_STRUCTURE_TYPE_ATTACHMENT_DESCRIPTION_2

- VUID-VkAttachmentDescription2-pNext-pNext
  pNext must be NULL or a pointer to a valid instance of VkAttachmentDescriptionStencilLayout

- VUID-VkAttachmentDescription2-sType-unique
  The sType value of each struct in the pNext chain must be unique
The VkAttachmentDescriptionStencilLayout structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkAttachmentDescriptionStencilLayout {
    VkStructureType sType;
    void* pNext;
    VkImageLayout stencilInitialLayout;
    VkImageLayout stencilFinalLayout;
} VkAttachmentDescriptionStencilLayout;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `stencilInitialLayout` is the layout the stencil aspect of the attachment image subresource will be in when a render pass instance begins.
- `stencilFinalLayout` is the layout the stencil aspect of the attachment image subresource will be transitioned to when a render pass instance ends.

**Valid Usage**

- **VUID-VkAttachmentDescriptionStencilLayout-stencilInitialLayout-03308**  
  `stencilInitialLayout` must not be `VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL`, `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL`,
VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL,
VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL,
VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL

- **VUID-VkAttachmentDescriptionStencilLayout-stencilFinalLayout-03309**
  stencilFinalLayout must not be 
  VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL,
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL, 
  VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL,
  VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL,
  VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL,
  VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL,
  VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL

- **VUID-VkAttachmentDescriptionStencilLayout-stencilFinalLayout-03310**
  stencilFinalLayout must not be 
  VK_IMAGE_LAYOUT_UNDEFINED or 
  VK_IMAGE_LAYOUT_PREINITIALIZED

### Valid Usage (Implicit)

- **VUID-VkAttachmentDescriptionStencilLayout-sType-sType**
  sType must be VK_STRUCTURE_TYPE_ATTACHMENT_DESCRIPTION_STENCIL_LAYOUT

- **VUID-VkAttachmentDescriptionStencilLayout-stencilInitialLayout-parameter**
  stencilInitialLayout must be a valid VkImageLayout value

- **VUID-VkAttachmentDescriptionStencilLayout-stencilFinalLayout-parameter**
  stencilFinalLayout must be a valid VkImageLayout value

The **VkSubpassDescription2** structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkSubpassDescription2
{
    VkStructureType sType;
    const void* pNext;
    VkSubpassDescriptionFlags flags;
    VkPipelineBindPoint pipelineBindPoint;
    uint32_t viewMask;
    uint32_t inputAttachmentCount;
    const VkAttachmentReference2* pInputAttachments;
    uint32_t colorAttachmentCount;
    const VkAttachmentReference2* pColorAttachments;
    const VkAttachmentReference2* pResolveAttachments;
    const VkAttachmentReference2* pDepthStencilAttachment;
    uint32_t preserveAttachmentCount;
    const uint32_t* pPreserveAttachments;
} VkSubpassDescription2;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
• **flags** is a bitmask of `VkSubpassDescriptionFlagBits` specifying usage of the subpass.

• **pipelineBindPoint** is a `VkPipelineBindPoint` value specifying the pipeline type supported for this subpass.

• **viewMask** is a bitfield of view indices describing which views rendering is broadcast to in this subpass, when multiview is enabled.

• **inputAttachmentCount** is the number of input attachments.

• **pInputAttachments** is a pointer to an array of `VkAttachmentReference2` structures defining the input attachments for this subpass and their layouts.

• **colorAttachmentCount** is the number of color attachments.

• **pColorAttachments** is a pointer to an array of `colorAttachmentCount` `VkAttachmentReference2` structures defining the color attachments for this subpass and their layouts.

• **pResolveAttachments** is NULL or a pointer to an array of `colorAttachmentCount` `VkAttachmentReference2` structures defining the resolve attachments for this subpass and their layouts.

• **pDepthStencilAttachment** is a pointer to a `VkAttachmentReference2` structure specifying the depth/stencil attachment for this subpass and its layout.

• **preserveAttachmentCount** is the number of preserved attachments.

• **pPreserveAttachments** is a pointer to an array of `preserveAttachmentCount` render pass attachment indices identifying attachments that are not used by this subpass, but whose contents must be preserved throughout the subpass.

Parameters defined by this structure with the same name as those in `VkSubpassDescription` have the identical effect to those parameters.

**viewMask** has the same effect for the described subpass as `VkRenderPassMultiviewCreateInfo::pViewMasks` has on each corresponding subpass.

If a `VkFragmentShadingRateAttachmentInfoKHR` structure is included in the `pNext` chain, `pFragmentShadingRateAttachment` is not NULL, and its `attachment` member is not `VK_ATTACHMENT_UNUSED`, the identified attachment defines a fragment shading rate attachment for that subpass.

### Valid Usage

- **VUID-VkSubpassDescription2-attachment-06912**
  If the `attachment` member of an element of `pInputAttachments` is not `VK_ATTACHMENT_UNUSED`, its `layout` member must not be `VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL` or `VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL`

- **VUID-VkSubpassDescription2-attachment-06913**
  If the `attachment` member of an element of `pColorAttachments` is not `VK_ATTACHMENT_UNUSED`, its `layout` member must not be `VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL` or `VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL`

- **VUID-VkSubpassDescription2-attachment-06914**
  If the `attachment` member of an element of `pResolveAttachments` is not
VK_ATTACHMENT_UNUSED, its layout member must not be
VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL or
VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL

• VUID-VkSubpassDescription2-attachment-06915
If the attachment member of pDepthStencilAttachment is not VK_ATTACHMENT_UNUSED, its layout member must not be
VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL or
VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL

• VUID-VkSubpassDescription2-attachment-06916
If the attachment member of an element of pColorAttachments is not VK_ATTACHMENT_UNUSED, its layout member must not be
VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL or
VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL

• VUID-VkSubpassDescription2-attachment-06917
If the attachment member of an element of pResolveAttachments is not VK_ATTACHMENT_UNUSED, its layout member must not be
VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL or
VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL

• VUID-VkSubpassDescription2-attachment-06918
If the attachment member of an element of pInputAttachments is not VK_ATTACHMENT_UNUSED, its layout member must not be
VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL

• VUID-VkSubpassDescription2-attachment-06919
If the attachment member of an element of pColorAttachments is not VK_ATTACHMENT_UNUSED, its layout member must not be
VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL

• VUID-VkSubpassDescription2-attachment-06920
If the attachment member of an element of pResolveAttachments is not VK_ATTACHMENT_UNUSED, its layout member must not be
VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL

• VUID-VkSubpassDescription2-attachment-06921
If the attachment member of an element of pInputAttachments is not VK_ATTACHMENT_UNUSED, its layout member must not be
VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR

• VUID-VkSubpassDescription2-attachment-06922
If the attachment member of an element of pColorAttachments is not VK_ATTACHMENT_UNUSED, its layout member must not be
VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR

• VUID-VkSubpassDescription2-attachment-06923
If the attachment member of an element of pResolveAttachments is not VK_ATTACHMENT_UNUSED, its layout member must not be
VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR

• VUID-VkSubpassDescription2-attachment-06251
If the attachment member of pDepthStencilAttachment is not VK_ATTACHMENT_UNUSED and its
pNext chain includes a VkAttachmentReferenceStencilLayout structure, the layout member of pDepthStencilAttachment must not be VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL
or VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

• VUID-VkSubpassDescription2-pipelineBindPoint-04953
  pipelineBindPoint must be VK_PIPELINE_BIND_POINT_GRAPHICS

• VUID-VkSubpassDescription2-colorAttachmentCount-03063
  colorAttachmentCount must be less than or equal to VkPhysicalDeviceLimits::maxColorAttachments

• VUID-VkSubpassDescription2-loadOp-03064
  If the first use of an attachment in this render pass is as an input attachment, and the attachment is not also used as a color or depth/stencil attachment in the same subpass, then loadOp must not be VK_ATTACHMENT_LOAD_OP_CLEAR

• VUID-VkSubpassDescription2-pResolveAttachments-03065
  If pResolveAttachments is not NULL, for each resolve attachment that does not have the value VK_ATTACHMENT_UNUSED, the corresponding color attachment must not have the value VK_ATTACHMENT_UNUSED

• VUID-VkSubpassDescription2-pResolveAttachments-03066
  If pResolveAttachments is not NULL, for each resolve attachment that is not VK_ATTACHMENT_UNUSED, the corresponding color attachment must not have a sample count of VK_SAMPLE_COUNT_1_BIT

• VUID-VkSubpassDescription2-pResolveAttachments-03068
  Each element of pResolveAttachments must have the same VkFormat as its corresponding color attachment

• VUID-VkSubpassDescription2-pResolveAttachments-03067
  If pResolveAttachments is not NULL, each resolve attachment that is not VK_ATTACHMENT_UNUSED must have a sample count of VK_SAMPLE_COUNT_1_BIT

• VUID-VkSubpassDescription2-pInputAttachments-02897
  All attachments in pInputAttachments that are not VK_ATTACHMENT_UNUSED must have image formats whose potential format features contain at least VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT or VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT

• VUID-VkSubpassDescription2-pColorAttachments-02898
  All attachments in pColorAttachments that are not VK_ATTACHMENT_UNUSED must have image formats whose potential format features contain VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT

• VUID-VkSubpassDescription2-pResolveAttachments-02899
  All attachments in pResolveAttachments that are not VK_ATTACHMENT_UNUSED must have image formats whose potential format features contain VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT

• VUID-VkSubpassDescription2-pDepthStencilAttachment-02900
  If pDepthStencilAttachment is not NULL and the attachment is not VK_ATTACHMENT_UNUSED then it must have an image format whose potential format features contain VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT
• VUID-VkSubpassDescription2-multisampledRenderToSingleSampled-06872
  All attachments in `pDepthStencilAttachment` or `pColorAttachments` that are not `VK_ATTACHMENT_UNUSED` must have the same sample count.

• VUID-VkSubpassDescription2-attachment-03073
  Each element of `pPreserveAttachments` must not be `VK_ATTACHMENT_UNUSED`.

• VUID-VkSubpassDescription2-pPreserveAttachments-03074
  Each element of `pPreserveAttachments` must not also be an element of any other member of the subpass description.

• VUID-VkSubpassDescription2-layout-02528
  If any attachment is used by more than one `VkAttachmentReference2` member, then each use must use the same `layout`.

• VUID-VkSubpassDescription2-attachment-02799
  If the `attachment` member of any element of `pInputAttachments` is not `VK_ATTACHMENT_UNUSED`, then the `aspectMask` member must be a valid combination of `VkImageAspectFlagBits`.

• VUID-VkSubpassDescription2-attachment-02800
  If the `attachment` member of any element of `pInputAttachments` is not `VK_ATTACHMENT_UNUSED`, then the `aspectMask` member must not be `0`.

• VUID-VkSubpassDescription2-attachment-02801
  If the `attachment` member of any element of `pInputAttachments` is not `VK_ATTACHMENT_UNUSED`, then the `aspectMask` member must not include `VK_IMAGE_ASPECT_METADATA_BIT` for any index `i`.

• VUID-VkSubpassDescription2-pDepthStencilAttachment-04440
  An attachment must not be used in both `pDepthStencilAttachment` and `pColorAttachments`.

• VUID-VkSubpassDescription2-inputAttachmentCount-05058
  `inputAttachmentCount` must be less than or equal to `maxSubpassInputAttachments`.

• VUID-VkSubpassDescription2-preserveAttachmentCount-05059
  `preserveAttachmentCount` must be less than or equal to `maxSubpassPreserveAttachments`.

• VUID-VkSubpassDescription2-multiview-06558
  If the `multiview` feature is not enabled, `viewMask` must be `0`.

• VUID-VkSubpassDescription2-viewMask-06706
  The index of the most significant bit in `viewMask` must be less than `maxMultiviewViewCount`.

---

**Valid Usage (Implicit)**

• VUID-VkSubpassDescription2-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_2`.

• VUID-VkSubpassDescription2-pNext-pNext
  Each `pNext` member of any structure (including this one) in the `pNext` chain must be either `NULL` or a pointer to a valid instance of `VkFragmentShadingRateAttachmentInfoKHR` or...
The `VkSubpassDescriptionDepthStencilResolve` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkSubpassDescriptionDepthStencilResolve {
    VkStructureType sType;
    const void* pNext;
    VkResolveModeFlagBits depthResolveMode;
    VkResolveModeFlagBits stencilResolveMode;
    const VkAttachmentReference2* pDepthStencilResolveAttachment;
} VkSubpassDescriptionDepthStencilResolve;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `depthResolveMode` is a `VkResolveModeFlagBits` value describing the depth resolve mode.
- `stencilResolveMode` is a `VkResolveModeFlagBits` value describing the stencil resolve mode.
- `pDepthStencilResolveAttachment` is `NULL` or a pointer to a `VkAttachmentReference2` structure defining the depth/stencil resolve attachment for this subpass and its layout.
If the \texttt{pNext} chain of \texttt{VkSubpassDescription2} includes a \texttt{VkSubpassDescriptionDepthStencilResolve} structure, then that structure describes \textit{multisample resolve operations} for the depth/stencil attachment in a subpass. If this structure is not included in the \texttt{pNext} chain of \texttt{VkSubpassDescription2}, or if it is and either \texttt{pDepthStencilResolveAttachment} is \texttt{NULL} or its attachment index is \texttt{VK_ATTACHMENT_UNUSED}, it indicates that no depth/stencil resolve attachment will be used in the subpass.

### Valid Usage

- \textbf{VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-03177}
  
  If \texttt{pDepthStencilResolveAttachment} is not \texttt{NULL} and does not have the value \texttt{VK_ATTACHMENT_UNUSED}, \texttt{pDepthStencilAttachment} must not be \texttt{NULL} or have the value \texttt{VK_ATTACHMENT_UNUSED}

- \textbf{VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-03179}
  
  If \texttt{pDepthStencilResolveAttachment} is not \texttt{NULL} and does not have the value \texttt{VK_ATTACHMENT_UNUSED}, \texttt{pDepthStencilAttachment} must not have a sample count of \texttt{VK_SAMPLE_COUNT_1_BIT}

- \textbf{VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-03180}
  
  If \texttt{pDepthStencilResolveAttachment} is not \texttt{NULL} and does not have the value \texttt{VK_ATTACHMENT_UNUSED} and \texttt{VkFormat} of \texttt{pDepthStencilResolveAttachment} has a depth component, then the \texttt{VkFormat} of \texttt{pDepthStencilAttachment} must have a depth component with the same number of bits and numeric format

- \textbf{VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-03181}
  
  If \texttt{pDepthStencilResolveAttachment} is not \texttt{NULL} and does not have the value \texttt{VK_ATTACHMENT_UNUSED}, and \texttt{VkFormat} of \texttt{pDepthStencilResolveAttachment} has a stencil component, then the \texttt{VkFormat} of \texttt{pDepthStencilAttachment} must have a stencil component with the same number of bits and numeric format

- \textbf{VUID-VkSubpassDescriptionDepthStencilResolve-pDepthStencilResolveAttachment-03178}
  
  If \texttt{pDepthStencilResolveAttachment} is not \texttt{NULL} and does not have the value \texttt{VK_ATTACHMENT_UNUSED}, \texttt{depthResolveMode} and \texttt{stencilResolveMode} must not both be \texttt{VK_RESOLVE_MODE_NONE}

- \textbf{VUID-VkSubpassDescriptionDepthStencilResolve-depthResolveMode-03183}
  
  If \texttt{pDepthStencilResolveAttachment} is not \texttt{NULL} and does not have the value \texttt{VK_ATTACHMENT_UNUSED} and the \texttt{VkFormat} of \texttt{pDepthStencilResolveAttachment} has a depth component, then the value of \texttt{depthResolveMode} must be one of the bits set in \texttt{VkPhysicalDeviceDepthStencilResolveProperties::supportedDepthResolveModes} or \texttt{VK_RESOLVE_MODE_NONE}
If `pDepthStencilResolveAttachment` is not `NULL` and does not have the value `VK_ATTACHMENT_UNUSED` and the `VkFormat` of `pDepthStencilResolveAttachment` has a stencil component, then the value of `stencilResolveMode` must be one of the bits set in `VkPhysicalDeviceDepthStencilResolveProperties::supportedStencilResolveModes` or `VK_RESOLVE_MODE_NONE`.

If `pDepthStencilResolveAttachment` is not `NULL` and does not have the value `VK_ATTACHMENT_UNUSED`, the `VkFormat` of `pDepthStencilResolveAttachment` has both depth and stencil components, `VkPhysicalDeviceDepthStencilResolveProperties::independentResolve` is `VK_FALSE`, and `VkPhysicalDeviceDepthStencilResolveProperties::independentResolveNone` is `VK_FALSE`, then the values of `depthResolveMode` and `stencilResolveMode` must be identical or one of them must be `VK_RESOLVE_MODE_NONE`.

If `pDepthStencilResolveAttachment` is not `NULL` and does not have the value `VK_ATTACHMENT_UNUSED`, the `VkFormat` of `pDepthStencilResolveAttachment` has both depth and stencil components, `VkPhysicalDeviceDepthStencilResolveProperties::independentResolve` is `VK_FALSE` and `VkPhysicalDeviceDepthStencilResolveProperties::independentResolveNone` is `VK_TRUE`, then the values of `depthResolveMode` and `stencilResolveMode` must be identical or one of them must be `VK_RESOLVE_MODE_NONE`.

Valid Usage (Implicit)

- `sType` must be `VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_DEPTH_STENCIL_RESOLVE`.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `pFragmentShadingRateAttachment` is `NULL` or a pointer to a `VkAttachmentReference2` structure defining the fragment shading rate attachment for this subpass.

The `VkFragmentShadingRateAttachmentInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_fragment_shading_rate
typedef struct VkFragmentShadingRateAttachmentInfoKHR {
    VkStructureType sType;
    const void* pNext;
    const VkAttachmentReference2* pFragmentShadingRateAttachment;
    VkExtent2D shadingRateAttachmentTexelSize;
} VkFragmentShadingRateAttachmentInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `pFragmentShadingRateAttachment` is `NULL` or a pointer to a `VkAttachmentReference2` structure defining the fragment shading rate attachment for this subpass.
• shadingRateAttachmentTexelSize specifies the size of the portion of the framebuffer corresponding to each texel in pFragmentShadingRateAttachment.

If no shading rate attachment is specified, or if this structure is not specified, the implementation behaves as if a valid shading rate attachment was specified with all texels specifying a single pixel per fragment.

Valid Usage

• VUID-VkFragmentShadingRateAttachmentInfoKHR-pFragmentShadingRateAttachment-04524
  If pFragmentShadingRateAttachment is not NULL and its attachment member is not VK_ATTACHMENT_UNUSED, its layout member must be equal to VK_IMAGE_LAYOUT_GENERAL or VK_IMAGE_LAYOUT_FRAGMENT_SHADING_RATE_ATTACHMENT_OPTIMAL_KHR

• VUID-VkFragmentShadingRateAttachmentInfoKHR-pFragmentShadingRateAttachment-04525
  If pFragmentShadingRateAttachment is not NULL and its attachment member is not VK_ATTACHMENT_UNUSED, shadingRateAttachmentTexelSize.width must be a power of two value

• VUID-VkFragmentShadingRateAttachmentInfoKHR-pFragmentShadingRateAttachment-04526
  If pFragmentShadingRateAttachment is not NULL and its attachment member is not VK_ATTACHMENT_UNUSED, shadingRateAttachmentTexelSize.width must be less than or equal to maxFragmentShadingRateAttachmentTexelSize.width

• VUID-VkFragmentShadingRateAttachmentInfoKHR-pFragmentShadingRateAttachment-04527
  If pFragmentShadingRateAttachment is not NULL and its attachment member is not VK_ATTACHMENT_UNUSED, shadingRateAttachmentTexelSize.width must be greater than or equal to minFragmentShadingRateAttachmentTexelSize.width

• VUID-VkFragmentShadingRateAttachmentInfoKHR-pFragmentShadingRateAttachment-04528
  If pFragmentShadingRateAttachment is not NULL and its attachment member is not VK_ATTACHMENT_UNUSED, shadingRateAttachmentTexelSize.height must be a power of two value

• VUID-VkFragmentShadingRateAttachmentInfoKHR-pFragmentShadingRateAttachment-04529
  If pFragmentShadingRateAttachment is not NULL and its attachment member is not VK_ATTACHMENT_UNUSED, shadingRateAttachmentTexelSize.height must be less than or equal to maxFragmentShadingRateAttachmentTexelSize.height

• VUID-VkFragmentShadingRateAttachmentInfoKHR-pFragmentShadingRateAttachment-04530
  If pFragmentShadingRateAttachment is not NULL and its attachment member is not VK_ATTACHMENT_UNUSED, shadingRateAttachmentTexelSize.height must be greater than or equal to minFragmentShadingRateAttachmentTexelSize.height
If `pFragmentShadingRateAttachment` is not NULL and its `attachment` member is not `VK_ATTACHMENT_UNUSED`, the quotient of `shadingRateAttachmentTexelSize.width` and `shadingRateAttachmentTexelSize.height` must be less than or equal to `maxFragmentShadingRateAttachmentTexelSizeAspectRatio`.

• VUID-VkFragmentShadingRateAttachmentInfoKHR-pFragmentShadingRateAttachment-04532
  If `pFragmentShadingRateAttachment` is not NULL and its `attachment` member is not `VK_ATTACHMENT_UNUSED`, the quotient of `shadingRateAttachmentTexelSize.height` and `shadingRateAttachmentTexelSize.width` must be less than or equal to `maxFragmentShadingRateAttachmentTexelSizeAspectRatio`.

Valid Usage (Implicit)

• VUID-VkFragmentShadingRateAttachmentInfoKHR-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_FRAGMENT_SHADING_RATE_ATTACHMENT_INFO_KHR`.

• VUID-VkFragmentShadingRateAttachmentInfoKHR-pFragmentShadingRateAttachment-parameter
  If `pFragmentShadingRateAttachment` is not NULL, `pFragmentShadingRateAttachment` must be a valid pointer to a valid `VkAttachmentReference2` structure.

The `VkAttachmentReference2` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkAttachmentReference2 {
    VkStructureType sType;
    const void* pNext;
    uint32_t attachment;
    VkImageLayout layout;
    VkImageAspectFlags aspectMask;
} VkAttachmentReference2;
```

• `sType` is a `VkStructureType` value identifying this structure.

• `pNext` is NULL or a pointer to a structure extending this structure.

• `attachment` is either an integer value identifying an attachment at the corresponding index in `VkRenderPassCreateInfo2::pAttachments`, or `VK_ATTACHMENT_UNUSED` to signify that this attachment is not used.

• `layout` is a `VkImageLayout` value specifying the layout the attachment uses during the subpass.

• `aspectMask` is a mask of which aspect(s) can be accessed within the specified subpass as an input attachment.

Parameters defined by this structure with the same name as those in `VkAttachmentReference` have the identical effect to those parameters.
aspectMask is ignored when this structure is used to describe anything other than an input attachment reference.

If the separateDepthStencilLayouts feature is enabled, and attachment has a depth/stencil format, layout can be set to a layout that only specifies the layout of the depth aspect.

If layout only specifies the layout of the depth aspect of the attachment, the layout of the stencil aspect is specified by the stencilLayout member of a VkAttachmentReferenceStencilLayout structure included in the pNext chain. Otherwise, layout describes the layout for all relevant image aspects.

Valid Usage

- VUID-VkAttachmentReference2-layout-03077
  If attachment is not VK_ATTACHMENT_UNUSED, layout must not be VK_IMAGE_LAYOUT_UNDEFINED, VK_IMAGE_LAYOUT_PREINITIALIZED, or VK_IMAGE_LAYOUT_PRESENT_SRC_KHR

- VUID-VkAttachmentReference2-separateDepthStencilLayouts-03313
  If the separateDepthStencilLayouts feature is not enabled, and attachment is not VK_ATTACHMENT_UNUSED, layout must not be VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL, VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL,

- VUID-VkAttachmentReference2-synchronization2-06910
  If the synchronization2 feature is not enabled, layout must not be VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR or VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR

Valid Usage (Implicit)

- VUID-VkAttachmentReference2-sType-sType
  sType must be VK_STRUCTURE_TYPE_ATTACHMENT_REFERENCE_2

- VUID-VkAttachmentReference2-pNext-pNext
  pNext must be NULL or a pointer to a valid instance of VkAttachmentReferenceStencilLayout

- VUID-VkAttachmentReference2-sType-unique
  The sType value of each struct in the pNext chain must be unique

- VUID-VkAttachmentReference2-layout-parameter
  layout must be a valid VkImageLayout value

The VkAttachmentReferenceStencilLayout structure is defined as:
```c
typedef struct VkAttachmentReferenceStencilLayout {
    VkStructureType sType;
    void* pNext;
    VkImageLayout stencilLayout;
} VkAttachmentReferenceStencilLayout;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **stencilLayout** is a `VkImageLayout` value specifying the layout the stencil aspect of the attachment uses during the subpass.

### Valid Usage

- VUID-VkAttachmentReferenceStencilLayout-stencilLayout-03318
  - `stencilLayout` must not be `VK_IMAGE_LAYOUT_UNDEFINED`, `VK_IMAGE_LAYOUT_PREINITIALIZED`, `VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, or `VK_IMAGE_LAYOUT_PRESENT_SRC_KHR`.

### Valid Usage (Implicit)

- VUID-VkAttachmentReferenceStencilLayout-sType-sType
  - `sType` must be `VK_STRUCTURE_TYPE_ATTACHMENT_REFERENCE_STENCIL_LAYOUT`
- VUID-VkAttachmentReferenceStencilLayout-stencilLayout-parameter
  - `stencilLayout` must be a valid `VkImageLayout` value.

The **VkSubpassDependency2** structure is defined as:
// Provided by VK_VERSION_1_2

typedef struct VkSubpassDependency2 {
    VkStructureType sType;
    const void* pNext;
    uint32_t srcSubpass;
    uint32_t dstSubpass;
    VkPipelineStageFlags srcStageMask;
    VkPipelineStageFlags dstStageMask;
    VkAccessFlags srcAccessMask;
    VkAccessFlags dstAccessMask;
    VkDependencyFlags dependencyFlags;
    int32_t viewOffset;
} VkSubpassDependency2;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **srcSubpass** is the subpass index of the first subpass in the dependency, or `VK_SUBPASS_EXTERNAL`.
- **dstSubpass** is the subpass index of the second subpass in the dependency, or `VK_SUBPASS_EXTERNAL`.
- **srcStageMask** is a bitmask of `VkPipelineStageFlagBits` specifying the source stage mask.
- **dstStageMask** is a bitmask of `VkPipelineStageFlagBits` specifying the destination stage mask.
- **srcAccessMask** is a bitmask of `VkAccessFlagBits` specifying a source access mask.
- **dstAccessMask** is a bitmask of `VkAccessFlagBits` specifying a destination access mask.
- **dependencyFlags** is a bitmask of `VkDependencyFlagBits`.
- **viewOffset** controls which views in the source subpass the views in the destination subpass depend on.

Parameters defined by this structure with the same name as those in `VkSubpassDependency` have the identical effect to those parameters.

`viewOffset` has the same effect for the described subpass dependency as `VkRenderPassMultiviewCreateInfo::pViewOffsets` has on each corresponding subpass dependency.

If a `VkMemoryBarrier2` is included in the `pNext` chain, `srcStageMask`, `dstStageMask`, `srcAccessMask`, and `dstAccessMask` parameters are ignored. The synchronization and access scopes instead are defined by the parameters of `VkMemoryBarrier2`.

### Valid Usage

- **VUID-VkSubpassDependency2-srcStageMask-04090**
  If the `geometryShader` feature is not enabled, `srcStageMask` must not contain `VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT`

- **VUID-VkSubpassDependency2-srcStageMask-04091**
  If the `tessellationShader` feature is not enabled, `srcStageMask` must not contain...
• VUID-VkSubpassDependency2-srcStageMask-07319
  If the attachmentFragmentShadingRate feature is not enabled, srcStageMask must not contain VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

• VUID-VkSubpassDependency2-srcStageMask-03937
  If the synchronization2 feature is not enabled, srcStageMask must not be 0

• VUID-VkSubpassDependency2-dstStageMask-04090
  If the geometryShader feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT

• VUID-VkSubpassDependency2-dstStageMask-04091
  If the tessellationShader feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT or VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT

• VUID-VkSubpassDependency2-dstStageMask-07319
  If the attachmentFragmentShadingRate feature is not enabled, dstStageMask must not contain VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

• VUID-VkSubpassDependency2-dstStageMask-03937
  If the synchronization2 feature is not enabled, dstStageMask must not be 0

• VUID-VkSubpassDependency2-srcSubpass-03084
  srcSubpass must be less than or equal to dstSubpass, unless one of them is VK_SUBPASS_EXTERNAL, to avoid cyclic dependencies and ensure a valid execution order

• VUID-VkSubpassDependency2-srcSubpass-03085
  srcSubpass and dstSubpass must not both be equal to VK_SUBPASS_EXTERNAL

• VUID-VkSubpassDependency2-srcSubpass-06810
  If srcSubpass is equal to dstSubpass and srcStageMask includes a framebuffer-space stage, dstStageMask must only contain framebuffer-space stages

• VUID-VkSubpassDependency2-srcAccessMask-03088
  Any access flag included in srcAccessMask must be supported by one of the pipeline stages in srcStageMask, as specified in the table of supported access types

• VUID-VkSubpassDependency2-dstAccessMask-03089
  Any access flag included in dstAccessMask must be supported by one of the pipeline stages in dstStageMask, as specified in the table of supported access types

• VUID-VkSubpassDependency2-dependencyFlags-03090
  If dependencyFlags includes VK_DEPENDENCY_VIEW_LOCAL_BIT, srcSubpass must not be equal to VK_SUBPASS_EXTERNAL

• VUID-VkSubpassDependency2-dependencyFlags-03091
  If dependencyFlags includes VK_DEPENDENCY_VIEW_LOCAL_BIT, dstSubpass must not be equal to VK_SUBPASS_EXTERNAL

• VUID-VkSubpassDependency2-srcSubpass-02245
  If srcSubpass equals dstSubpass, and srcStageMask and dstStageMask both include a framebuffer-space stage, then dependencyFlags must include VK_DEPENDENCY_BY_REGION_BIT
- **VUID-VkSubpassDependency2-viewOffset-02530**
  If `viewOffset` is not equal to 0, `srcSubpass` must not be equal to `dstSubpass`.

- **VUID-VkSubpassDependency2-dependencyFlags-03092**
  If `dependencyFlags` does not include `VK_DEPENDENCY_VIEW_LOCAL_BIT`, `viewOffset` must be 0.

### Valid Usage (Implicit)

- **VUID-VkSubpassDependency2-sType-sType**
  sType must be `VK_STRUCTURE_TYPE_SUBPASS_DEPENDENCY_2`.

- **VUID-VkSubpassDependency2-pNext-pNext**
  pNext must be NULL or a pointer to a valid instance of `VkMemoryBarrier2`.

- **VUID-VkSubpassDependency2-sType-unique**
  The sType value of each struct in the pNext chain must be unique.

- **VUID-VkSubpassDependency2-srcStageMask-parameter**
  srcStageMask must be a valid combination of `VkPipelineStageFlagBits` values.

- **VUID-VkSubpassDependency2-dstStageMask-parameter**
  dstStageMask must be a valid combination of `VkPipelineStageFlagBits` values.

- **VUID-VkSubpassDependency2-srcAccessMask-parameter**
  srcAccessMask must be a valid combination of `VkAccessFlagBits` values.

- **VUID-VkSubpassDependency2-dstAccessMask-parameter**
  dstAccessMask must be a valid combination of `VkAccessFlagBits` values.

- **VUID-VkSubpassDependency2-dependencyFlags-parameter**
  dependencyFlags must be a valid combination of `VkDependencyFlagBits` values.

To destroy a render pass, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroyRenderPass(
  VkDevice device,
  VkRenderPass renderPass,
  const VkAllocationCallbacks* pAllocator);
```

- `device` is the logical device that destroys the render pass.
- `renderPass` is the handle of the render pass to destroy.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.

### Valid Usage

- **VUID-vkDestroyRenderPass-renderPass-00873**
  All submitted commands that refer to `renderPass` must have completed execution.
Valid Usage (Implicit)

- VUID-vkDestroyRenderPass-device-parameter
  device must be a valid VkDevice handle

- VUID-vkDestroyRenderPass-renderPass-parameter
  If renderPass is not VK_NULL_HANDLE, renderPass must be a valid VkRenderPass handle

- VUID-vkDestroyRenderPass-pAllocator-null
  pAllocator must be NULL

- VUID-vkDestroyRenderPass-renderPass-parent
  If renderPass is a valid handle, it must have been created, allocated, or retrieved from device

Host Synchronization

- Host access to renderPass must be externally synchronized

8.2. Render Pass Compatibility

Framebuffers and graphics pipelines are created based on a specific render pass object. They must only be used with that render pass object, or one compatible with it.

Two attachment references are compatible if they have matching format and sample count, or are both VK_ATTACHMENT_UNUSED or the pointer that would contain the reference is NULL.

Two arrays of attachment references are compatible if all corresponding pairs of attachments are compatible. If the arrays are of different lengths, attachment references not present in the smaller array are treated as VK_ATTACHMENT_UNUSED.

Two render passes are compatible if their corresponding color, input, resolve, and depth/stencil attachment references are compatible and if they are otherwise identical except for:

- Initial and final image layout in attachment descriptions
- Load and store operations in attachment descriptions
- Image layout in attachment references

As an additional special case, if two render passes have a single subpass, the resolve attachment reference compatibility requirements are ignored.

A framebuffer is compatible with a render pass if it was created using the same render pass or a compatible render pass.

8.3. Framebuffers

Render passes operate in conjunction with framebuffers. Framebuffers represent a collection of
specific memory attachments that a render pass instance uses.

Framebuffers are represented by VkFramebuffer handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkFramebuffer)
```

To create a framebuffer, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateFramebuffer(
    VkDevice     device,
    const VkFramebufferCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkFramebuffer* pFramebuffer);
```

- `device` is the logical device that creates the framebuffer.
- `pCreateInfo` is a pointer to a VkFramebufferCreateInfo structure describing additional information about framebuffer creation.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pFramebuffer` is a pointer to a VkFramebuffer handle in which the resulting framebuffer object is returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, `vkCreateFramebuffer` must not return VK_ERROR_OUT_OF_HOST_MEMORY.

### Valid Usage

- **VDI-vkCreateFramebuffer-pCreateInfo-02777**
  If `pCreateInfo->flags` does not include VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, and attachmentCount is not 0, each element of `pCreateInfo->pAttachments` must have been created on `device`

- **VDI-vkCreateFramebuffer-device-05068**
  The number of framebuffers currently allocated from `device` plus 1 must be less than or equal to the total number of framebuffers requested via VkDeviceObjectReservationCreateInfo::framebufferRequestCount specified when `device` was created.

### Valid Usage (Implicit)

- **VDI-vkCreateFramebuffer-device-parameter**
  `device` must be a valid VkDevice handle

- **VDI-vkCreateFramebuffer-pCreateInfo-parameter**
pCreateInfo must be a valid pointer to a valid VkFramebufferCreateInfo structure

• VUID-vkCreateFramebuffer-pAllocator-null
  pAllocator must be NULL

• VUID-vkCreateFramebuffer-pFramebuffer-parameter
  pFramebuffer must be a valid pointer to a VkFramebuffer handle

Return Codes

Success
• VK_SUCCESS

Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkFramebufferCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkFramebufferCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkFramebufferCreateFlags flags;
    VkRenderPass renderPass;
    uint32_t attachmentCount;
    const VkImageView* pAttachments;
    uint32_t width;
    uint32_t height;
    uint32_t layers;
} VkFramebufferCreateInfo;
```

• sType is a VkStructureType value identifying this structure.

• pNext is NULL or a pointer to a structure extending this structure.

• flags is a bitmask of VkFramebufferCreateFlagBits

• renderPass is a render pass defining what render passes the framebuffer will be compatible with. See Render Pass Compatibility for details.

• attachmentCount is the number of attachments.

• pAttachments is a pointer to an array of VkImageView handles, each of which will be used as the corresponding attachment in a render pass instance. If flags includes VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, this parameter is ignored.

• width, height and layers define the dimensions of the framebuffer. If the render pass uses multiview, then layers must be one and each attachment requires a number of layers that is greater than the maximum bit index set in the view mask in the subpasses in which it is used.
It is legal for a subpass to use no color or depth/stencil attachments, either because it has no attachment references or because all of them are `VK_ATTACHMENT_UNUSED`. This kind of subpass can use shader side effects such as image stores and atomics to produce an output. In this case, the subpass continues to use the `width`, `height`, and `layers` of the framebuffer to define the dimensions of the rendering area, and the `rasterizationSamples` from each pipeline's `VkPipelineMultisampleStateCreateInfo` to define the number of samples used in rasterization; however, if `VkPhysicalDeviceFeatures::variableMultisampleRate` is `VK_FALSE`, then all pipelines to be bound with the subpass must have the same value for `VkPipelineMultisampleStateCreateInfo::rasterizationSamples`. In all such cases, `rasterizationSamples` must be a valid `VkSampleCountFlagBits` value that is set in `VkPhysicalDeviceLimits::framebufferNoAttachmentsSampleCounts`.

### Valid Usage

- **VUID-VkFramebufferCreateInfo-attachmentCount-00876**
  attachmentCount must be equal to the attachment count specified in `renderPass`

- **VUID-VkFramebufferCreateInfo-flags-02778**
  If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT` and `attachmentCount` is not 0, `pAttachments` must be a valid pointer to an array of `attachmentCount` valid `VkImageView` handles

- **VUID-VkFramebufferCreateInfo-pAttachments-00877**
  If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, each element of `pAttachments` that is used as a color attachment or resolve attachment by `renderPass` must have been created with a `usage` value including `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT`

- **VUID-VkFramebufferCreateInfo-pAttachments-02633**
  If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, each element of `pAttachments` that is used as a depth/stencil attachment by `renderPass` must have been created with a `usage` value including `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT`

- **VUID-VkFramebufferCreateInfo-pAttachments-02634**
  If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, each element of `pAttachments` that is used as a depth/stencil resolve attachment by `renderPass` must have been created with a `usage` value including `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT`

- **VUID-VkFramebufferCreateInfo-pAttachments-00879**
  If `renderpass` is not `VK_NULL_HANDLE`, `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, each element of `pAttachments` that is used as an input attachment by `renderPass` must have been created with a `usage` value including `VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT`

- **VUID-VkFramebufferCreateInfo-pAttachments-00880**
  If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, each element of `pAttachments` must have been created with a `VkFormat` value that matches the `VkFormat` specified by the corresponding `VkAttachmentDescription` in `renderPass`

- **VUID-VkFramebufferCreateInfo-pAttachments-00881**
  If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, each element of `pAttachments` must have been created with a `samples` value that matches the `samples` value specified by the corresponding `VkAttachmentDescription` in `renderPass`
If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, each element of `pAttachments` that is used as an input, color, resolve, or depth/stencil attachment by `renderPass` must have been created with a `VkImageCreateInfo::extent.width` greater than or equal to `width`.

If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, each element of `pAttachments` that is used as an input, color, resolve, or depth/stencil attachment by `renderPass` must have been created with a `VkImageCreateInfo::extent.height` greater than or equal to `height`.

If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, each element of `pAttachments` that is used as an input, color, resolve, or depth/stencil attachment by `renderPass` must have been created with a `VkImageViewCreateInfo::subresourceRange.layerCount` greater than or equal to `layers`.

If `renderPass` was specified with non-zero view masks, each element of `pAttachments` that is used as a fragment shading rate attachment by `renderPass` must have a `layerCount` that is either `1`, or greater than the index of the most significant bit set in any of those view masks.

If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, an element of `pAttachments` that is used as a fragment shading rate attachment must have a width at least as large as ⌈width / texelWidth⌉, where `texelWidth` is the largest value of `shadingRateAttachmentTexelSize.width` in a `VkFragmentShadingRateAttachmentInfoKHR` which references that attachment.

If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, an element of `pAttachments` that is used as a fragment shading rate attachment must have a height at least as large as ⌈height / texelHeight⌉, where `texelHeight` is the largest value of `shadingRateAttachmentTexelSize.height` in a `VkFragmentShadingRateAttachmentInfoKHR` which references that attachment.
If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, each element of `pAttachments` must only specify a single mip level.

If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, each element of `pAttachments` must have been created with the identity swizzle.

Width `must` be greater than 0.

Width `must` be less than or equal to `maxFramebufferWidth`.

Height `must` be greater than 0.

Height `must` be less than or equal to `maxFramebufferHeight`.

Layers `must` be greater than 0.

Layers `must` be less than or equal to `maxFramebufferLayers`.

If `renderPass` was specified with non-zero view masks, layers `must` be 1.

If `flags` does not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, each element of `pAttachments` that is a 2D or 2D array image view taken from a 3D image must not be a depth/stencil format.

If the `imagelessFramebuffer` feature is not enabled, `flags` must not include `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`.

If `flags` includes `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, the `pNext` chain `must` include a `VkFramebufferAttachmentsCreateInfo` structure.

If `flags` includes `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, the `attachmentImageInfoCount` member of a `VkFramebufferAttachmentsCreateInfo` structure in the `pNext` chain `must` be equal to either zero or `attachmentCount`.

If `flags` includes `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, the `width` member of any element of the `pAttachmentImageInfos` member of a `VkFramebufferAttachmentsCreateInfo` structure in the `pNext` chain that is used as an input, color, resolve or depth/stencil attachment in `renderPass` `must` be greater than or equal to `width`.

If `flags` includes `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`, the `height` member of any element of the `pAttachmentImageInfos` member of a `VkFramebufferAttachmentsCreateInfo`
structure in the \texttt{pNext} chain that is used as an input, color, resolve or depth/stencil attachment in \texttt{renderPass} must be greater than or equal to \texttt{height}

- VUID-VkFramebufferCreateInfo-flags-04543
  If \texttt{flags} includes \texttt{VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT}, the \texttt{width} member of any element of the \texttt{pAttachmentImageInfos} member of a \texttt{VkFramebufferAttachmentsCreateInfo} structure in the \texttt{pNext} chain that is used as a fragment shading rate attachment must be greater than or equal to \( \lceil \text{width} / \text{texelWidth} \rceil \), where \texttt{texelWidth} is the largest value of \texttt{shadingRateAttachmentTexelSize.width} in a \texttt{VkFragmentShadingRateAttachmentInfoKHR} which references that attachment

- VUID-VkFramebufferCreateInfo-flags-04544
  If \texttt{flags} includes \texttt{VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT}, the \texttt{height} member of any element of the \texttt{pAttachmentImageInfos} member of a \texttt{VkFramebufferAttachmentsCreateInfo} structure in the \texttt{pNext} chain that is used as a fragment shading rate attachment must be greater than or equal to \( \lceil \text{height} / \text{texelHeight} \rceil \), where \texttt{texelHeight} is the largest value of \texttt{shadingRateAttachmentTexelSize.height} in a \texttt{VkFragmentShadingRateAttachmentInfoKHR} which references that attachment

- VUID-VkFramebufferCreateInfo-flags-04545
  If \texttt{flags} includes \texttt{VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT}, the \texttt{layerCount} member of any element of the \texttt{pAttachmentImageInfos} member of a \texttt{VkFramebufferAttachmentsCreateInfo} structure in the \texttt{pNext} chain that is used as a fragment shading rate attachment must be either 1, or greater than or equal to \texttt{layers}

- VUID-VkFramebufferCreateInfo-flags-04547
  If \texttt{flags} includes \texttt{VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT} and \texttt{renderPass} was specified with non-zero view masks, each element of \texttt{pAttachments} that is used as a fragment shading rate attachment by \texttt{renderPass} must have a \texttt{layerCount} that is either 1, or greater than the index of the most significant bit set in any of those view masks

- VUID-VkFramebufferCreateInfo-renderPass-03198
  If multiview is enabled for \texttt{renderPass} and \texttt{flags} includes \texttt{VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT}, the \texttt{layerCount} member of any element of the \texttt{pAttachmentImageInfos} member of a \texttt{VkFramebufferAttachmentsCreateInfo} structure included in the \texttt{pNext} chain used as an input, color, resolve, or depth/stencil attachment in \texttt{renderPass} must be greater than the maximum bit index set in the view mask in the subpasses in which it is used in \texttt{renderPass}

- VUID-VkFramebufferCreateInfo-renderPass-04546
  If multiview is not enabled for \texttt{renderPass} and \texttt{flags} includes \texttt{VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT}, the \texttt{layerCount} member of any element of the \texttt{pAttachmentImageInfos} member of a \texttt{VkFramebufferAttachmentsCreateInfo} structure included in the \texttt{pNext} chain used as an input, color, resolve, or depth/stencil attachment in \texttt{renderPass} must be greater than or equal to \texttt{layers}

- VUID-VkFramebufferCreateInfo-flags-03201
  If \texttt{flags} includes \texttt{VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT}, the \texttt{usage} member of any element of the \texttt{pAttachmentImageInfos} member of a \texttt{VkFramebufferAttachmentsCreateInfo} structure included in the \texttt{pNext} chain that refers to an attachment used as a color attachment or resolve attachment by \texttt{renderPass} must include \texttt{VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT}
• VUID-VkFramebufferCreateInfo-flags-03202
  If flags includes VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, the usage member of any element of the pAttachmentImageInfos member of a VkFramebufferAttachmentsCreateInfo structure included in the pNext chain that refers to an attachment used as a depth/stencil attachment by renderPass must include VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT

• VUID-VkFramebufferCreateInfo-flags-03204
  If flags includes VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, the usage member of any element of the pAttachmentImageInfos member of a VkFramebufferAttachmentsCreateInfo structure included in the pNext chain that refers to an attachment used as an input attachment by renderPass must include VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT

• VUID-VkFramebufferCreateInfo-flags-03205
  If flags includes VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, at least one element of the pViewFormats member of any element of the pAttachmentImageInfos member of a VkFramebufferAttachmentsCreateInfo structure included in the pNext chain must be equal to the corresponding value of VkAttachmentDescription::format used to create renderPass

• VUID-VkFramebufferCreateInfo-flags-04113
  If flags does not include VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, each element of pAttachments must have been created with VkImageViewCreateInfo::viewType not equal to VK_IMAGE_VIEW_TYPE_3D

• VUID-VkFramebufferCreateInfo-flags-04548
  If flags does not include VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, each element of pAttachments that is used as a fragment shading rate attachment by renderPass must have been created with a usage value including VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

• VUID-VkFramebufferCreateInfo-flags-04549
  If flags includes VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, the usage member of any element of the pAttachmentImageInfos member of a VkFramebufferAttachmentsCreateInfo structure included in the pNext chain that refers to an attachment used as a fragment shading rate attachment by renderPass must include VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

• VUID-VkFramebufferCreateInfo-attachmentCount-05060
  attachmentCount must be less than or equal to maxFramebufferAttachments

### Valid Usage (Implicit)

• VUID-VkFramebufferCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_FRAMEBUFFER_CREATE_INFO

• VUID-VkFramebufferCreateInfo-pNext-pNext
  pNext must be NULL or a pointer to a valid instance of VkFramebufferAttachmentsCreateInfo

• VUID-VkFramebufferCreateInfo-sType-unique
  The sType value of each struct in the pNext chain must be unique
VUID-VkFramebufferCreateInfo-flags-parameter
flags must be a valid combination of VkFramebufferCreateFlagBits values

VUID-VkFramebufferCreateInfo-renderPass-parameter
renderPass must be a valid VkRenderPass handle

VUID-VkFramebufferCreateInfo-commonparent
Both of renderPass, and the elements of pAttachments that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same VkDevice

The VkFramebufferAttachmentsCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkFramebufferAttachmentsCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t attachmentImageInfoCount;
    const VkFramebufferAttachmentImageInfo* pAttachmentImageInfos;
} VkFramebufferAttachmentsCreateInfo;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- attachmentImageInfoCount is the number of attachments being described.
- pAttachmentImageInfos is a pointer to an array of VkFramebufferAttachmentImageInfo structures, each structure describing a number of parameters of the corresponding attachment in a render pass instance.

Valid Usage (Implicit)

- VUID-VkFramebufferAttachmentsCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_FRAMEBUFFER_ATTACHMENTS_CREATE_INFO

- VUID-VkFramebufferAttachmentsCreateInfo-pAttachmentImageInfos-parameter
  If attachmentImageInfoCount is not 0, pAttachmentImageInfos must be a valid pointer to an array of attachmentImageInfoCount valid VkFramebufferAttachmentImageInfo structures

The VkFramebufferAttachmentImageInfo structure is defined as:
// Provided by VK_VERSION_1_2
typedef struct VkFramebufferAttachmentImageInfo {
    VkStructureType sType;
    const void* pNext;
    VkImageCreateFlags flags;
    VkImageUsageFlags usage;
    uint32_t width;
    uint32_t height;
    uint32_t layerCount;
    uint32_t viewFormatCount;
    const VkFormat* pViewFormats;
} VkFramebufferAttachmentImageInfo;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• flags is a bitmask of VkImageCreateFlagBits, matching the value of VkImageCreateInfo::flags used to create an image that will be used with this framebuffer.
• usage is a bitmask of VkImageUsageFlagBits, matching the value of VkImageCreateInfo::usage used to create an image used with this framebuffer.
• width is the width of the image view used for rendering.
• height is the height of the image view used for rendering.
• layerCount is the number of array layers of the image view used for rendering.
• viewFormatCount is the number of entries in the pViewFormats array, matching the value of VkImageFormatListCreateInfo::viewFormatCount used to create an image used with this framebuffer.
• pViewFormats is a pointer to an array of VkFormat values specifying all of the formats which can be used when creating views of the image, matching the value of VkImageFormatListCreateInfo::pViewFormats used to create an image used with this framebuffer.

Images that can be used with the framebuffer when beginning a render pass, as specified by VkRenderPassAttachmentBeginInfo, must be created with parameters that are identical to those specified here.

Valid Usage

• VUID-VkFramebufferAttachmentImageInfo-viewFormatCount-09536
  If viewFormatCount is not 0, each element of pViewFormats must not be VK_FORMAT_UNDEFINED

Valid Usage (Implicit)

• VUID-VkFramebufferAttachmentImageInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_FRAMEBUFFER_ATTACHMENT_IMAGE_INFO

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- VUID-VkFramebufferAttachmentImageInfo-pNext-pNext  
  pNext must be NULL

- VUID-VkFramebufferAttachmentImageInfo-flags-parameter  
  flags must be a valid combination of VkImageCreateFlagBits values

- VUID-VkFramebufferAttachmentImageInfo-usage-parameter  
  usage must be a valid combination of VkImageUsageFlagBits values

- VUID-VkFramebufferAttachmentImageInfo-usage-required bitmask  
  usage must not be 0

- VUID-VkFramebufferAttachmentImageInfo-pViewFormats-parameter  
  If viewFormatCount is not 0, pViewFormats must be a valid pointer to an array of viewFormatCount valid VkFormat values

Bits which can be set in VkFramebufferCreateInfo::flags, specifying options for framebuffers, are:

```
// Provided by VK_VERSION_1_0
typedef enum VkFramebufferCreateFlagBits {
  // Provided by VK_VERSION_1_2
  VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT = 0x00000001,
} VkFramebufferCreateFlagBits;
```

- **VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT** specifies that image views are not specified, and only attachment compatibility information will be provided via a VkFramebufferAttachmentImageInfo structure.

```
// Provided by VK_VERSION_1_0
typedef VkFlags VkFramebufferCreateFlags;
```

**VkFramebufferCreateFlags** is a bitmask type for setting a mask of zero or more VkFramebufferCreateFlagBits.

To destroy a framebuffer, call:

```
// Provided by VK_VERSION_1_0
void vkDestroyFramebuffer(
  VkDevice device,                     
  VkFramebuffer framebuffer,           
  const VkAllocationCallbacks* pAllocator);
```

- **device** is the logical device that destroys the framebuffer.
- **framebuffer** is the handle of the framebuffer to destroy.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.
8.4. Render Pass Load Operations

Render pass load operations define the initial values of an attachment during a render pass instance.

Load operations for attachments with a depth/stencil format execute in the `VK_PIPELINE_STAGE_EARLY_FRAGMENT_TESTS_BIT` pipeline stage. Load operations for attachments with a color format execute in the `VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT` pipeline stage. The load operation for each sample in an attachment happens-before any recorded command which accesses the sample in that render pass instance via that attachment or an alias.

Note

Because load operations always happen first, external synchronization with attachment access only needs to synchronize the load operations with previous commands; not the operations within the render pass instance.

Load operations only update values within the defined render area for the render pass instance. However, any writes performed by a load operation (as defined by its access masks) to a given attachment may read and write back any memory locations within the image subresource bound for that attachment. For depth/stencil images, writes to one aspect may also result in read-modify-write operations for the other aspect.
Note
As entire subresources could be accessed by load operations, applications cannot
safely access values outside of the render area during a render pass instance when
a load operation that modifies values is used.

Load operations that **can** be used for a render pass are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkAttachmentLoadOp {
    VK_ATTACHMENT_LOAD_OP_LOAD = 0,
    VK_ATTACHMENT_LOAD_OP_CLEAR = 1,
    VK_ATTACHMENT_LOAD_OP_DONT_CARE = 2,
} VkAttachmentLoadOp;
```

- **VK_ATTACHMENT_LOAD_OP_LOAD** specifies that the previous contents of the image within the render
  area will be preserved as the initial values. For attachments with a depth/stencil format, this
  uses the access type `VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_READ_BIT`. For attachments with a color
  format, this uses the access type `VK_ACCESS_COLOR_ATTACHMENT_READ_BIT`.

- **VK_ATTACHMENT_LOAD_OP_CLEAR** specifies that the contents within the render area will be cleared to
  a uniform value, which is specified when a render pass instance is begun. For attachments with a
  depth/stencil format, this uses the access type `VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT`.
  For attachments with a color format, this uses the access type `VK_ACCESS_COLOR_ATTACHMENT_WRITE_BIT`.

- **VK_ATTACHMENT_LOAD_OP_DONT_CARE** specifies that the previous contents within the area need not
  be preserved; the contents of the attachment will be undefined inside the render area. For
  attachments with a depth/stencil format, this uses the access type `VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT`.
  For attachments with a color format, this uses the access type `VK_ACCESS_COLOR_ATTACHMENT_WRITE_BIT`.

During a render pass instance, input and color attachments with color formats that have a
component size of 8, 16, or 32 bits **must** be represented in the attachment’s format throughout the
instance. Attachments with other floating- or fixed-point color formats, or with depth components
**may** be represented in a format with a precision higher than the attachment format, but **must** be
represented with the same range. When such a component is loaded via the `loadOp`, it will be
converted into an implementation-dependent format used by the render pass. Such components
**must** be converted from the render pass format, to the format of the attachment, before they are
resolved or stored at the end of a render pass instance via `storeOp`. Conversions occur as described
in Numeric Representation and Computation and Fixed-Point Data Conversions.

### 8.5. Render Pass Store Operations

Render pass store operations define how values written to an attachment during a render pass
instance are stored to memory.

Store operations for attachments with a depth/stencil format execute in the
`VK_PIPELINE_STAGE_LATE_FRAGMENT_TESTS_BIT` pipeline stage. Store operations for attachments with a
color format execute in the `VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT` pipeline stage. The store operation for each sample in an attachment happens-after any recorded command which accesses the sample via that attachment or an alias.

Note
Because store operations always happen after other accesses in a render pass instance, external synchronization with attachment access in an earlier render pass only needs to synchronize with the store operations; not the operations within the render pass instance.

Store operations only update values within the defined render area for the render pass instance. However, any writes performed by a store operation (as defined by its access masks) to a given attachment may read and write back any memory locations within the image subresource bound for that attachment. For depth/stencil images writes to one aspect may also result in read-modify-write operations for the other aspect.

Note
As entire subresources could be accessed by store operations, applications cannot safely access values outside of the render area via aliased resources during a render pass instance when a store operation that modifies values is used.

Possible values of `VkAttachmentDescription::storeOp` and `stencilStoreOp`, specifying how the contents of the attachment are treated, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkAttachmentStoreOp {
    VK_ATTACHMENT_STORE_OP_STORE = 0,
    VK_ATTACHMENT_STORE_OP_DONT_CARE = 1,
} VkAttachmentStoreOp;
```

- `VK_ATTACHMENT_STORE_OP_STORE` specifies the contents generated during the render pass and within the render area are written to memory. For attachments with a depth/stencil format, this uses the access type `VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT`. For attachments with a color format, this uses the access type `VK_ACCESS_COLOR_ATTACHMENT_WRITE_BIT`.

- `VK_ATTACHMENT_STORE_OP_DONT_CARE` specifies the contents within the render area are not needed after rendering, and may be discarded; the contents of the attachment will be undefined inside the render area. For attachments with a depth/stencil format, this uses the access type `VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT`. For attachments with a color format, this uses the access type `VK_ACCESS_COLOR_ATTACHMENT_WRITE_BIT`.

Note
`VK_ATTACHMENT_STORE_OP_DONT_CARE` can cause contents generated during previous render passes to be discarded before reaching memory, even if no write to the attachment occurs during the current render pass.
8.6. Render Pass Multisample Resolve Operations

Render pass multisample resolve operations combine sample values from a single pixel in a multisample attachment and store the result to the corresponding pixel in a single sample attachment.

Multisample resolve operations for attachments execute in the `VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT` pipeline stage. A final resolve operation for all pixels in the render area happens-after any recorded command which writes a pixel via the multisample attachment to be resolved or an explicit alias of it in the subpass that it is specified. Any single sample attachment specified for use in a multisample resolve operation **may** have its contents modified at any point once rendering begins for the render pass instance. Reads from the multisample attachment can be synchronized with `VK_ACCESS_COLOR_ATTACHMENT_READ_BIT`. Access to the single sample attachment can be synchronized with `VK_ACCESS_COLOR_ATTACHMENT_READ_BIT` and `VK_ACCESS_COLOR_ATTACHMENT_WRITE_BIT`. These pipeline stage and access types are used whether the attachments are color or depth/stencil attachments.

When using render pass objects, a subpass dependency specified with the above pipeline stages and access flags will ensure synchronization with multisample resolve operations for any attachments that were last accessed by that subpass. This allows later subpasses to read resolved values as input attachments.

Resolve operations only update values within the defined render area for the render pass instance. However, any writes performed by a resolve operation (as defined by its access masks) to a given attachment **may** read and write back any memory locations within the image subresource bound for that attachment. For depth/stencil images writes to one aspect **may** also result in read-modify-write operations for the other aspect.

Note

As entire subresources could be accessed by multisample resolve operations, applications cannot safely access values outside of the render area via aliased resources during a render pass instance when a multisample resolve operation is performed.

Multisample values in a multisample attachment are combined according to the resolve mode used:

```c
// Provided by VK_VERSION_1_2
typedef enum VkResolveModeFlagBits {
    VK_RESOLVE_MODE_NONE = 0,
    VK_RESOLVE_MODE_SAMPLE_ZERO_BIT = 0x00000001,
    VK_RESOLVE_MODE_AVERAGE_BIT = 0x00000002,
    VK_RESOLVE_MODE_MIN_BIT = 0x00000004,
    VK_RESOLVE_MODE_MAX_BIT = 0x00000008,
} VkResolveModeFlagBits;
```

- **VK_RESOLVE_MODE_NONE** indicates that no resolve operation is done.
- **VK_RESOLVE_MODE_SAMPLE_ZERO_BIT** indicates that result of the resolve operation is equal to the
value of sample 0.

- **VK_RESOLVE_MODE_AVERAGE_BIT** indicates that result of the resolve operation is the average of the sample values.
- **VK_RESOLVE_MODE_MIN_BIT** indicates that result of the resolve operation is the minimum of the sample values.
- **VK_RESOLVE_MODE_MAX_BIT** indicates that result of the resolve operation is the maximum of the sample values.

If no resolve mode is otherwise specified, **VK_RESOLVE_MODE_AVERAGE_BIT** is used.

```c
// Provided by VK_VERSION_1_2
typedef VkFlags VkResolveModeFlags;
```

**VkResolveModeFlags** is a bitmask type for setting a mask of zero or more **VkResolveModeFlagBits**.

### 8.7. Render Pass Commands

An application records the commands for a render pass instance one subpass at a time, by beginning a render pass instance, iterating over the subpasses to record commands for that subpass, and then ending the render pass instance.

To begin a render pass instance, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdBeginRenderPass(
    VkCommandBuffer commandBuffer,
    const VkRenderPassBeginInfo* pRenderPassBegin,
    VkSubpassContents contents);
```

- **commandBuffer** is the command buffer in which to record the command.
- **pRenderPassBegin** is a pointer to a **VkRenderPassBeginInfo** structure specifying the render pass to begin an instance of, and the framebuffer the instance uses.
- **contents** is a **VkSubpassContents** value specifying how the commands in the first subpass will be provided.

After beginning a render pass instance, the command buffer is ready to record the commands for the first subpass of that render pass.

#### Valid Usage

- **VUID-vkCmdBeginRenderPass-initialLayout-00895**
  If any of the **initialLayout** or **finalLayout** member of the **VkAttachmentDescription** structures or the **layout** member of the **VkAttachmentReference** structures specified when creating the render pass specified in the **renderPass** member of **pRenderPassBegin** is
VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT

• VUID-vkCmdBeginRenderPass-initialLayout-01758
  If any of the initialLayout or finalLayout member of the VkAttachmentDescription structures or the layout member of the VkAttachmentReference structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT

• VUID-vkCmdBeginRenderPass-initialLayout-02842
  If any of the initialLayout or finalLayout member of the VkAttachmentDescription structures or the layout member of the VkAttachmentReference structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL, VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT

• VUID-vkCmdBeginRenderPass-stencilInitialLayout-02843
  If any of the stencilInitialLayout or stencilFinalLayout member of the VkAttachmentDescriptionStencilLayout structures or the stencilLayout member of the VkAttachmentReferenceStencilLayout structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT

• VUID-vkCmdBeginRenderPass-initialLayout-00897
  If any of the initialLayout or finalLayout member of the VkAttachmentDescription structures or the layout member of the VkAttachmentReference structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_SAMPLED_BIT or VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT

• VUID-vkCmdBeginRenderPass-initialLayout-00898
  If any of the initialLayout or finalLayout member of the VkAttachmentDescription structures or the layout member of the VkAttachmentReference structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is
VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL, then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_TRANSFER_SRC_BIT.

- VUID-vkCmdBeginRenderPass-initialLayout-00899
  If any of the initialLayout or finalLayout member of theVkAttachmentDescription structures or the layout member of theVkAttachmentReference structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL, then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_TRANSFER_DST_BIT.

- VUID-vkCmdBeginRenderPass-initialLayout-00900
  If the initialLayout member of any of the VkAttachmentDescription structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is not VK_IMAGE_LAYOUT_UNDEFINED, then each such initialLayout must be equal to the current layout of the corresponding attachment image subresource of the framebuffer specified in the framebuffer member of pRenderPassBegin.

- VUID-vkCmdBeginRenderPass-srcStageMask-06451
  The srcStageMask members of any element of the pDependencies member of VkRenderPassCreateInfo used to create renderPass must be supported by the capabilities of the queue family identified by the queueFamilyIndex member of the VkCommandPoolCreateInfo used to create the command pool which commandBuffer was allocated from.

- VUID-vkCmdBeginRenderPass-dstStageMask-06452
  The dstStageMask members of any element of the pDependencies member of VkRenderPassCreateInfo used to create renderPass must be supported by the capabilities of the queue family identified by the queueFamilyIndex member of the VkCommandPoolCreateInfo used to create the command pool which commandBuffer was allocated from.

- VUID-vkCmdBeginRenderPass-framebuffer-02532
  For any attachment in framebuffer that is used by renderPass and is bound to memory locations that are also bound to another attachment used by renderPass, and if at least one of those uses causes either attachment to be written to, both attachments must have had the VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT set.

- VUID-vkCmdBeginRenderPass-framebuffer-09045
  If any attachments specified in framebuffer are used by renderPass and are bound to overlapping memory locations, there must be only one that is used as a color attachment, depth/stencil, or resolve attachment in any subpass.

---

### Valid Usage (Implicit)

- VUID-vkCmdBeginRenderPass-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle.

- VUID-vkCmdBeginRenderPass-pRenderPassBegin-parameter
  pRenderPassBegin must be a valid pointer to a valid VkRenderPassBeginInfo structure.
• VUID-vkCmdBeginRenderPass-contents-parameter
  contents must be a valid VkSubpassContents value

• VUID-vkCmdBeginRenderPass-commandBuffer-recording
  commandBuffer must be in the recording state

• VUID-vkCmdBeginRenderPass-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

• VUID-vkCmdBeginRenderPass-renderpass
  This command must only be called outside of a render pass instance

• VUID-vkCmdBeginRenderPass-bufferlevel
  commandBuffer must be a primary VkCommandBuffer

---

**Host Synchronization**

• Host access to commandBuffer must be externally synchronized

• Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

---

**Command Properties**

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Alternatively to begin a render pass, call:

```c
// Provided by VK_VERSION_1_2
void vkCmdBeginRenderPass2(
    VkCommandBuffer commandBuffer,
    const VkRenderPassBeginInfo* pRenderPassBegin,
    const VkSubpassBeginInfo* pSubpassBeginInfo);
```

• commandBuffer is the command buffer in which to record the command.

• pRenderPassBegin is a pointer to a VkRenderPassBeginInfo structure specifying the render pass to begin an instance of, and the framebuffer the instance uses.

• pSubpassBeginInfo is a pointer to a VkSubpassBeginInfo structure containing information about the subpass which is about to begin rendering.

After beginning a render pass instance, the command buffer is ready to record the commands for
the first subpass of that render pass.

Valid Usage

- VUID-vkCmdBeginRenderPass2-framebuffer-02779
  Both the framebuffer and renderPass members of pRenderPassBegin must have been created on the same VkDevice that commandBuffer was allocated on.

- VUID-vkCmdBeginRenderPass2-initialLayout-03094
  If any of the initialLayout or finalLayout member of the VkAttachmentDescription structures or the layout member of the VkAttachmentReference structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT.

- VUID-vkCmdBeginRenderPass2-initialLayout-03096
  If any of the initialLayout or finalLayout member of the VkAttachmentDescription structures or the layout member of the VkAttachmentReference structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT.

- VUID-vkCmdBeginRenderPass2-initialLayout-02844
  If any of the initialLayout or finalLayout member of the VkAttachmentDescription structures or the layout member of the VkAttachmentReference structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL, VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT.

- VUID-vkCmdBeginRenderPass2-stencilInitialLayout-02845
  If any of the stencilInitialLayout or stencilFinalLayout member of the VkAttachmentDescriptionStencilLayout structures or the stencilLayout member of the VkAttachmentReferenceStencilLayout structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT.
If any of the initialLayout or finalLayout member of the VkAttachmentDescription structures or the layout member of the VkAttachmentReference structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_SAMPLED_BIT or VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT.

If any of the initialLayout or finalLayout member of the VkAttachmentDescription structures or the layout member of the VkAttachmentReference structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_TRANSFER_SRC_BIT.

If any of the initialLayout or finalLayout member of the VkAttachmentDescription structures or the layout member of the VkAttachmentReference structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL then the corresponding attachment image view of the framebuffer specified in the framebuffer member of pRenderPassBegin must have been created with a usage value including VK_IMAGE_USAGE_TRANSFER_DST_BIT.

If the initialLayout member of any of the VkAttachmentDescription structures specified when creating the render pass specified in the renderPass member of pRenderPassBegin is not VK_IMAGE_LAYOUT_UNDEFINED, then each such initialLayout must be equal to the current layout of the corresponding attachment image subresource of the framebuffer specified in the framebuffer member of pRenderPassBegin.

The srcStageMask members of any element of the pDependencies member of VkRenderPassCreateInfo used to create renderPass must be supported by the capabilities of the queue family identified by the queueFamilyIndex member of the VkCommandPoolCreateInfo used to create the command pool which commandBuffer was allocated from.

The dstStageMask members of any element of the pDependencies member of VkRenderPassCreateInfo used to create renderPass must be supported by the capabilities of the queue family identified by the queueFamilyIndex member of the VkCommandPoolCreateInfo used to create the command pool which commandBuffer was allocated from.

For any attachment in framebuffer that is used by renderPass and is bound to memory locations that are also bound to another attachment used by renderPass, and if at least one of those uses causes either attachment to be written to, both attachments must have had the VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT set.
• VUID-vkCmdBeginRenderPass2-framebuffer-09046
  If any attachments specified in framebuffer are used by renderPass and are bound to overlapping memory locations, there **must** be only one that is used as a color attachment, depth/stencil, or resolve attachment in any subpass.

---

**Valid Usage (Implicit)**

- VUID-vkCmdBeginRenderPass2-commandBuffer-parameter commandBuffer **must** be a valid VkCommandBuffer handle.
- VUID-vkCmdBeginRenderPass2-pRenderPassBegin-parameter pRenderPassBegin **must** be a valid pointer to a valid VkRenderPassBeginInfo structure.
- VUID-vkCmdBeginRenderPass2-pSubpassBeginInfo-parameter pSubpassBeginInfo **must** be a valid pointer to a valid VkSubpassBeginInfo structure.
- VUID-vkCmdBeginRenderPass2-commandBuffer-recording commandBuffer **must** be in the recording state.
- VUID-vkCmdBeginRenderPass2-commandBuffer-cmdpool The VkCommandPool that commandBuffer was allocated from **must** support graphics operations.
- VUID-vkCmdBeginRenderPass2-renderpass This command **must** only be called outside of a render pass instance.
- VUID-vkCmdBeginRenderPass2-bufferlevel commandBuffer **must** be a primary VkCommandBuffer.

---

**Host Synchronization**

- Host access to commandBuffer **must** be externally synchronized.
- Host access to the VkCommandPool that commandBuffer was allocated from **must** be externally synchronized.

---

**Command Properties**

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The VkRenderPassBeginInfo structure is defined as:
// Provided by VK_VERSION_1_0

typedef struct VkRenderPassBeginInfo {
    VkStructureType sType;
    const void* pNext;
    VkRenderPass renderPass;
    VkFramebuffer framebuffer;
    VkRect2D renderArea;
    uint32_t clearValueCount;
    const VkClearValue* pClearValues;
} VkRenderPassBeginInfo;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **renderPass** is the render pass to begin an instance of.
- **framebuffer** is the framebuffer containing the attachments that are used with the render pass.
- **renderArea** is the render area that is affected by the render pass instance, and is described in more detail below.
- **clearValueCount** is the number of elements in **pClearValues**.
- **pClearValues** is a pointer to an array of clearValueCount VkClearValue structures containing clear values for each attachment, if the attachment uses a loadOp value of VK_ATTACHMENT_LOAD_OP_CLEAR or if the attachment has a depth/stencil format and uses a stencilLoadOp value of VK_ATTACHMENT_LOAD_OP_CLEAR. The array is indexed by attachment number. Only elements corresponding to cleared attachments are used. Other elements of **pClearValues** are ignored.

**renderArea** is the render area that is affected by the render pass instance. The effects of attachment load, store and multisample resolve operations are restricted to the pixels whose x and y coordinates fall within the render area on all attachments. The render area extends to all layers of **framebuffer**. The application must ensure (using scissor if necessary) that all rendering is contained within the render area. The render area must be contained within the framebuffer dimensions.

**Note**
There may be a performance cost for using a render area smaller than the framebuffer, unless it matches the render area granularity for the render pass.

**Valid Usage**

- VUID-VkRenderPassBeginInfo-clearValueCount-00902  
  clearValueCount must be greater than the largest attachment index in **renderPass** specifying a loadOp (or stencilLoadOp, if the attachment has a depth/stencil format) of VK_ATTACHMENT_LOAD_OP_CLEAR

- VUID-VkRenderPassBeginInfo-clearValueCount-04962  
  If clearValueCount is not 0, **pClearValues** must be a valid pointer to an array of clearValueCount VkClearValue unions
• VUID-VkRenderPassBeginInfo-renderPass-00904
  renderPass must be compatible with the renderPass member of the VkFramebufferCreateInfo structure specified when creating framebuffer

• VUID-VkRenderPassBeginInfo-None-08996
  If the pNext chain does not contain VkDeviceGroupRenderPassBeginInfo or its deviceRenderAreaCount member is equal to 0, renderArea.extent.width must be greater than 0

• VUID-VkRenderPassBeginInfo-None-08997
  If the pNext chain does not contain VkDeviceGroupRenderPassBeginInfo or its deviceRenderAreaCount member is equal to 0, renderArea.extent.height must be greater than 0

• VUID-VkRenderPassBeginInfo-pNext-02850
  If the pNext chain does not contain VkDeviceGroupRenderPassBeginInfo or its deviceRenderAreaCount member is equal to 0, renderArea.offset.x must be greater than or equal to 0

• VUID-VkRenderPassBeginInfo-pNext-02851
  If the pNext chain does not contain VkDeviceGroupRenderPassBeginInfo or its deviceRenderAreaCount member is equal to 0, renderArea.offset.y must be greater than or equal to 0

• VUID-VkRenderPassBeginInfo-pNext-02852
  If the pNext chain does not contain VkDeviceGroupRenderPassBeginInfo or its deviceRenderAreaCount member is equal to 0, renderArea.offset.x + renderArea.extent.width must be less than or equal to VkFramebufferCreateInfo::width the framebuffer was created with

• VUID-VkRenderPassBeginInfo-pNext-02853
  If the pNext chain does not contain VkDeviceGroupRenderPassBeginInfo or its deviceRenderAreaCount member is equal to 0, renderArea.offset.y + renderArea.extent.height must be less than or equal to VkFramebufferCreateInfo::height the framebuffer was created with

• VUID-VkRenderPassBeginInfo-pNext-02856
  If the pNext chain contains VkDeviceGroupRenderPassBeginInfo, offset.x + extent.width of each element of pDeviceRenderAreas must be less than or equal to VkFramebufferCreateInfo::width the framebuffer was created with

• VUID-VkRenderPassBeginInfo-pNext-02857
  If the pNext chain contains VkDeviceGroupRenderPassBeginInfo, offset.y + extent.height of each element of pDeviceRenderAreas must be less than or equal to VkFramebufferCreateInfo::height the framebuffer was created with

• VUID-VkRenderPassBeginInfo-framebuffer-03207
  If framebuffer was created with a VkFramebufferCreateInfo::flags value that did not include VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, and the pNext chain includes a VkRenderPassAttachmentBeginInfo structure, its attachmentCount must be zero

• VUID-VkRenderPassBeginInfo-framebuffer-03208
  If framebuffer was created with a VkFramebufferCreateInfo::flags value that included VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, the attachmentCount of a
VkRenderPassAttachmentBeginInfo structure included in the pNext chain must be equal to the value of VkFramebufferAttachmentsCreateInfo::attachmentImageInfoCount used to create framebuffer

- VUID-VkRenderPassBeginInfo-framebuffer-02780
  If framebuffer was created with a VkFramebufferCreateInfo::flags value that included VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, each element of the pAttachments member of a VkRenderPassAttachmentBeginInfo structure included in the pNext chain must have been created on the same VkDevice as framebuffer and renderPass

- VUID-VkRenderPassBeginInfo-framebuffer-03209
  If framebuffer was created with a VkFramebufferCreateInfo::flags value that included VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, each element of the pAttachments member of a VkRenderPassAttachmentBeginInfo structure included in the pNext chain must be a VkImageView of an image created with a value of VkImageCreateInfo::flags equal to the flags member of the corresponding element of VkFramebufferAttachmentsCreateInfo::pAttachmentImageInfos used to create framebuffer

- VUID-VkRenderPassBeginInfo-framebuffer-04627
  If framebuffer was created with a VkFramebufferCreateInfo::flags value that included VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, each element of the pAttachments member of a VkRenderPassAttachmentBeginInfo structure included in the pNext chain must be a VkImageView with an inherited usage equal to the usage member of the corresponding element of VkFramebufferAttachmentsCreateInfo::pAttachmentImageInfos used to create framebuffer

- VUID-VkRenderPassBeginInfo-framebuffer-03211
  If framebuffer was created with a VkFramebufferCreateInfo::flags value that included VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, each element of the pAttachments member of a VkRenderPassAttachmentBeginInfo structure included in the pNext chain must be a VkImageView with a width equal to the width member of the corresponding element of VkFramebufferAttachmentsCreateInfo::pAttachmentImageInfos used to create framebuffer

- VUID-VkRenderPassBeginInfo-framebuffer-03212
  If framebuffer was created with a VkFramebufferCreateInfo::flags value that included VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, each element of the pAttachments member of a VkRenderPassAttachmentBeginInfo structure included in the pNext chain must be a VkImageView with a height equal to the height member of the corresponding element of VkFramebufferAttachmentsCreateInfo::pAttachmentImageInfos used to create framebuffer

- VUID-VkRenderPassBeginInfo-framebuffer-03213
  If framebuffer was created with a VkFramebufferCreateInfo::flags value that included VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, each element of the pAttachments member of a VkRenderPassAttachmentBeginInfo structure included in the pNext chain must be a VkImageView of an image created with a value of VkImageViewCreateInfo::subresourceRange.layerCount equal to the layerCount member of the corresponding element of VkFramebufferAttachmentsCreateInfo::pAttachmentImageInfos used to create framebuffer

- VUID-VkRenderPassBeginInfo-framebuffer-03214
  If framebuffer was created with a VkFramebufferCreateInfo::flags value that included VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT, each element of the pAttachments member of a
*VkRenderPassAttachmentBeginInfo* structure included in the *pNext* chain must be a *VkImageView* of an image created with a value of *VkImageFormatListCreateInfo::*viewFormatCount* equal to the *viewFormatCount* member of the corresponding element of *VkFramebufferAttachmentsCreateInfo::*pAttachmentImageInfos* used to create framebuffer

- **VUID-VkRenderPassBeginInfo-framebuffer-03215**
  If framebuffer was created with a *VkFramebufferCreateInfo::*flags* value that included *VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT*, each element of the *pAttachments* member of a *VkRenderPassAttachmentBeginInfo* structure included in the *pNext* chain must be a *VkImageView* of an image created with a set of elements in *VkImageFormatListCreateInfo::*pViewFormats* equal to the set of elements in the *pViewFormats* member of the corresponding element of *VkFramebufferAttachmentsCreateInfo::*pAttachmentImageInfos* used to create framebuffer

- **VUID-VkRenderPassBeginInfo-framebuffer-03216**
  If framebuffer was created with a *VkFramebufferCreateInfo::*flags* value that included *VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT*, each element of the *pAttachments* member of a *VkRenderPassAttachmentBeginInfo* structure included in the *pNext* chain must be a *VkImageView* of an image created with a value of *VkImageViewCreateInfo::*format* equal to the corresponding value of *VkAttachmentDescription::*format* in renderPass

- **VUID-VkRenderPassBeginInfo-framebuffer-09047**
  If framebuffer was created with a *VkFramebufferCreateInfo::*flags* value that included *VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT*, each element of the *pAttachments* member of a *VkRenderPassAttachmentBeginInfo* structure included in the *pNext* chain must be a *VkImageView* of an image created with a value of *VkImageCreateInfo::*samples* equal to the corresponding value of *VkAttachmentDescription::*samples* in renderPass

---

**Valid Usage (Implicit)**

- **VUID-VkRenderPassBeginInfo-sType-sType**
  *sType* must be *VK_STRUCTURE_TYPE_RENDER_PASS_BEGIN_INFO*

- **VUID-VkRenderPassBeginInfo-pNext-pNext**
  Each *pNext* member of any structure (including this one) in the *pNext* chain must be either NULL or a pointer to a valid instance of *VkDeviceGroupRenderPassBeginInfo*, *VkRenderPassAttachmentBeginInfo*, or *VkRenderPassSampleLocationsBeginInfoEXT*

- **VUID-VkRenderPassBeginInfo-sType-unique**
  The *sType* value of each struct in the *pNext* chain must be unique

- **VUID-VkRenderPassBeginInfo-renderPass-parameter**
  *renderPass* must be a valid *VkRenderPass* handle

- **VUID-VkRenderPassBeginInfo-framebuffer-parameter**
  *framebuffer* must be a valid *VkFramebuffer* handle

- **VUID-VkRenderPassBeginInfo-commonparent**
  Both of *framebuffer*, and *renderPass* must have been created, allocated, or retrieved from the same *VkDevice*
The image layout of the depth aspect of a depth/stencil attachment referring to an image created with `VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT` is dependent on the last sample locations used to render to the image subresource, thus preserving the contents of such depth/stencil attachments across subpass boundaries requires the application to specify these sample locations whenever a layout transition of the attachment may occur. This information can be provided by adding a `VkRenderPassSampleLocationsBeginInfoEXT` structure to the `pNext` chain of `VkRenderPassBeginInfo`.

The `VkRenderPassSampleLocationsBeginInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_sample_locations
typedef struct VkRenderPassSampleLocationsBeginInfoEXT {
    VkStructureType sType;
    const void* pNext;
    uint32_t attachmentInitialSampleLocationsCount;
    const VkAttachmentSampleLocationsEXT* pAttachmentInitialSampleLocations;
    uint32_t postSubpassSampleLocationsCount;
    const VkSubpassSampleLocationsEXT* pPostSubpassSampleLocations;
} VkRenderPassSampleLocationsBeginInfoEXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `attachmentInitialSampleLocationsCount` is the number of elements in the `pAttachmentInitialSampleLocations` array.
- `pAttachmentInitialSampleLocations` is a pointer to an array of `attachmentInitialSampleLocationsCount` `VkAttachmentSampleLocationsEXT` structures specifying the attachment indices and their corresponding sample location state. Each element of `pAttachmentInitialSampleLocations` can specify the sample location state to use in the automatic layout transition performed to transition a depth/stencil attachment from the initial layout of the attachment to the image layout specified for the attachment in the first subpass using it.
- `postSubpassSampleLocationsCount` is the number of elements in the `pPostSubpassSampleLocations` array.
- `pPostSubpassSampleLocations` is a pointer to an array of `postSubpassSampleLocationsCount` `VkSubpassSampleLocationsEXT` structures specifying the subpass indices and their corresponding sample location state. Each element of `pPostSubpassSampleLocations` can specify the sample location state to use in the automatic layout transition performed to transition the depth/stencil attachment used by the specified subpass to the image layout specified in a dependent subpass or to the final layout of the attachment in case the specified subpass is the last subpass using that attachment. In addition, if `VkPhysicalDeviceSampleLocationsPropertiesEXT::variableSampleLocations` is `VK_FALSE`, each element of `pPostSubpassSampleLocations` must specify the sample location state that matches the sample locations used by all pipelines that will be bound to a command buffer during the specified subpass. If `variableSampleLocations` is `VK_TRUE`, the sample locations used for rasterization do not depend on `pPostSubpassSampleLocations`. 
Valid Usage (Implicit)

- VUID-VkRenderPassSampleLocationsBeginInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_RENDER_PASS_SAMPLE_LOCATIONS_BEGIN_INFO_EXT

- VUID-VkRenderPassSampleLocationsBeginInfoEXT-pAttachmentInitialSampleLocations-parameter
  If attachmentInitialSampleLocationsCount is not 0, pAttachmentInitialSampleLocations must be a valid pointer to an array of attachmentInitialSampleLocationsCount valid VkAttachmentSampleLocationsEXT structures

- VUID-VkRenderPassSampleLocationsBeginInfoEXT-pPostSubpassSampleLocations-parameter
  If postSubpassSampleLocationsCount is not 0, pPostSubpassSampleLocations must be a valid pointer to an array of postSubpassSampleLocationsCount valid VkSubpassSampleLocationsEXT structures

The VkAttachmentSampleLocationsEXT structure is defined as:

```c
// Provided by VK_EXT_sample_locations
typedef struct VkAttachmentSampleLocationsEXT {
    uint32_t attachmentIndex;
    VkSampleLocationsInfoEXT sampleLocationsInfo;
} VkAttachmentSampleLocationsEXT;
```

- attachmentIndex is the index of the attachment for which the sample locations state is provided.
- sampleLocationsInfo is the sample locations state to use for the layout transition of the given attachment from the initial layout of the attachment to the image layout specified for the attachment in the first subpass using it.

If the image referenced by the framebuffer attachment at index attachmentIndex was not created with VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT then the values specified in sampleLocationsInfo are ignored.

Valid Usage

- VUID-VkAttachmentSampleLocationsEXT-attachmentIndex-01531
  attachmentIndex must be less than the attachmentCount specified in VkRenderPassCreateInfo the render pass specified by VkRenderPassBeginInfo::renderPass was created with

Valid Usage (Implicit)

- VUID-VkAttachmentSampleLocationsEXT-sampleLocationsInfo-parameter
  sampleLocationsInfo must be a valid VkSampleLocationsInfoEXT structure
The `VkSubpassSampleLocationsEXT` structure is defined as:

```c
// Provided by VK_EXT_sample_locations
typedef struct VkSubpassSampleLocationsEXT {
    uint32_t subpassIndex;
    VkSampleLocationsInfoEXT sampleLocationsInfo;
} VkSubpassSampleLocationsEXT;
```

- `subpassIndex` is the index of the subpass for which the sample locations state is provided.
- `sampleLocationsInfo` is the sample locations state to use for the layout transition of the depth/stencil attachment away from the image layout the attachment is used with in the subpass specified in `subpassIndex`.

If the image referenced by the depth/stencil attachment used in the subpass identified by `subpassIndex` was not created with `VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT` or if the subpass does not use a depth/stencil attachment, and `VkPhysicalDeviceSampleLocationsPropertiesEXT::variableSampleLocations` is `VK_TRUE` then the values specified in `sampleLocationsInfo` are ignored.

### Valid Usage

- **VUID-VkSubpassSampleLocationsEXT-subpassIndex-01532**
  
  `subpassIndex` must be less than the `subpassCount` specified in `VkRenderPassCreateInfo` the render pass specified by `VkRenderPassBeginInfo::renderPass` was created with

### Valid Usage (Implicit)

- **VUID-VkSubpassSampleLocationsEXT-sampleLocationsInfo-parameter**
  
  `sampleLocationsInfo` must be a valid `VkSampleLocationsInfoEXT` structure

The `VkSubpassBeginInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkSubpassBeginInfo {
    VkStructureType sType;
    const void* pNext;
    VkSubpassContents contents;
} VkSubpassBeginInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `contents` is a `VkSubpassContents` value specifying how the commands in the next subpass will be provided.
Valid Usage (Implicit)

- VUID-VkSubpassBeginInfo-sType-sType
  - `sType` must be `VK_STRUCTURE_TYPE_SUBPASS_BEGIN_INFO`

- VUID-VkSubpassBeginInfo-pNext-pNext
  - `pNext` must be `NULL`

- VUID-VkSubpassBeginInfo-contents-parameter
  - `contents` must be a valid `VkSubpassContents` value

Possible values of `vkCmdBeginRenderPass::contents`, specifying how the commands in the first subpass will be provided, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkSubpassContents {
    VK_SUBPASS_CONTENTS_INLINE = 0,
    VK_SUBPASS_CONTENTS_SECONDARY_COMMAND_BUFFERS = 1,
} VkSubpassContents;
```

- `VK_SUBPASS_CONTENTS_INLINE` specifies that the contents of the subpass will be recorded inline in the primary command buffer, and secondary command buffers must not be executed within the subpass.

- `VK_SUBPASS_CONTENTS_SECONDARY_COMMAND_BUFFERS` specifies that the contents are recorded in secondary command buffers that will be called from the primary command buffer, and `vkCmdExecuteCommands` is the only valid command in the command buffer until `vkCmdNextSubpass` or `vkCmdEndRenderPass`.

If the `pNext` chain of `VkRenderPassBeginInfo` includes a `VkDeviceGroupRenderPassBeginInfo` structure, then that structure includes a device mask and set of render areas for the render pass instance.

The `VkDeviceGroupRenderPassBeginInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkDeviceGroupRenderPassBeginInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t deviceMask;
    uint32_t deviceRenderAreaCount;
    const VkRect2D* pDeviceRenderAreas;
} VkDeviceGroupRenderPassBeginInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `deviceMask` is the device mask for the render pass instance.
- `deviceRenderAreaCount` is the number of elements in the `pDeviceRenderAreas` array.
• **pDeviceRenderAreas** is a pointer to an array of **VkRect2D** structures defining the render area for each physical device.

The **deviceMask** serves several purposes. It is an upper bound on the set of physical devices that can be used during the render pass instance, and the initial device mask when the render pass instance begins. In addition, commands transitioning to the next subpass in a render pass instance and commands ending the render pass instance, and, accordingly render pass **load**, **store**, and **multisample resolve** operations and subpass dependencies corresponding to the render pass instance, are executed on the physical devices included in the device mask provided here.

If **deviceRenderAreaCount** is not zero, then the elements of **pDeviceRenderAreas** override the value of **VkRenderPassBeginInfo::renderArea**, and provide a render area specific to each physical device. These render areas serve the same purpose as **VkRenderPassBeginInfo::renderArea**, including controlling the region of attachments that are cleared by **VK_ATTACHMENT_LOAD_OP_CLEAR** and that are resolved into resolve attachments.

If this structure is not present, the render pass instance’s device mask is the value of **VkDeviceGroupCommandBufferBeginInfo::deviceMask**. If this structure is not present or if **deviceRenderAreaCount** is zero, **VkRenderPassBeginInfo::renderArea** is used for all physical devices.

### Valid Usage

- **VUID-VkDeviceGroupRenderPassBeginInfo-deviceMask-00905**
  * **deviceMask** must be a valid device mask value

- **VUID-VkDeviceGroupRenderPassBeginInfo-deviceMask-00906**
  * **deviceMask** must not be zero

- **VUID-VkDeviceGroupRenderPassBeginInfo-deviceMask-00907**
  * **deviceMask** must be a subset of the command buffer’s initial device mask

- **VUID-VkDeviceGroupRenderPassBeginInfo-deviceRenderAreaCount-00908**
  * **deviceRenderAreaCount** must either be zero or equal to the number of physical devices in the logical device

- **VUID-VkDeviceGroupRenderPassBeginInfo-offset-06166**
  * The **offset.x** member of any element of **pDeviceRenderAreas** must be greater than or equal to 0

- **VUID-VkDeviceGroupRenderPassBeginInfo-offset-06167**
  * The **offset.y** member of any element of **pDeviceRenderAreas** must be greater than or equal to 0

- **VUID-VkDeviceGroupRenderPassBeginInfo-offset-06168**
  * The sum of the **offset.x** and **extent.width** members of any element of **pDeviceRenderAreas** must be less than or equal to **maxFramebufferWidth**

- **VUID-VkDeviceGroupRenderPassBeginInfo-offset-06169**
  * The sum of the **offset.y** and **extent.height** members of any element of **pDeviceRenderAreas** must be less than or equal to **maxFramebufferHeight**

- **VUID-VkDeviceGroupRenderPassBeginInfo-extent-08998**
  * The **extent.width** member of any element of **pDeviceRenderAreas** must be greater than 0
The `VkDeviceGroupRenderPassBeginInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkDeviceGroupRenderPassBeginInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t deviceRenderAreaCount;
    const VkRect2D* pDeviceRenderAreas;
} VkDeviceGroupRenderPassBeginInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `deviceRenderAreaCount` is the number of deviceRenderAreas.
- `pDeviceRenderAreas` is a pointer to an array of `VkRect2D` structures.

The `VkRenderPassAttachmentBeginInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkRenderPassAttachmentBeginInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t attachmentCount;
    const VkImageView* pAttachments;
} VkRenderPassAttachmentBeginInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `attachmentCount` is the number of attachments.
- `pAttachments` is a pointer to an array of `VkImageView` handles, each of which will be used as the corresponding attachment in the render pass instance.

The `VkRenderPassAttachmentBeginInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkRenderPassAttachmentBeginInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t attachmentCount;
    const VkImageView* pAttachments;
} VkRenderPassAttachmentBeginInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `attachmentCount` is the number of attachments.
- `pAttachments` is a pointer to an array of `VkImageView` handles, each of which will be used as the corresponding attachment in the render pass instance.

The `VkRenderPassAttachmentBeginInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkRenderPassAttachmentBeginInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t attachmentCount;
    const VkImageView* pAttachments;
} VkRenderPassAttachmentBeginInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `attachmentCount` is the number of attachments.
- `pAttachments` is a pointer to an array of `VkImageView` handles, each of which will be used as the corresponding attachment in the render pass instance.

The `VkRenderPassAttachmentBeginInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkRenderPassAttachmentBeginInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t attachmentCount;
    const VkImageView* pAttachments;
} VkRenderPassAttachmentBeginInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `attachmentCount` is the number of attachments.
- `pAttachments` is a pointer to an array of `VkImageView` handles, each of which will be used as the corresponding attachment in the render pass instance.

The `VkRenderPassAttachmentBeginInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkRenderPassAttachmentBeginInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t attachmentCount;
    const VkImageView* pAttachments;
} VkRenderPassAttachmentBeginInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `attachmentCount` is the number of attachments.
- `pAttachments` is a pointer to an array of `VkImageView` handles, each of which will be used as the corresponding attachment in the render pass instance.

The `VkRenderPassAttachmentBeginInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkRenderPassAttachmentBeginInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t attachmentCount;
    const VkImageView* pAttachments;
} VkRenderPassAttachmentBeginInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `attachmentCount` is the number of attachments.
- `pAttachments` is a pointer to an array of `VkImageView` handles, each of which will be used as the corresponding attachment in the render pass instance.

The `VkRenderPassAttachmentBeginInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkRenderPassAttachmentBeginInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t attachmentCount;
    const VkImageView* pAttachments;
} VkRenderPassAttachmentBeginInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `attachmentCount` is the number of attachments.
- `pAttachments` is a pointer to an array of `VkImageView` handles, each of which will be used as the corresponding attachment in the render pass instance.
To query the render area granularity, call:

```c
// Provided by VK_VERSION_1_0
void vkGetRenderAreaGranularity(
    VkDevice device,
    VkRenderPass renderPass,
    VkExtent2D* pGranularity);
```

- `device` is the logical device that owns the render pass.
- `renderPass` is a handle to a render pass.
- `pGranularity` is a pointer to a `VkExtent2D` structure in which the granularity is returned.

The conditions leading to an optimal `renderArea` are:

- the `offset.x` member in `renderArea` is a multiple of the `width` member of the returned `VkExtent2D` (the horizontal granularity).
- the `offset.y` member in `renderArea` is a multiple of the `height` member of the returned `VkExtent2D` (the vertical granularity).
- either the `extent.width` member in `renderArea` is a multiple of the horizontal granularity or `offset.x + extent.width` is equal to the `width` of the framebuffer in the `VkRenderPassBeginInfo`.
- either the `extent.height` member in `renderArea` is a multiple of the vertical granularity or `offset.y + extent.height` is equal to the `height` of the framebuffer in the `VkRenderPassBeginInfo`.

Subpass dependencies are not affected by the render area, and apply to the entire image subresources attached to the framebuffer as specified in the description of automatic layout transitions. Similarly, pipeline barriers are valid even if their effect extends outside the render area.

**Valid Usage (Implicit)**

- VUID-vkGetRenderAreaGranularity-device-parameter
  `device` must be a valid `VkDevice` handle
- VUID-vkGetRenderAreaGranularity-renderPass-parameter
  `renderPass` must be a valid `VkRenderPass` handle
- VUID-vkGetRenderAreaGranularity-pGranularity-parameter
  `pGranularity` must be a valid pointer to a `VkExtent2D` structure
- VUID-vkGetRenderAreaGranularity-renderPass-parent
  `renderPass` must have been created, allocated, or retrieved from `device`
To transition to the next subpass in the render pass instance after recording the commands for a subpass, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdNextSubpass(
    VkCommandBuffer commandBuffer, 
    VkSubpassContents contents);
```

- `commandBuffer` is the command buffer in which to record the command.
- `contents` specifies how the commands in the next subpass will be provided, in the same fashion as the corresponding parameter of `vkCmdBeginRenderPass`.

The subpass index for a render pass begins at zero when `vkCmdBeginRenderPass` is recorded, and increments each time `vkCmdNextSubpass` is recorded.

After transitioning to the next subpass, the application can record the commands for that subpass.

**Valid Usage**

- VUID-vkCmdNextSubpass-None-00909
  The current subpass index must be less than the number of subpasses in the render pass minus one

**Valid Usage (Implicit)**

- VUID-vkCmdNextSubpass-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdNextSubpass-contents-parameter
  `contents` must be a valid `VkSubpassContents` value

- VUID-vkCmdNextSubpass-commandBuffer-recording
  `commandBuffer` must be in the recording state

- VUID-vkCmdNextSubpass-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

- VUID-vkCmdNextSubpass-renderpass
  This command must only be called inside of a render pass instance

- VUID-vkCmdNextSubpass-bufferlevel
  `commandBuffer` must be a primary `VkCommandBuffer`

**Host Synchronization**

- Host access to `commandBuffer` must be externally synchronized
• Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

### Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Graphics</td>
<td>Action State Synchronization</td>
</tr>
</tbody>
</table>

To transition to the next subpass in the render pass instance after recording the commands for a subpass, call:

```c
// Provided by VK_VERSION_1_2
void vkCmdNextSubpass2(
    VkCommandBuffer commandBuffer,
    const VkSubpassBeginInfo* pSubpassBeginInfo,
    const VkSubpassEndInfo* pSubpassEndInfo);
```

• commandBuffer is the command buffer in which to record the command.

• pSubpassBeginInfo is a pointer to a VkSubpassBeginInfo structure containing information about the subpass which is about to begin rendering.

• pSubpassEndInfo is a pointer to a VkSubpassEndInfo structure containing information about how the previous subpass will be ended.

vkCmdNextSubpass2 is semantically identical to vkCmdNextSubpass, except that it is extensible, and that contents is provided as part of an extensible structure instead of as a flat parameter.

### Valid Usage

• VUID-vkCmdNextSubpass2-None-03102
  The current subpass index must be less than the number of subpasses in the render pass minus one

### Valid Usage (Implicit)

• VUID-vkCmdNextSubpass2-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

• VUID-vkCmdNextSubpass2-pSubpassBeginInfo-parameter
  pSubpassBeginInfo must be a valid pointer to a valid VkSubpassBeginInfo structure

• VUID-vkCmdNextSubpass2-pSubpassEndInfo-parameter
pSubpassEndInfo must be a valid pointer to a valid VkSubpassEndInfo structure

- VUID-vkCmdNextSubpass2-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdNextSubpass2-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

- VUID-vkCmdNextSubpass2-renderpass
  This command must only be called inside of a render pass instance

- VUID-vkCmdNextSubpass2-bufferlevel
  commandBuffer must be a primary VkCommandBuffer

Host Synchronization

- Host access to commandBuffer must be externally synchronized

- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
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<td>Inside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>State</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Synchronization</td>
</tr>
</tbody>
</table>

To record a command to end a render pass instance after recording the commands for the last subpass, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdEndRenderPass(
    VkCommandBuffer commandBuffer);
```

- commandBuffer is the command buffer in which to end the current render pass instance.

Ending a render pass instance performs any multisample resolve operations on the final subpass.

Valid Usage

- VUID-vkCmdEndRenderPass-None-00910
  The current subpass index must be equal to the number of subpasses in the render pass minus one
• VUID-vkCmdEndRenderPass-None-07004
  If `vkCmdBeginQuery`* was called within a subpass of the render pass, the corresponding
  `vkCmdEndQuery`* must have been called subsequently within the same subpass

---

**Valid Usage (Implicit)**

• VUID-vkCmdEndRenderPass-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

• VUID-vkCmdEndRenderPass-commandBuffer-recording
  `commandBuffer` must be in the recording state

• VUID-vkCmdEndRenderPass-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics
  operations

• VUID-vkCmdEndRenderPass-renderpass
  This command must only be called inside of a render pass instance

• VUID-vkCmdEndRenderPass-bufferlevel
  `commandBuffer` must be a primary `VkCommandBuffer`

---

**Host Synchronization**

• Host access to `commandBuffer` must be externally synchronized

• Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally
  synchronized

---

**Command Properties**

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Graphics</td>
<td>Action State Synchronization</td>
</tr>
</tbody>
</table>

To record a command to end a render pass instance after recording the commands for the last
subpass, call:

```c
// Provided by VK_VERSION_1_2
void vkCmdEndRenderPass2(
    VkCommandBuffer commandBuffer,
    const VkSubpassEndInfo* pSubpassEndInfo);
```
• **commandBuffer** is the command buffer in which to end the current render pass instance.
• **pSubpassEndInfo** is a pointer to a **VkSubpassEndInfo** structure containing information about how the last subpass will be ended.

**vkCmdEndRenderPass2** is semantically identical to **vkCmdEndRenderPass**, except that it is extensible.

**Valid Usage**

- **VUID-vkCmdEndRenderPass2-None-03103**  
  The current subpass index **must** be equal to the number of subpasses in the render pass minus one
- **VUID-vkCmdEndRenderPass2-None-07005**  
  If **vkCmdBeginQuery** was called within a subpass of the render pass, the corresponding **vkCmdEndQuery** **must** have been called subsequently within the same subpass

**Valid Usage (Implicit)**

- **VUID-vkCmdEndRenderPass2-commandBuffer-parameter**  
  **commandBuffer** **must** be a valid **VkCommandBuffer** handle
- **VUID-vkCmdEndRenderPass2-pSubpassEndInfo-parameter**  
  **pSubpassEndInfo** **must** be a valid pointer to a valid **VkSubpassEndInfo** structure
- **VUID-vkCmdEndRenderPass2-commandBuffer-recording**  
  **commandBuffer** **must** be in the recording state
- **VUID-vkCmdEndRenderPass2-commandBuffer-cmdpool**  
  The **VkCommandPool** that **commandBuffer** was allocated from **must** support graphics operations
- **VUID-vkCmdEndRenderPass2-renderpass**  
  This command **must** only be called inside of a render pass instance
- **VUID-vkCmdEndRenderPass2-bufferlevel**  
  **commandBuffer** **must** be a primary **VkCommandBuffer**

**Host Synchronization**

- Host access to **commandBuffer** **must** be externally synchronized
- Host access to the **VkCommandPool** that **commandBuffer** was allocated from **must** be externally synchronized
The `VkSubpassEndInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkSubpassEndInfo {
    VkStructureType sType;
    const void* pNext;
} VkSubpassEndInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.

### Valid Usage (Implicit)

- `VUID-VkSubpassEndInfo-sType-sType`  
  `sType` must be `VK_STRUCTURE_TYPE_SUBPASS_END_INFO`
- `VUID-VkSubpassEndInfo-pNext-pNext`  
  `pNext` must be `NULL`

### 8.8. Common Render Pass Data Races (Informative)

Due to the complexity of how rendering is performed, there are several ways an application can accidentally introduce a data race, usually by doing something that may seem benign but actually cannot be supported. This section indicates a number of the more common cases as guidelines to help avoid them.

#### 8.8.1. Sampling From a Read-only Attachment

Vulkan includes read-only layouts for depth/stencil images, that allow the images to be both read during a render pass for the purposes of depth/stencil tests, and read as a non-attachment.

However, because `VK_ATTACHMENT_STORE_OP_STORE` and `VK_ATTACHMENT_STORE_OP_DONT_CARE` may perform write operations, even if no recorded command writes to an attachment, reading from an image while also using it as an attachment with these store operations can result in a data race. If the reads from the non-attachment are performed in a fragment shader where the accessed samples match those covered by the fragment shader, no data race will occur as store operations...
are guaranteed to operate after fragment shader execution for the set of samples the fragment covers. Notably, input attachments can also be used for this case. Reading other samples or in any other shader stage can result in unexpected behavior due to the potential for a data race, and validation errors should be generated for doing so. In practice, many applications have shipped reading samples outside of the covered fragment without any observable issue, but there is no guarantee that this will always work, and it is not advisable to rely on this in new or re-worked code bases.

8.8.2. Non-overlapping Access Between Resources

When relying on non-overlapping accesses between attachments and other resources, it is important to note that load and store operations have fairly wide alignment requirements - potentially affecting entire subresources and adjacent depth/stencil aspects. This makes it invalid to access a non-attachment subresource that is simultaneously being used as an attachment where either access performs a write operation.

8.8.3. Depth/Stencil and Input Attachments

When rendering to only the depth OR stencil aspect of an image, an input attachment accessing the other aspect will always result in a data race.

8.8.4. Synchronization Options

There are several synchronization options available to synchronize between accesses to resources within a render pass. Some of the options are outlined below:

- A VkSubpassDependency in a render pass object can synchronize attachment writes and multisample resolve operations from a prior subpass for subsequent input attachment reads.
- A vkCmdPipelineBarrier inside a subpass can synchronize prior attachment writes in the subpass with subsequent input attachment reads.
- If a subresource is used as two separate non-attachment resources, writes to a pixel or individual sample in a fragment shader can be synchronized with access to the same pixel or sample in another fragment shader by using one of the fragment interlock execution modes.
Chapter 9. Shaders

A shader specifies programmable operations that execute for each vertex, control point, tessellated vertex, primitive, fragment, or workgroup in the corresponding stage(s) of the graphics and compute pipelines.

Graphics pipelines include vertex shader execution as a result of primitive assembly, followed, if enabled, by tessellation control and evaluation shaders operating on patches, geometry shaders, if enabled, operating on primitives, and fragment shaders, if present, operating on fragments generated by Rasterization. In this specification, vertex, tessellation control, tessellation evaluation and geometry shaders are collectively referred to as pre-rasterization shader stages and occur in the logical pipeline before rasterization. The fragment shader occurs logically after rasterization.

Only the compute shader stage is included in a compute pipeline. Compute shaders operate on compute invocations in a workgroup.

Shaders can read from input variables, and read from and write to output variables. Input and output variables can be used to transfer data between shader stages, or to allow the shader to interact with values that exist in the execution environment. Similarly, the execution environment provides constants describing capabilities.

Shader variables are associated with execution environment-provided inputs and outputs using built-in decorations in the shader. The available decorations for each stage are documented in the following subsections.

9.1. Shader Modules

Shader modules contain shader code and one or more entry points. Shaders are selected from a shader module by specifying an entry point as part of pipeline creation. The stages of a pipeline can use shaders that come from different modules. The shader code defining a shader module must be in the SPIR-V format, as described by the Vulkan Environment for SPIR-V appendix.

Shader modules are represented by VkShaderModule handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkShaderModule)
```

Shader modules are not used in Vulkan SC, but the type has been retained for compatibility [SCID-8].

In Vulkan SC, the shader modules and pipeline state are supplied to an offline compiler which creates a pipeline cache entry which is loaded at pipeline creation time.

Accordingly, SPIR-V module validation rules defined in the Vulkan Environment for SPIR-V section are only indirectly applied in Vulkan SC, as the SPIR-V modules that must adhere to these validation rules are the inputs of the offline pipeline cache compilation process, while the Vulkan SC API only consumes the implementation-specific pipeline caches resulting from this process. However, violations of SPIR-V module validation rules may be detected and reported by validation
layers when the corresponding pipeline cache entry contains stage validation index entries with SPIR-V module data.

For completeness, this specification also includes the following shader module creation valid usage clauses that are expected to be referred to by validation layers to report SPIR-V module validation errors:

• Let pCode be a pointer to the SPIR-V module data of the pipeline cache stage validation index entry.

• Let codeSize be the corresponding member of the VkPipelineCacheStageValidationIndexEntry structure describing the pipeline cache stage validation index entry.

Valid Usage

• VUID-VkShaderModuleCreateInfo-codeSize-08735
  If pCode is a pointer to SPIR-V code, codeSize must be a multiple of 4

• VUID-VkShaderModuleCreateInfo-pCode-08736
  If pCode is a pointer to SPIR-V code, pCode must point to valid SPIR-V code, formatted and packed as described by the Khronos SPIR-V Specification

• VUID-VkShaderModuleCreateInfo-pCode-08737
  If pCode is a pointer to SPIR-V code, pCode must adhere to the validation rules described by the Validation Rules within a Module section of the SPIR-V Environment appendix

• VUID-VkShaderModuleCreateInfo-pCode-08738
  If pCode is a pointer to SPIR-V code, pCode must declare the Shader capability for SPIR-V code

• VUID-VkShaderModuleCreateInfo-pCode-08739
  If pCode is a pointer to SPIR-V code, pCode must not declare any capability that is not supported by the API, as described by the Capabilities section of the SPIR-V Environment appendix

• VUID-VkShaderModuleCreateInfo-pCode-08740
  If pCode is a pointer to SPIR-V code, and pCode declares any of the capabilities listed in the SPIR-V Environment appendix, one of the corresponding requirements must be satisfied

• VUID-VkShaderModuleCreateInfo-pCode-08741
  If pCode is a pointer to SPIR-V code, pCode must not declare any SPIR-V extension that is not supported by the API, as described by the Extension section of the SPIR-V Environment appendix

• VUID-VkShaderModuleCreateInfo-pCode-08742
  If pCode is a pointer to SPIR-V code, and pCode declares any of the SPIR-V extensions listed in the SPIR-V Environment appendix, one of the corresponding requirements must be satisfied
9.2. Binding Shaders

Before a shader can be used it must be first bound to the command buffer.

Calling `vkCmdBindPipeline` binds all stages corresponding to the `VkPipelineBindPoint`.

The following table describes the relationship between shader stages and pipeline bind points:

<table>
<thead>
<tr>
<th>Shader stage</th>
<th>Pipeline bind point</th>
<th>behavior controlled</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_SHADER_STAGE_VERTEX_BIT</td>
<td>VK_PIPELINE_BIND_POINT_GRAPHICS</td>
<td>all drawing commands</td>
</tr>
<tr>
<td>VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_SHADER_STAGE_GEOMETRY_BIT</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_SHADER_STAGE_FRAGMENT_BIT</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_SHADER_STAGE_COMPUTE_BIT</td>
<td>VK_PIPELINE_BIND_POINT_COMPUTE</td>
<td>all dispatch commands</td>
</tr>
</tbody>
</table>

9.3. Shader Execution

At each stage of the pipeline, multiple invocations of a shader may execute simultaneously. Further, invocations of a single shader produced as the result of different commands may execute simultaneously. The relative execution order of invocations of the same shader type is undefined. Shader invocations may complete in a different order than that in which the primitives they originated from were drawn or dispatched by the application. However, fragment shader outputs are written to attachments in rasterization order.

The relative execution order of invocations of different shader types is largely undefined. However, when invoking a shader whose inputs are generated from a previous pipeline stage, the shader invocations from the previous stage are guaranteed to have executed far enough to generate input values for all required inputs.

9.3.1. Shader Termination

A shader invocation that is terminated has finished executing instructions.

Executing `OpReturn` in the entry point, or executing `OpTerminateInvocation` in any function will terminate an invocation. Implementations may also terminate a shader invocation when `OpKill` is executed in any function; otherwise it becomes a helper invocation.

In addition to the above conditions, helper invocations may be terminated when all non-helper invocations in the same derivative group either terminate or become helper invocations.

A shader stage for a given command completes execution when all invocations for that stage have
Note

OpKill will behave the same as either OpTerminateInvocation or OpDemoteToHelperInvocation depending on the implementation. It is recommended that shader authors use OpTerminateInvocation or OpDemoteToHelperInvocation instead of OpKill whenever possible to produce more predictable behavior.

9.4. Shader Memory Access Ordering

The order in which image or buffer memory is read or written by shaders is largely undefined. For some shader types (vertex, tessellation evaluation, and in some cases, fragment), even the number of shader invocations that may perform loads and stores is undefined.

In particular, the following rules apply:

- **Vertex** and **tessellation evaluation** shaders will be invoked at least once for each unique vertex, as defined in those sections.
- **Fragment** shaders will be invoked zero or more times, as defined in that section.
- The relative execution order of invocations of the same shader type is undefined. A store issued by a shader when working on primitive B might complete prior to a store for primitive A, even if primitive A is specified prior to primitive B. This applies even to fragment shaders; while fragment shader outputs are always written to the framebuffer in rasterization order, stores executed by fragment shader invocations are not.
- The relative execution order of invocations of different shader types is largely undefined.

Note

The above limitations on shader invocation order make some forms of synchronization between shader invocations within a single set of primitives unimplementable. For example, having one invocation poll memory written by another invocation assumes that the other invocation has been launched and will complete its writes in finite time.

The Memory Model appendix defines the terminology and rules for how to correctly communicate between shader invocations, such as when a write is Visible-To a read, and what constitutes a Data Race.

Applications must not cause a data race.

The SPIR-V **SubgroupMemory**, **CrossWorkgroupMemory**, and **AtomicCounterMemory** memory semantics are ignored. Sequentially consistent atomics and barriers are not supported and **SequentiallyConsistent** is treated as **AcquireRelease**. **SequentiallyConsistent** should not be used.
9.5. Shader Inputs and Outputs

Data is passed into and out of shaders using variables with input or output storage class, respectively. User-defined inputs and outputs are connected between stages by matching their Location decorations. Additionally, data can be provided by or communicated to special functions provided by the execution environment using BuiltIn decorations.

In many cases, the same BuiltIn decoration can be used in multiple shader stages with similar meaning. The specific behavior of variables decorated as BuiltIn is documented in the following sections.

9.6. Vertex Shaders

Each vertex shader invocation operates on one vertex and its associated vertex attribute data, and outputs one vertex and associated data. Graphics pipelines must include a vertex shader, and the vertex shader stage is always the first shader stage in the graphics pipeline.

9.6.1. Vertex Shader Execution

A vertex shader must be executed at least once for each vertex specified by a drawing command. If the subpass includes multiple views in its view mask, the shader may be invoked separately for each view. During execution, the shader is presented with the index of the vertex and instance for which it has been invoked. Input variables declared in the vertex shader are filled by the implementation with the values of vertex attributes associated with the invocation being executed.

If the same vertex is specified multiple times in a drawing command (e.g. by including the same index value multiple times in an index buffer) the implementation may reuse the results of vertex shading if it can statically determine that the vertex shader invocations will produce identical results.

Note

It is implementation-dependent when and if results of vertex shading are reused, and thus how many times the vertex shader will be executed. This is true also if the vertex shader contains stores or atomic operations (see vertexPipelineStoresAndAtomics).

9.7. Tessellation Control Shaders

The tessellation control shader is used to read an input patch provided by the application and to produce an output patch. Each tessellation control shader invocation operates on an input patch (after all control points in the patch are processed by a vertex shader) and its associated data, and outputs a single control point of the output patch and its associated data, and can also output additional per-patch data. The input patch is sized according to the patchControlPoints member of VkPipelineTessellationStateCreateInfo, as part of input assembly.

The input patch can also be dynamically sized with patchControlPoints parameter of vkCmdSetPatchControlPointsEXT.
To **dynamically set** the number of control points per patch, call:

```c
// Provided by VK_EXT_extended_dynamic_state2
void vkCmdSetPatchControlPointsEXT(
    VkCommandBuffer commandBuffer,
    uint32_t patchControlPoints);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `patchControlPoints` specifies the number of control points per patch.

This command sets the number of control points per patch for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_PATCH_CONTROL_POINTS_EXT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineTessellationStateCreateInfo::patchControlPoints` value used to create the currently active pipeline.

### Valid Usage

- VUID-vkCmdSetPatchControlPointsEXT-None-09422
  At least one of the following **must** be true:
  - The `extendedDynamicState2PatchControlPoints` feature is enabled
- VUID-vkCmdSetPatchControlPointsEXT-patchControlPoints-04874
  `patchControlPoints` **must** be greater than zero and less than or equal to `VkPhysicalDeviceLimits::maxTessellationPatchSize`

### Valid Usage (Implicit)

- VUID-vkCmdSetPatchControlPointsEXT-commandBuffer-parameter
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle
- VUID-vkCmdSetPatchControlPointsEXT-commandBuffer-recording
  `commandBuffer` **must** be in the recording state
- VUID-vkCmdSetPatchControlPointsEXT-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations

### Host Synchronization

- Host access to `commandBuffer` **must** be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from **must** be externally synchronized
The size of the output patch is controlled by the `OpExecutionMode OutputVertices` specified in the tessellation control or tessellation evaluation shaders, which must be specified in at least one of the shaders. The size of the input and output patches must each be greater than zero and less than or equal to `VkPhysicalDeviceLimits::maxTessellationPatchSize`.

9.7.1. Tessellation Control Shader Execution

A tessellation control shader is invoked at least once for each output vertex in a patch. If the subpass includes multiple views in its view mask, the shader may be invoked separately for each view.

Inputs to the tessellation control shader are generated by the vertex shader. Each invocation of the tessellation control shader can read the attributes of any incoming vertices and their associated data. The invocations corresponding to a given patch execute logically in parallel, with undefined relative execution order. However, the `OpControlBarrier` instruction can be used to provide limited control of the execution order by synchronizing invocations within a patch, effectively dividing tessellation control shader execution into a set of phases. Tessellation control shaders will read undefined values if one invocation reads a per-vertex or per-patch output written by another invocation at any point during the same phase, or if two invocations attempt to write different values to the same per-patch output in a single phase.

9.8. Tessellation Evaluation Shaders

The Tessellation Evaluation Shader operates on an input patch of control points and their associated data, and a single input barycentric coordinate indicating the invocation’s relative position within the subdivided patch, and outputs a single vertex and its associated data.

9.8.1. Tessellation Evaluation Shader Execution

A tessellation evaluation shader is invoked at least once for each unique vertex generated by the tessellator. If the subpass includes multiple views in its view mask, the shader may be invoked separately for each view.

9.9. Geometry Shaders

The geometry shader operates on a group of vertices and their associated data assembled from a single input primitive, and emits zero or more output primitives and the group of vertices and their associated data required for each output primitive.
9.9.1. Geometry Shader Execution

A geometry shader is invoked at least once for each primitive produced by the tessellation stages, or at least once for each primitive generated by primitive assembly when tessellation is not in use. A shader can request that the geometry shader runs multiple instances. A geometry shader is invoked at least once for each instance. If the subpass includes multiple views in its view mask, the shader may be invoked separately for each view.

9.10. Fragment Shaders

Fragment shaders are invoked as a fragment operation in a graphics pipeline. Each fragment shader invocation operates on a single fragment and its associated data. With few exceptions, fragment shaders do not have access to any data associated with other fragments and are considered to execute in isolation of fragment shader invocations associated with other fragments.

9.11. Compute Shaders

Compute shaders are invoked via vkCmdDispatch and vkCmdDispatchIndirect commands. In general, they have access to similar resources as shader stages executing as part of a graphics pipeline.

Compute workloads are formed from groups of work items called workgroups and processed by the compute shader in the current compute pipeline. A workgroup is a collection of shader invocations that execute the same shader, potentially in parallel. Compute shaders execute in global workgroups which are divided into a number of local workgroups with a size that can be set by assigning a value to the LocalSize execution mode or via an object decorated by the WorkgroupSize decoration. An invocation within a local workgroup can share data with other members of the local workgroup through shared variables and issue memory and control flow barriers to synchronize with other members of the local workgroup.

9.12. Interpolation Decorations

Variables in the Input storage class in a fragment shader’s interface are interpolated from the values specified by the primitive being rasterized.

Note

Interpolation decorations can be present on input and output variables in pre-rasterization shaders but have no effect on the interpolation performed.

An undecorated input variable will be interpolated with perspective-correct interpolation according to the primitive type being rasterized. Lines and polygons are interpolated in the same way as the primitive’s clip coordinates. If the NoPerspective decoration is present, linear interpolation is instead used for lines and polygons. For points, as there is only a single vertex, input values are never interpolated and instead take the value written for the single vertex.

If the Flat decoration is present on an input variable, the value is not interpolated, and instead takes its value directly from the provoking vertex. Fragment shader inputs that are signed or
unsigned integers, integer vectors, or any double-precision floating-point type must be decorated with Flat.

Interpolation of input variables is performed at an implementation-defined position within the fragment area being shaded. The position is further constrained as follows:

- If the Centroid decoration is used, the interpolation position used for the variable must also fall within the bounds of the primitive being rasterized.
- If the Sample decoration is used, the interpolation position used for the variable must be at the position of the sample being shaded by the current fragment shader invocation.
- If a sample count of 1 is used, the interpolation position must be at the center of the fragment area.

Note
As Centroid restricts the possible interpolation position to the covered area of the primitive, the position can be forced to vary between neighboring fragments when it otherwise would not. Derivatives calculated based on these differing locations can produce inconsistent results compared to undecorated inputs. It is recommended that input variables used in derivative calculations are not decorated with Centroid.

9.13. Static Use

A SPIR-V module declares a global object in memory using the OpVariable instruction, which results in a pointer $x$ to that object. A specific entry point in a SPIR-V module is said to statically use that object if that entry point's call tree contains a function containing a instruction with $x$ as an id operand. A shader entry point also statically uses any variables explicitly declared in its interface.


A scope describes a set of shader invocations, where each such set is a scope instance. Each invocation belongs to one or more scope instances, but belongs to no more than one scope instance for each scope.

The operations available between invocations in a given scope instance vary, with smaller scopes generally able to perform more operations, and with greater efficiency.


All invocations executed in a Vulkan instance fall into a single cross device scope instance.

Whilst the CrossDevice scope is defined in SPIR-V, it is disallowed in Vulkan. API synchronization commands can be used to communicate between devices.

9.14.2. Device

All invocations executed on a single device form a device scope instance.
If the `vulkanMemoryModel` and `vulkanMemoryModelDeviceScope` features are enabled, this scope is represented in SPIR-V by the `Device Scope`, which can be used as a `Memory Scope` for barrier and atomic operations.

If both the `shaderDeviceClock` and `vulkanMemoryModelDeviceScope` features are enabled, using the `Device Scope` with the `OpReadClockKHR` instruction will read from a clock that is consistent across invocations in the same device scope instance.

There is no method to synchronize the execution of these invocations within SPIR-V, and this can only be done with API synchronization primitives.

Invocations executing on different devices in a device group operate in separate device scope instances.

### 9.14.3. Queue Family

Invocations executed by queues in a given queue family form a `queue family scope instance`.

This scope is identified in SPIR-V as the `QueueFamily Scope` if the `vulkanMemoryModel` feature is enabled, or if not, the `Device Scope`, which can be used as a `Memory Scope` for barrier and atomic operations.

If the `shaderDeviceClock` feature is enabled, but the `vulkanMemoryModelDeviceScope` feature is not enabled, using the `Device Scope` with the `OpReadClockKHR` instruction will read from a clock that is consistent across invocations in the same queue family scope instance.

There is no method to synchronize the execution of these invocations within SPIR-V, and this can only be done with API synchronization primitives.

Each invocation in a queue family scope instance **must** be in the same `device scope instance`.


Any shader invocations executed as the result of a single command such as `vkCmdDispatch` or `vkCmdDraw` form a `command scope instance`. For indirect drawing commands with `drawCount` greater than one, invocations from separate draws are in separate command scope instances.

There is no specific `Scope` for communication across invocations in a command scope instance. As this has a clear boundary at the API level, coordination here **can** be performed in the API, rather than in SPIR-V.

Each invocation in a command scope instance **must** be in the same `queue-family scope instance`.

For shaders without defined `workgroups`, this set of invocations forms an `invocation group` as defined in the SPIR-V specification.

### 9.14.5. Primitive

Any fragment shader invocations executed as the result of rasterization of a single primitive form a `primitive scope instance`. 
There is no specific Scope for communication across invocations in a primitive scope instance.

Any generated helper invocations are included in this scope instance.

Each invocation in a primitive scope instance must be in the same command scope instance.

Any input variables decorated with Flat are uniform within a primitive scope instance.


A local workgroup is a set of invocations that can synchronize and share data with each other using memory in the Workgroup storage class.

The Workgroup Scope can be used as both an Execution Scope and Memory Scope for barrier and atomic operations.

Each invocation in a local workgroup must be in the same command scope instance.

Only compute shaders have defined workgroups - other shader types cannot use workgroup functionality. For shaders that have defined workgroups, this set of invocations forms an invocation group as defined in the SPIR-V specification.

The amount of storage consumed by the variables declared with the Workgroup storage class is implementation-dependent. However, the amount of storage consumed may not exceed the largest block size that would be obtained if all active variables declared with Workgroup storage class were assigned offsets in an arbitrary order by successively taking the smallest valid offset according to the Standard Storage Buffer Layout rules, and with Boolean values considered as 32-bit integer values for the purpose of this calculation. (This is equivalent to using the GLSL std430 layout rules.)

### 9.14.7. Subgroup

A subgroup (see the subsection “Control Flow” of section 2 of the SPIR-V 1.3 Revision 1 specification) is a set of invocations that can synchronize and share data with each other efficiently.

The Subgroup Scope can be used as both an Execution Scope and Memory Scope for barrier and atomic operations. Other subgroup features allow the use of group operations with subgroup scope.

If the shaderSubgroupClock feature is enabled, using the Subgroup Scope with the OpReadClockKHR instruction will read from a clock that is consistent across invocations in the same subgroup.

For shaders that have defined workgroups, each invocation in a subgroup must be in the same local workgroup.

In other shader stages, each invocation in a subgroup must be in the same device scope instance.

Only shader stages that support subgroup operations have defined subgroups.

---

**Note**

In shaders, there are two kinds of uniformity that are of primary interest to applications: uniform within an invocation group (a.k.a. dynamically uniform),
and uniform within a subgroup scope.

While one could make the assumption that being uniform in invocation group implies being uniform in subgroup scope, it is not necessarily the case for shader stages without defined workgroups.

For shader stages with defined workgroups however, the relationship between invocation group and subgroup scope is well defined as a subgroup is a subset of the workgroup, and the workgroup is the invocation group. If a value is uniform in invocation group, it is by definition also uniform in subgroup scope. This is important if writing code like:

```glsl
uniform texture2DTextures[];
uint dynamicallyUniformValue = gl_WorkGroupID.x;
vec4 value = texelFetch(Textures[dynamicallyUniformValue], coord, 0);

// subgroupUniformValue is guaranteed to be uniform within the subgroup.
// This value also happens to be dynamically uniform.
vec4 subgroupUniformValue = subgroupBroadcastFirst(dynamicallyUniformValue);
```

In shader stages without defined workgroups, this gets complicated. Due to scoping rules, there is no guarantee that a subgroup is a subset of the invocation group, which in turn defines the scope for dynamically uniform. In graphics, the invocation group is a single draw command, except for multi-draw situations, and indirect draws with drawCount > 1, where there are multiple invocation groups, one per `DrawIndex`.

```glsl
// Assume SubgroupSize = 8, where 3 draws are packed together.
// Two subgroups were generated.
uniform texture2DTextures[];

// DrawIndex builtin is dynamically uniform
uint dynamicallyUniformValue = gl_DrawID;
// | gl_DrawID = 0 | gl_DrawID = 1 |
// Subgroup 0: { 0, 0, 0, 0, 1, 1, 1, 1 }
// | DrawID = 2 | DrawID = 1 |
// Subgroup 1: { 2, 2, 2, 2, 1, 1, 1, 1 }

uint notActuallyDynamicallyUniformAnymore =
  subgroupBroadcastFirst(dynamicallyUniformValue);
// | gl_DrawID = 0 | gl_DrawID = 1 |
// Subgroup 0: { 0, 0, 0, 0, 0, 0, 0, 0 }
// | gl_DrawID = 2 | gl_DrawID = 1 |
// Subgroup 1: { 2, 2, 2, 2, 2, 2, 2, 2 }

// Bug. gl_DrawID = 1's invocation group observes both index 0 and 2.
vec4 value = texelFetch(Textures[notActuallyDynamicallyUniformAnymore],
```
Another problematic scenario is when a shader attempts to help the compiler notice that a value is uniform in subgroup scope to potentially improve performance.

```cpp
layout(location = 0) flat in dynamicallyUniformIndex;
// Vertex shader might have emitted a value that depends only on gl_DrawID,
// making it dynamically uniform.
// Give knowledge to compiler that the flat input is dynamically uniform,
// as this is not a guarantee otherwise.

uint uniformIndex = subgroupBroadcastFirst(dynamicallyUniformIndex);
// Hazard: If different draw commands are packed into one subgroup, the uniformIndex is wrong.

DrawData d = UBO.perDrawData[uniformIndex];
```

For implementations where subgroups are packed across draws, the implementation must make sure to handle descriptor indexing correctly. From the specification’s point of view, a dynamically uniform index does not require `NonUniform` decoration, and such an implementation will likely either promote descriptor indexing into `NonUniform` on its own, or handle non-uniformity implicitly.


A *quad scope instance* is formed of four shader invocations.

In a fragment shader, each invocation in a quad scope instance is formed of invocations in neighboring framebuffer locations \((x_i, y_i)\), where:

- \(i\) is the index of the invocation within the scope instance.
- \(w\) and \(h\) are the number of pixels the fragment covers in the x and y axes.
- \(w\) and \(h\) are identical for all participating invocations.
- \((x_0) = (x_1 - w) = (x_2) = (x_3 - w)\)
- \((y_0) = (y_1) = (y_2 - h) = (y_3 - h)\)
  - Each invocation has the same layer and sample indices.

In all shaders, each invocation in a quad scope instance is formed of invocations in adjacent subgroup invocation indices \((s_i)\), where:

- \(i\) is the index of the invocation within the quad scope instance.
- \((s_0) = (s_1 - 1) = (s_2 - 2) = (s_3 - 3)\)
• $s_0$ is an integer multiple of 4.

Each invocation in a quad scope instance must be in the same subgroup.

In a fragment shader, each invocation in a quad scope instance must be in the same primitive scope instance.

Fragment and compute shaders have defined quad scope instances. If the `quadOperationsInAllStages` limit is supported, any shader stages that support subgroup operations also have defined quad scope instances.


A fragment interlock scope instance is formed of fragment shader invocations based on their framebuffer locations (x, y, layer, sample), executed by commands inside a single subpass.

The specific set of invocations included varies based on the execution mode as follows:

- If the `SampleInterlockOrderedEXT` or `SampleInterlockUnorderedEXT` execution modes are used, only invocations with identical framebuffer locations (x, y, layer, sample) are included.
- If the `PixelInterlockOrderedEXT` or `PixelInterlockUnorderedEXT` execution modes are used, fragments with different sample ids are also included.
- If the `ShadingRateInterlockOrderedEXT` or `ShadingRateInterlockUnorderedEXT` execution modes are used, fragments from neighboring framebuffer locations are also included. The fragment shading rate determines these fragments.

Only fragment shaders with one of the above execution modes have defined fragment interlock scope instances.

There is no specific Scope value for communication across invocations in a fragment interlock scope instance. However, this is implicitly used as a memory scope by `OpBeginInvocationInterlockEXT` and `OpEndInvocationInterlockEXT`.

Each invocation in a fragment interlock scope instance must be in the same queue family scope instance.

### 9.14.10. Invocation

The smallest scope is a single invocation; this is represented by the Invocation Scope in SPIR-V.

Fragment shader invocations must be in a primitive scope instance.

Invocations in fragment shaders that have a defined fragment interlock scope must be in a fragment interlock scope instance.

Invocations in shaders that have defined workgroups must be in a local workgroup.

Invocations in shaders that have a defined subgroup scope must be in a subgroup.

Invocations in shaders that have a defined quad scope must be in a quad scope instance.
All invocations in all stages must be in a command scope instance.

9.15. Group Operations

Group operations are executed by multiple invocations within a scope instance; with each invocation involved in calculating the result. This provides a mechanism for efficient communication between invocations in a particular scope instance.

Group operations all take a Scope defining the desired scope instance to operate within. Only the Subgroup scope can be used for these operations; the subgroupSupportedOperations limit defines which types of operation can be used.

9.15.1. Basic Group Operations

Basic group operations include the use of OpGroupNonUniformElect, OpControlBarrier, OpMemoryBarrier, and atomic operations.

OpGroupNonUniformElect can be used to choose a single invocation to perform a task for the whole group. Only the invocation with the lowest id in the group will return true.

The Memory Model appendix defines the operation of barriers and atomics.

9.15.2. Vote Group Operations

The vote group operations allow invocations within a group to compare values across a group. The types of votes enabled are:

- Do all active group invocations agree that an expression is true?
- Do any active group invocations evaluate an expression to true?
- Do all active group invocations have the same value of an expression?

Note

These operations are useful in combination with control flow in that they allow for developers to check whether conditions match across the group and choose potentially faster code-paths in these cases.

9.15.3. Arithmetic Group Operations

The arithmetic group operations allow invocations to perform scans and reductions across a group. The operators supported are add, mul, min, max, and, or, xor.

For reductions, every invocation in a group will obtain the cumulative result of these operators applied to all values in the group. For exclusive scans, each invocation in a group will obtain the cumulative result of these operators applied to all values in invocations with a lower index in the group. Inclusive scans are identical to exclusive scans, except the cumulative result includes the operator applied to the value in the current invocation.

The order in which these operators are applied is implementation-dependent.
9.15.4. Ballot Group Operations

The ballot group operations allow invocations to perform more complex votes across the group. The ballot functionality allows all invocations within a group to provide a boolean value and get as a result what each invocation provided as their boolean value. The broadcast functionality allows values to be broadcast from an invocation to all other invocations within the group.

9.15.5. Shuffle Group Operations

The shuffle group operations allow invocations to read values from other invocations within a group.

9.15.6. Shuffle Relative Group Operations

The shuffle relative group operations allow invocations to read values from other invocations within the group relative to the current invocation in the group. The relative operations supported allow data to be shifted up and down through the invocations within a group.

9.15.7. Clustered Group Operations

The clustered group operations allow invocations to perform an operation among partitions of a group, such that the operation is only performed within the group invocations within a partition. The partitions for clustered group operations are consecutive power-of-two size groups of invocations and the cluster size must be known at pipeline creation time. The operations supported are add, mul, min, max, and, or, xor.

9.16. Quad Group Operations

Quad group operations (OpGroupNonUniformQuad*) are a specialized type of group operations that only operate on quad scope instances. Whilst these instructions do include a Scope parameter, this scope is always overridden; only the quad scope instance is included in its execution scope.

Fragment shaders that statically execute either OpGroupNonUniformQuadBroadcast or OpGroupNonUniformQuadSwap must launch sufficient invocations to ensure their correct operation; additional helper invocations are launched for framebuffer locations not covered by rasterized fragments if necessary.

The index used to select participating invocations is i, as described for a quad scope instance, defined as the quad index in the SPIR-V specification.

For OpGroupNonUniformQuadBroadcast this value is equal to Index. For OpGroupNonUniformQuadSwap, it is equal to the implicit Index used by each participating invocation.

9.17. Derivative Operations

Derivative operations calculate the partial derivative for an expression P as a function of an invocation’s x and y coordinates.

Derivative operations operate on a set of invocations known as a derivative group as defined in the
SPIR-V specification.

A derivative group in a fragment shader is equivalent to the primitive scope instance.

Derivatives are calculated assuming that $P$ is piecewise linear and continuous within the derivative group.

The following control-flow restrictions apply to derivative operations:

- dynamic instances of explicit derivative instructions ($\text{OpDPdx}^*$, $\text{OpDPdy}^*$, and $\text{OpFwidth}^*$) must be executed in control flow that is uniform within a derivative group.
- dynamic instances of implicit derivative operations can be executed in control flow that is not uniform within the derivative group, but results are undefined.

Fragment shaders that statically execute derivative operations must launch sufficient invocations to ensure their correct operation; additional helper invocations are launched for framebuffer locations not covered by rasterized fragments if necessary.

Derivative operations calculate their results as the difference between the result of $P$ across invocations in the quad. For fine derivative operations ($\text{OpDPdxFine}$ and $\text{OpDPdyFine}$), the values of $\text{DPdx}(P_i)$ are calculated as

$$\text{DPdx}(P_0) = \text{DPdx}(P_1) = P_1 - P_0$$

$$\text{DPdx}(P_2) = \text{DPdx}(P_3) = P_3 - P_2$$

and the values of $\text{DPdy}(P_i)$ are calculated as

$$\text{DPdy}(P_0) = \text{DPdy}(P_2) = P_2 - P_0$$

$$\text{DPdy}(P_1) = \text{DPdy}(P_3) = P_3 - P_1$$

where $i$ is the index of each invocation as described in Quad.

Coarse derivative operations ($\text{OpDPdxCoarse}$ and $\text{OpDPdyCoarse}$), calculate their results in roughly the same manner, but may only calculate two values instead of four (one for each of DPdx and DPdy), reusing the same result no matter the originating invocation. If an implementation does this, it should use the fine derivative calculations described for $P_0$.

**Note**

Derivative values are calculated between fragments rather than pixels. If the fragment shader invocations involved in the calculation cover multiple pixels, these operations cover a wider area, resulting in larger derivative values. This in turn will result in a coarser LOD being selected for image sampling operations using derivatives.
Applications may want to account for this when using multi-pixel fragments; if pixel derivatives are desired, applications should use explicit derivative operations and divide the results by the size of the fragment in each dimension as follows:

\[
\begin{align*}
\text{DPdx}(P_n)' &= \frac{\text{DPdx}(P_n)}{w} \\
\text{DPdy}(P_n)' &= \frac{\text{DPdy}(P_n)}{h}
\end{align*}
\]

where \( w \) and \( h \) are the size of the fragments in the quad, and \( \text{DPdx}(P_n)' \) and \( \text{DPdy}(P_n)' \) are the pixel derivatives.

The results for \( \text{OpDPdx} \) and \( \text{OpDPdy} \) may be calculated as either fine or coarse derivatives, with implementations favoring the most efficient approach. Implementations must choose coarse or fine consistently between the two.

Executing \( \text{OpFwidthFine} \), \( \text{OpFwidthCoarse} \), or \( \text{OpFwidth} \) is equivalent to executing the corresponding \( \text{OpDPdx}^* \) and \( \text{OpDPdy}^* \) instructions, taking the absolute value of the results, and summing them.

Executing an \( \text{OpImage}^*\text{Sample}^*\text{ImplicitLod} \) instruction is equivalent to executing \( \text{OpDPdx}(\text{Coordinate}) \) and \( \text{OpDPdy}(\text{Coordinate}) \), and passing the results as the \( \text{Grad} \) operands \( dx \) and \( dy \).

**Note**

It is expected that using the \( \text{ImplicitLod} \) variants of sampling functions will be substantially more efficient than using the \( \text{ExplicitLod} \) variants with explicitly generated derivatives.

### 9.18. Helper Invocations

When performing derivative or quad group operations in a fragment shader, additional invocations may be spawned in order to ensure correct results. These additional invocations are known as helper invocations and can be identified by a non-zero value in the HelperInvocation built-in. Stores and atoms performed by helper invocations must not have any effect on memory except for the Function, Private and Output storage classes, and values returned by atomic instructions in helper invocations are undefined.

**Note**

While storage to Output storage class has an effect even in helper invocations, it does not mean that helper invocations have an effect on the framebuffer. Output variables in fragment shaders can be read from as well, and they behave more like Private variables for the duration of the shader invocation.

Helper invocations may be considered inactive for group operations other than derivative and quad group operations. All invocations in a quad scope instance may become permanently inactive at any point once the only remaining invocations in that quad scope instance are helper invocations.
Chapter 10. Pipelines

The following figure shows a block diagram of the Vulkan pipelines. Some Vulkan commands specify geometric objects to be drawn or computational work to be performed, while others specify state controlling how objects are handled by the various pipeline stages, or control data transfer between memory organized as images and buffers. Commands are effectively sent through a processing pipeline, either a graphics pipeline, or a compute pipeline.

The first stage of the graphics pipeline (Input Assembler) assembles vertices to form geometric primitives such as points, lines, and triangles, based on a requested primitive topology. In the next stage (Vertex Shader) vertices can be transformed, computing positions and attributes for each vertex. If tessellation and/or geometry shaders are supported, they can then generate multiple primitives from a single input primitive, possibly changing the primitive topology or generating additional attribute data in the process.

The final resulting primitives are clipped to a clip volume in preparation for the next stage, Rasterization. The rasterizer produces a series of fragments associated with a region of the framebuffer, from a two-dimensional description of a point, line segment, or triangle. These fragments are processed by fragment operations to determine whether generated values will be written to the framebuffer. Fragment shading determines the values to be written to the framebuffer attachments. Framebuffer operations then read and write the color and depth/stencil attachments of the framebuffer for a given subpass of a render pass instance. The attachments can be used as input attachments in the fragment shader in a later subpass of the same render pass.

The compute pipeline is a separate pipeline from the graphics pipeline, which operates on one-, two-, or three-dimensional workgroups which can read from and write to buffer and image memory.

This ordering is meant only as a tool for describing Vulkan, not as a strict rule of how Vulkan is implemented, and we present it only as a means to organize the various operations of the pipelines. Actual ordering guarantees between pipeline stages are explained in detail in the synchronization chapter.
Each pipeline is controlled by a monolithic object created from a description of all of the shader stages and any relevant fixed-function stages. Linking the whole pipeline together allows the optimization of shaders based on their input/outputs and eliminates expensive draw time state validation.

A pipeline object is bound to the current state using `vkCmdBindPipeline`. Any pipeline object state that is specified as dynamic is not applied to the current state when the pipeline object is bound, but is instead set by dynamic state setting commands.

No state, including dynamic state, is inherited from one command buffer to another.

Compute, and graphics pipelines are each represented by `VkPipeline` handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkPipeline)
```

### 10.1. Multiple Pipeline Creation

Multiple pipelines can be created in a single call by commands such as `vkCreateComputePipelines`, and `vkCreateGraphicsPipelines`.

The creation commands are passed an array `pCreateInfos` of `Vk*PipelineCreateInfo` structures specifying parameters of each pipeline to be created, and return a corresponding array of handles in `pPipelines`. Each element index `i` of `pPipelines` is created based on the corresponding element `i` of `pCreateInfos`.

Applications can group together similar pipelines to be created in a single call, and implementations are encouraged to look for reuse opportunities when creating a group.
When attempting to create many pipelines in a single command, it is possible that creation may fail for a subset of them. In this case, the corresponding elements of pPipelines will be set to VK_NULL_HANDLE. If creation fails for a pipeline despite valid arguments (for example, due to out of memory errors), the VkResult code returned by the pipeline creation command will indicate why. The implementation will attempt to create all pipelines, and only return VK_NULL_HANDLE values for those that actually failed.

If creation fails for multiple pipelines, the returned VkResult must be the return value of any one of the pipelines which did not succeed. An application can reliably clean up from a failed call by iterating over the pPipelines array and destroying every element that is not VK_NULL_HANDLE.

If the entire command fails and no pipelines are created, all elements of pPipelines will be set to VK_NULL_HANDLE.

10.2. Compute Pipelines

Compute pipelines consist of a single static compute shader stage and the pipeline layout.

The compute pipeline represents a compute shader and is created by calling vkCreateComputePipelines with an offline compiled pipeline provided in pipelineCache and the pipeline identified by VkPipelineOfflineCreateInfo structure in the pNext chain of VkComputePipelineCreateInfo structure.

To create compute pipelines, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateComputePipelines(
   VkDevice device,
   VkPipelineCache pipelineCache,
   uint32_t createInfoCount,
   const VkComputePipelineCreateInfo* pCreateInfos,
   const VkAllocationCallbacks* pAllocator,
   VkPipeline* pPipelines);
```

- device is the logical device that creates the compute pipelines.
- pipelineCache is the handle of a valid pipeline cache object.
- createInfoCount is the length of the pCreateInfos and pPipelines arrays.
- pCreateInfos is a pointer to an array of VkComputePipelineCreateInfo structures.
- pAllocator controls host memory allocation as described in the Memory Allocation chapter.
- pPipelines is a pointer to an array of VkPipeline handles in which the resulting compute pipeline objects are returned.

Pipelines are created and returned as described for Multiple Pipeline Creation.

If a pipeline creation fails due to:

- The identified pipeline not being present in pipelineCache
• The `pNext` chain not including a `VkPipelineOfflineCreateInfo` structure

the operation will continue as specified in Multiple Pipeline Creation and the command will return `VK_ERROR_NO_PIPELINE_MATCH`.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkCreateComputePipelines` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage

- **VUID-vkCreateComputePipelines-device-09661**
  
  `device` must support at least one queue family with the `VK_QUEUE_COMPUTE_BIT` capability

- **VUID-vkCreateComputePipelines-device-05068**
  
  The number of compute pipelines currently allocated from `device` plus `createInfoCount` must be less than or equal to the total number of compute pipelines requested via
  `VkDeviceObjectReservationCreateInfo::computePipelineRequestCount` specified when `device` was created

### Valid Usage (Implicit)

- **VUID-vkCreateComputePipelines-device-parameter**
  
  `device` must be a valid `VkDevice` handle

- **VUID-vkCreateComputePipelines-pipelineCache-parameter**
  
  `pipelineCache` must be a valid `VkPipelineCache` handle

- **VUID-vkCreateComputePipelines-pCreateInfos-parameter**
  
  `pCreateInfos` must be a valid pointer to an array of `createInfoCount` valid `VkComputePipelineCreateInfo` structures

- **VUID-vkCreateComputePipelines-pAllocator-null**
  
  `pAllocator` must be `NULL`

- **VUID-vkCreateComputePipelines-pPipelines-parameter**
  
  `pPipelines` must be a valid pointer to an array of `createInfoCount` `VkPipeline` handles

- **VUID-vkCreateComputePipelines-createInfoCount-arraylength**
  
  `createInfoCount` must be greater than `0`

- **VUID-vkCreateComputePipelines-pipelineCache-parent**
  
  `pipelineCache` must have been created, allocated, or retrieved from `device`

### Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
The `VkComputePipelineCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkComputePipelineCreateInfo {
    VkStructureType      sType;
    const void*          pNext;
    VkPipelineCreateFlags flags;
    VkPipelineShaderStageCreateInfo stage;
    VkPipelineLayout      layout;
    VkPipeline            basePipelineHandle;
    int32_t               basePipelineIndex;
} VkComputePipelineCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is a bitmask of `VkPipelineCreateFlagBits` specifying how the pipeline will be generated.
- `stage` is a `VkPipelineShaderStageCreateInfo` structure describing the compute shader.
- `layout` is the description of binding locations used by both the pipeline and descriptor sets used with the pipeline.
- `basePipelineHandle` is a pipeline to derive from. This is not used in Vulkan SC [SCID-8].
- `basePipelineIndex` is an index into the `pCreateInfos` parameter to use as a pipeline to derive from. This is not used in Vulkan SC [SCID-8].

The parameters `basePipelineHandle` and `basePipelineIndex` are described in more detail in Pipeline Derivatives.

### Valid Usage

- **VUID-VkComputePipelineCreateInfo-None-09497**
  - `flags` must be a valid combination of `VkPipelineCreateFlagBits` values

- **VUID-VkComputePipelineCreateInfo-basePipelineHandle-05024**
  - `basePipelineHandle` must be `VK_NULL_HANDLE`

- **VUID-VkComputePipelineCreateInfo-basePipelineIndex-05025**
  - `basePipelineIndex` must be zero

- **VUID-VkComputePipelineCreateInfo-layout-07987**
  - If a push constant block is declared in a shader, a push constant range in `layout` must match both the shader stage and range

- **VUID-VkComputePipelineCreateInfo-layout-07988**
If a resource variables is declared in a shader, a descriptor slot in layout must match the shader stage

- VUID-VkComputePipelineCreateInfo-layout-07990
  If a resource variables is declared in a shader, a descriptor slot in layout must match the descriptor type

- VUID-VkComputePipelineCreateInfo-layout-07991
  If a resource variables is declared in a shader as an array, a descriptor slot in layout must match the descriptor count

- VUID-VkComputePipelineCreateInfo-stage-00701
  The stage member of stage must be VK_SHADER_STAGE_COMPUTE_BIT

- VUID-VkComputePipelineCreateInfo-stage-00702
  The shader code for the entry point identified by stage and the rest of the state identified by this structure must adhere to the pipeline linking rules described in the Shader Interfaces chapter

- VUID-VkComputePipelineCreateInfo-layout-01687
  The number of resources in layout accessible to the compute shader stage must be less than or equal to VkPhysicalDeviceLimits::maxPerStageResources

Valid Usage (Implicit)

- VUID-VkComputePipelineCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_COMPUTE_PIPELINE_CREATE_INFO

- VUID-VkComputePipelineCreateInfo-pNext-pNext
  pNext must be NULL or a pointer to a valid instance of VkPipelineOfflineCreateInfo

- VUID-VkComputePipelineCreateInfo-sType-unique
  The sType value of each struct in the pNext chain must be unique

- VUID-VkComputePipelineCreateInfo-stage-parameter
  stage must be a valid VkPipelineShaderStageCreateInfo structure

- VUID-VkComputePipelineCreateInfo-layout-parameter
  layout must be a valid VkPipelineLayout handle

- VUID-VkComputePipelineCreateInfo-commonparent
  Both of basePipelineHandle, and layout that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same VkDevice

The VkPipelineShaderStageCreateInfo structure is defined as:
// Provided by VK_VERSION_1_0

typedef struct VkPipelineShaderStageCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineShaderStageCreateFlags flags;
    VkShaderStageFlagBits stage;
    VkShaderModule module;
    const char* pName;
    const VkSpecializationInfo* pSpecializationInfo;
} VkPipelineShaderStageCreateInfo;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **flags** is a bitmask of VkPipelineShaderStageCreateFlagBits specifying how the pipeline shader stage will be generated.
- **stage** is a VkShaderStageFlagBits value specifying a single pipeline stage.
- **module** is a VkShaderModule object containing the shader code for this stage. This is not used in Vulkan SC [SCID-8].
- **pName** is a pointer to a null-terminated UTF-8 string specifying the entry point name of the shader for this stage.
- **pSpecializationInfo** is a pointer to a VkSpecializationInfo structure, as described in Specialization Constants, or NULL.

In Vulkan SC, the pipeline compilation process occurs offline. Accordingly, **module** must be VK_NULL_HANDLE, and the **pName** and **pSpecializationInfo** parameters are not used at runtime and should be ignored by the implementation. If provided, the application must set the **pName** and **pSpecializationInfo** parameters to the values that were specified for the offline compilation of this pipeline.

### Valid Usage

- VUID-VkPipelineShaderStageCreateInfo-stage-00704
  If the geometryShader feature is not enabled, **stage** must not be VK_SHADER_STAGE_GEOMETRY_BIT

- VUID-VkPipelineShaderStageCreateInfo-stage-00705
  If the tessellationShader feature is not enabled, **stage** must not be VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT or VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT

- VUID-VkPipelineShaderStageCreateInfo-stage-00706
  **stage** must not be VK_SHADER_STAGE_ALL_GRAPHICS, or VK_SHADER_STAGE_ALL

- VUID-VkPipelineShaderStageCreateInfo-module-05026
  **module** must be VK_NULL_HANDLE.

- VUID-VkPipelineShaderStageCreateInfo-pName-05027
If pName is not NULL, it must be the name of an OpEntryPoint in the SPIR-V shader module used for offline compilation of this pipeline with an execution model that matches stage.

- VUID-VkPipelineShaderStageCreateInfo-maxClipDistances-00708
  If the identified entry point includes any variable in its interface that is declared with the ClipDistance BuiltIn decoration, that variable must not have an array size greater than VkPhysicalDeviceLimits::maxClipDistances.

- VUID-VkPipelineShaderStageCreateInfo-maxCullDistances-00709
  If the identified entry point includes any variable in its interface that is declared with the CullDistance BuiltIn decoration, that variable must not have an array size greater than VkPhysicalDeviceLimits::maxCullDistances.

- VUID-VkPipelineShaderStageCreateInfo-maxCombinedClipAndCullDistances-00710
  If the identified entry point includes variables in its interface that are declared with the ClipDistance BuiltIn decoration and variables in its interface that are declared with the CullDistance BuiltIn decoration, those variables must not have array sizes which sum to more than VkPhysicalDeviceLimits::maxCombinedClipAndCullDistances.

- VUID-VkPipelineShaderStageCreateInfo-maxSampleMaskWords-00711
  If the identified entry point includes any variable in its interface that is declared with the SampleMask BuiltIn decoration, that variable must not have an array size greater than VkPhysicalDeviceLimits::maxSampleMaskWords.

- VUID-VkPipelineShaderStageCreateInfo-stage-00713
  If stage is VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT or VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT, and the identified entry point has an OpExecutionMode instruction specifying a patch size with OutputVertices, the patch size must be greater than 0 and less than or equal to VkPhysicalDeviceLimits::maxTessellationPatchSize.

- VUID-VkPipelineShaderStageCreateInfo-stage-00714
  If stage is VK_SHADER_STAGE_GEOMETRY_BIT, the identified entry point must have an OpExecutionMode instruction specifying a maximum output vertex count that is greater than 0 and less than or equal to VkPhysicalDeviceLimits::maxGeometryOutputVertices.

- VUID-VkPipelineShaderStageCreateInfo-stage-00715
  If stage is VK_SHADER_STAGE_GEOMETRY_BIT, the identified entry point must have an OpExecutionMode instruction specifying an invocation count that is greater than 0 and less than or equal to VkPhysicalDeviceLimits::maxGeometryShaderInvocations.

- VUID-VkPipelineShaderStageCreateInfo-stage-02596
  If stage is either VK_SHADER_STAGE_VERTEX_BIT, VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT, VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT, or VK_SHADER_STAGE_GEOMETRY_BIT, and the identified entry point writes to Layer for any primitive, it must write the same value to Layer for all vertices of a given primitive.

- VUID-VkPipelineShaderStageCreateInfo-stage-02597
  If stage is either VK_SHADER_STAGE_VERTEX_BIT, VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT, VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT, or VK_SHADER_STAGE_GEOMETRY_BIT, and the identified entry point writes to ViewportIndex for any primitive, it must write the same value to ViewportIndex for all vertices of a given primitive.

- VUID-VkPipelineShaderStageCreateInfo-stage-06685
If \texttt{stage} is \texttt{VK_SHADER_STAGE_FRAGMENT_BIT}, and the identified entry point writes to \texttt{FragDepth} in any execution path, all execution paths that are not exclusive to helper invocations \textbf{must} either discard the fragment, or write or initialize the value of \texttt{FragDepth}

- VUID-VkPipelineShaderStageCreateInfo-stage-06686
  If \texttt{stage} is \texttt{VK_SHADER_STAGE_FRAGMENT_BIT}, and the identified entry point writes to \texttt{FragStencilRefEXT} in any execution path, all execution paths that are not exclusive to helper invocations \textbf{must} either discard the fragment, or write or initialize the value of \texttt{FragStencilRefEXT}

- VUID-VkPipelineShaderStageCreateInfo-flags-02784
  If \texttt{flags} has the \texttt{VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT} flag set, the \texttt{subgroupSizeControl} feature \textbf{must} be enabled

- VUID-VkPipelineShaderStageCreateInfo-flags-02785
  If \texttt{flags} has the \texttt{VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT} flag set, the \texttt{computeFullSubgroups} feature \textbf{must} be enabled

- VUID-VkPipelineShaderStageCreateInfo-flags-08988
  If \texttt{flags} includes \texttt{VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT}, \texttt{stage} \textbf{must} be \texttt{VK_SHADER_STAGE_COMPUTE_BIT}

- VUID-VkPipelineShaderStageCreateInfo-pNext-02754
  If a \texttt{VkPipelineShaderStageRequiredSubgroupSizeCreateInfo} structure is included in the \texttt{pNext} chain, \texttt{flags} \textbf{must} not have the \texttt{VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT} flag set

- VUID-VkPipelineShaderStageCreateInfo-pNext-02755
  If a \texttt{VkPipelineShaderStageRequiredSubgroupSizeCreateInfo} structure is included in the \texttt{pNext} chain, the \texttt{subgroupSizeControl} feature \textbf{must} be enabled, and \texttt{stage} \textbf{must} be a valid bit specified in \texttt{requiredSubgroupSizeStages}

- VUID-VkPipelineShaderStageCreateInfo-pNext-02756
  If a \texttt{VkPipelineShaderStageRequiredSubgroupSizeCreateInfo} structure is included in the \texttt{pNext} chain and \texttt{stage} is \texttt{VK_SHADER_STAGE_COMPUTE_BIT}, the local workgroup size of the shader \textbf{must} be less than or equal to the product of \texttt{VkPipelineShaderStageRequiredSubgroupSizeCreateInfo::requiredSubgroupSize} and \texttt{maxComputeWorkgroupSubgroups}

- VUID-VkPipelineShaderStageCreateInfo-pNext-02757
  If a \texttt{VkPipelineShaderStageRequiredSubgroupSizeCreateInfo} structure is included in the \texttt{pNext} chain, and \texttt{flags} has the \texttt{VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT} flag set, the local workgroup size in the X dimension of the pipeline \textbf{must} be a multiple of \texttt{VkPipelineShaderStageRequiredSubgroupSizeCreateInfo::requiredSubgroupSize}

- VUID-VkPipelineShaderStageCreateInfo-flags-02758
  If \texttt{flags} has both the \texttt{VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT} and \texttt{VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT} flags set, the local workgroup size in the X dimension of the pipeline \textbf{must} be a multiple of \texttt{maxSubgroupSize}

- VUID-VkPipelineShaderStageCreateInfo-flags-02759
  If \texttt{flags} has the \texttt{VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT} flag set and \texttt{flags} does not have the \texttt{VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT}
flag set and no `VkPipelineShaderStageRequiredSubgroupSizeCreateInfo` structure is included in the `pNext` chain, the local workgroup size in the X dimension of the pipeline **must** be a multiple of `subgroupSize`.

---

**Valid Usage (Implicit)**

- **VUID-VkPipelineShaderStageCreateInfo-sType-sType**
  
  *sType* **must** be `VK_STRUCTURE_TYPE_PIPELINE_SHADER_STAGE_CREATE_INFO`

- **VUID-VkPipelineShaderStageCreateInfo-pNext-pNext**
  
  Each `pNext` member of any structure (including this one) in the `pNext` chain **must** be either `NULL` or a pointer to a valid instance of `VkDebugUtilsObjectNameInfoEXT` or `VkPipelineShaderStageRequiredSubgroupSizeCreateInfo`

- **VUID-VkPipelineShaderStageCreateInfo-sType-unique**
  
  The `sType` value of each struct in the `pNext` chain **must** be unique

- **VUID-VkPipelineShaderStageCreateInfo-tags-parameter**
  
  *flags* **must** be a valid combination of `VkPipelineShaderStageCreateFlagBits` values

- **VUID-VkPipelineShaderStageCreateInfo-stage-parameter**
  
  *stage* **must** be a valid `VkShaderStageFlagBits` value

- **VUID-VkPipelineShaderStageCreateInfo-module-parameter**
  
  If `module` is not `VK_NULL_HANDLE`, `module` **must** be a valid `VkShaderModule` handle

- **VUID-VkPipelineShaderStageCreateInfo-pName-parameter**
  
  If `pName` is not `NULL`, `pName` **must** be a null-terminated UTF-8 string

- **VUID-VkPipelineShaderStageCreateInfo-pSpecializationInfo-parameter**
  
  If `pSpecializationInfo` is not `NULL`, `pSpecializationInfo` **must** be a valid pointer to a valid `VkSpecializationInfo` structure

---

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkPipelineShaderStageCreateFlags;
```

`VkPipelineShaderStageCreateFlags` is a bitmask type for setting a mask of zero or more `VkPipelineShaderStageCreateFlagBits`.

Possible values of the `flags` member of `VkPipelineShaderStageCreateInfo` specifying how a pipeline shader stage is created, are:
typedef enum VkPipelineShaderStageCreateFlagBits {
    VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT = 0x00000001,
    VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT = 0x00000002,
} VkPipelineShaderStageCreateFlagBits;

• **VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT** specifies that the SubgroupSize may vary in the shader stage.

• **VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT** specifies that the subgroup sizes must be launched with all invocations active in the compute stage.

> **Note**

If **VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT_EXT** and **VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT_EXT** are specified and minSubgroupSize does not equal maxSubgroupSize and no required subgroup size is specified, then the only way to guarantee that the ‘X’ dimension of the local workgroup size is a multiple of SubgroupSize is to make it a multiple of maxSubgroupSize. Under these conditions, you are guaranteed full subgroups but not any particular subgroup size.

Bits which can be set by commands and structures, specifying one or more shader stages, are:

typedef enum VkShaderStageFlagBits {
    VK_SHADER_STAGE_VERTEX_BIT = 0x00000001,
    VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT = 0x00000002,
    VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT = 0x00000004,
    VK_SHADER_STAGE_GEOMETRY_BIT = 0x00000008,
    VK_SHADER_STAGE_FRAGMENT_BIT = 0x00000010,
    VK_SHADER_STAGE_COMPUTE_BIT = 0x00000020,
    VK_SHADER_STAGE_ALL_GRAPHICS = 0x0000001F,
    VK_SHADER_STAGE_ALL = 0x7FFFFFFF,
} VkShaderStageFlagBits;

• **VK_SHADER_STAGE_VERTEX_BIT** specifies the vertex stage.

• **VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT** specifies the tessellation control stage.

• **VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT** specifies the tessellation evaluation stage.

• **VK_SHADER_STAGE_GEOMETRY_BIT** specifies the geometry stage.

• **VK_SHADER_STAGE_FRAGMENT_BIT** specifies the fragment stage.
• `VK_SHADER_STAGE_COMPUTE_BIT` specifies the compute stage.

• `VK_SHADER_STAGE_ALL_GRAPHICS` is a combination of bits used as shorthand to specify all graphics stages defined above (excluding the compute stage).

• `VK_SHADER_STAGE_ALL` is a combination of bits used as shorthand to specify all shader stages supported by the device, including all additional stages which are introduced by extensions.

Note

`VK_SHADER_STAGE_ALL_GRAPHICS` only includes the original five graphics stages included in Vulkan 1.0, and not any stages added by extensions. Thus, it may not have the desired effect in all cases.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkShaderStageFlags;
```

`VkShaderStageFlags` is a bitmask type for setting a mask of zero or more `VkShaderStageFlagBits`.

The `VkPipelineShaderStageRequiredSubgroupSizeCreateInfo` structure is defined as:

```c
typedef struct VkPipelineShaderStageRequiredSubgroupSizeCreateInfo {
    VkStructureType sType;
    void* pNext;
    uint32_t requiredSubgroupSize;
} VkPipelineShaderStageRequiredSubgroupSizeCreateInfo;
```

or the equivalent

```c
// Provided by VK_EXT_subgroup_size_control
typedef VkPipelineShaderStageRequiredSubgroupSizeCreateInfo VkPipelineShaderStageRequiredSubgroupSizeCreateInfoEXT;
```

• `sType` is a `VkStructureType` value identifying this structure.

• `pNext` is `NULL` or a pointer to a structure extending this structure.

• `requiredSubgroupSize` is an unsigned integer value specifying the required subgroup size for the newly created pipeline shader stage.

If a `VkPipelineShaderStageRequiredSubgroupSizeCreateInfo` structure is included in the `pNext` chain of `VkPipelineShaderStageCreateInfo`, it specifies that the pipeline shader stage being compiled has a required subgroup size.

**Valid Usage**

• `VUID-VkPipelineShaderStageRequiredSubgroupSizeCreateInfo-requiredSubgroupSize-02760` 
  `requiredSubgroupSize` **must** be a power-of-two integer
10.3. Graphics Pipelines

Graphics pipelines consist of multiple shader stages, multiple fixed-function pipeline stages, and a pipeline layout.

To create graphics pipelines, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateGraphicsPipelines(
    VkDevice device,
    VkPipelineCache pipelineCache,
    uint32_t createInfoCount,
    const VkGraphicsPipelineCreateInfo* pCreateInfos,
    const VkAllocationCallbacks* pAllocator,
    VkPipeline* pPipelines);
```

- `device` is the logical device that creates the graphics pipelines.
- `pipelineCache` is the handle of a valid pipeline cache object.
- `createInfoCount` is the length of the `pCreateInfos` and `pPipelines` arrays.
- `pCreateInfos` is a pointer to an array of `VkGraphicsPipelineCreateInfo` structures.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pPipelines` is a pointer to an array of `VkPipeline` handles in which the resulting graphics pipeline objects are returned.

The `VkGraphicsPipelineCreateInfo` structure includes an array of `VkPipelineShaderStageCreateInfo` structures for each of the desired active shader stages, as well as creation information for all relevant fixed-function stages, and a pipeline layout.

Pipelines are created and returned as described for Multiple Pipeline Creation.

If a pipeline creation fails due to:
• The identified pipeline not being present in pipelineCache
• ThepNext chain not including a VkPipelineOfflineCreateInfo structure

the operation will continue as specified in Multiple Pipeline Creation and the command will return VK_ERROR_NO_PIPELINE_MATCH.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkCreateGraphicsPipelines must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage

• VUID-vkCreateGraphicsPipelines-device-09662
device must support at least one queue family with the VK_QUEUE_GRAPHICS_BIT capability

• VUID-vkCreateGraphicsPipelines-device-05068
The number of graphics pipelines currently allocated from device plus createInfoCount must be less than or equal to the total number of graphics pipelines requested via VkDeviceObjectReservationCreateInfo::graphicsPipelineRequestCount specified when device was created

Valid Usage (Implicit)

• VUID-vkCreateGraphicsPipelines-device-parameter
device must be a valid VkDevice handle

• VUID-vkCreateGraphicsPipelines-pipelineCache-parameter
pipelineCache must be a valid VkPipelineCache handle

• VUID-vkCreateGraphicsPipelines-pCreateInfos-parameter
pCreateInfos must be a valid pointer to an array of createInfoCount valid VkGraphicsPipelineCreateInfo structures

• VUID-vkCreateGraphicsPipelines-pAllocator-null
pAllocator must be NULL

• VUID-vkCreateGraphicsPipelines-pPipelines-parameter
pPipelines must be a valid pointer to an array of createInfoCount VkJPipeline handles

• VUID-vkCreateGraphicsPipelines-createInfoCount-arraylength
createInfoCount must be greater than 0

• VUID-vkCreateGraphicsPipelines-pipelineCache-parent
pipelineCache must have been created, allocated, or retrieved from device

Return Codes

Success
• VK_SUCCESS
The ** VkGraphicsPipelineCreateInfo** structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkGraphicsPipelineCreateInfo {
    VkStructureType                  sType;
    const void*                      pNext;
    VkPipelineCreateFlags            flags;
    uint32_t                          stageCount;
    const VkPipelineShaderStageCreateInfo* pStages;
    const VkPipelineVertexInputStateCreateInfo* pVertexInputState;
    const VkPipelineInputAssemblyStateCreateInfo* pInputAssemblyState;
    const VkPipelineTessellationStateCreateInfo* pTessellationState;
    const VkPipelineRasterizationStateCreateInfo* pRasterizationState;
    const VkPipelineViewportStateCreateInfo* pViewPortState;
    const VkPipelineMultisampleStateCreateInfo* pMultisampleState;
    const VkPipelineColorBlendStateCreateInfo* pColorBlendState;
    const VkPipelineDynamicStateCreateInfo* pDynamicState;
    VkPipelineLayout                  layout;
    VkRenderPass                      renderPass;
    uint32_t                          subpass;
    VkPipeline                      basePipelineHandle;
    int32_t                           basePipelineIndex;
} VkGraphicsPipelineCreateInfo;
```

- **sType** is a ** VkStructureType** value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **flags** is a bitmask of ** VkPipelineCreateFlagBits** specifying how the pipeline will be generated.
- **stageCount** is the number of entries in the ** pStages** array.
- **pStages** is a pointer to an array of ** stageCount** ** VkPipelineShaderStageCreateInfo** structures describing the set of the shader stages to be included in the graphics pipeline.
- **pVertexInputState** is a pointer to a ** VkPipelineVertexInputStateCreateInfo** structure. It **can be NULL** if the pipeline is created with the ** VK_DYNAMIC_STATE_VERTEX_INPUT_EXT** dynamic state set.
- **pInputAssemblyState** is a pointer to a ** VkPipelineInputAssemblyStateCreateInfo** structure which determines input assembly behavior for vertex shading, as described in Drawing Commands.
- **pTessellationState** is a pointer to a ** VkPipelineTessellationStateCreateInfo** structure defining tessellation state used by tessellation shaders. It **can be NULL** if the pipeline is created with the ** VK_DYNAMIC_STATE_PATCH_CONTROL_POINTS_EXT** dynamic state set.
• `pViewportState` is a pointer to a `VkPipelineViewportStateCreateInfo` structure defining viewport state used when rasterization is enabled.

• `pRasterizationState` is a pointer to a `VkPipelineRasterizationStateCreateInfo` structure defining rasterization state.

• `pMultisampleState` is a pointer to a `VkPipelineMultisampleStateCreateInfo` structure defining multisample state used when rasterization is enabled.

• `pDepthStencilState` is a pointer to a `VkPipelineDepthStencilStateCreateInfo` structure defining depth/stencil state used when rasterization is enabled for depth or stencil attachments accessed during rendering.

• `pColorBlendState` is a pointer to a `VkPipelineColorBlendStateCreateInfo` structure defining color blend state used when rasterization is enabled for any color attachments accessed during rendering.

• `pDynamicState` is a pointer to a `VkPipelineDynamicStateCreateInfo` structure defining which properties of the pipeline state object are dynamic and can be changed independently of the pipeline state. This can be NULL, which means no state in the pipeline is considered dynamic.

• `layout` is the description of binding locations used by both the pipeline and descriptor sets used with the pipeline.

• `renderPass` is a handle to a render pass object describing the environment in which the pipeline will be used. The pipeline must only be used with a render pass instance compatible with the one provided. See Render Pass Compatibility for more information.

• `subpass` is the index of the subpass in the render pass where this pipeline will be used.

• `basePipelineHandle` is a pipeline to derive from. This is not used in Vulkan SC [SCID-8].

• `basePipelineIndex` is an index into the `pCreateInfos` parameter to use as a pipeline to derive from. This is not used in Vulkan SC [SCID-8].

The parameters `basePipelineHandle` and `basePipelineIndex` are described in more detail in Pipeline Derivatives.

The state required for a graphics pipeline is divided into vertex input state, pre-rasterization shader state, fragment shader state, and fragment output state.

**Vertex Input State**

Vertex input state is defined by:

- `VkPipelineVertexInputStateCreateInfo`
- `VkPipelineInputAssemblyStateCreateInfo`

This state must be specified to create a complete graphics pipeline.

**Pre-Rasterization Shader State**

Pre-rasterization shader state is defined by:

- `VkPipelineShaderStageCreateInfo` entries for:
  - Vertex shaders
- Tessellation control shaders
- Tessellation evaluation shaders
- Geometry shaders

Within the `VkPipelineLayout`, the full pipeline layout must be specified.

- `VkPipelineViewportStateCreateInfo`
- `VkPipelineRasterizationStateCreateInfo`
- `VkPipelineTessellationStateCreateInfo`
- `VkPipelineMultisampleStateCreateInfo`
- `VkPipelineDepthStencilStateCreateInfo`
- `VkRenderPass` and `subpass` parameter
- `VkPipelineDiscardRectangleStateCreateInfoEXT`
- `VkPipelineFragmentShadingRateStateCreateInfoKHR`

This state **must** be specified to create a complete graphics pipeline.

### Fragment Shader State

Fragment shader state is defined by:

- A `VkPipelineShaderStageCreateInfo` entry for the fragment shader
- Within the `VkPipelineLayout`, the full pipeline layout must be specified.

- `VkPipelineMultisampleStateCreateInfo`
- `VkPipelineDepthStencilStateCreateInfo`
- `VkRenderPass` and `subpass` parameter
- `VkPipelineFragmentShadingRateStateCreateInfoKHR`

- Inclusion/omission of the `VK_PIPELINE_RASTERIZATION_STATE_CREATE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR` flag

If `rasterizerDiscardEnable` is set to `VK_FALSE` or `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE` is used, this state **must** be specified to create a complete graphics pipeline.

### Fragment Output State

Fragment output state is defined by:

- `VkPipelineColorBlendStateCreateInfo`
- `VkRenderPass` and `subpass` parameter
- `VkPipelineMultisampleStateCreateInfo`

If `rasterizerDiscardEnable` is set to `VK_FALSE` or `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE` is used, this state **must** be specified to create a complete graphics pipeline.

### Dynamic State

Dynamic state values set via `pDynamicState` **must** be ignored if the state they correspond to is not otherwise statically set by one of the state subsets used to create the pipeline. For example, if a pipeline only included pre-rasterization shader state, then any dynamic state value corresponding
to depth or stencil testing has no effect.

Complete Graphics Pipelines

A complete graphics pipeline always includes pre-rasterization shader state, with other subsets included depending on that state as specified in the above sections.

In Vulkan SC, the pipeline compilation process occurs offline and the `pStages` are not needed at runtime and may be omitted. If omitted, `stageCount` must be set to 0 and `pStages` must be `NULL`. If provided, the values must match the values specified to the offline compiler.

**Valid Usage**

- VUID-VkGraphicsPipelineCreateInfo-None-09497
  flags must be a valid combination of `VkPipelineCreateFlagBits` values

- VUID-VkGraphicsPipelineCreateInfo-basePipelineHandle-05024
  `basePipelineHandle` must be `VK_NULL_HANDLE`

- VUID-VkGraphicsPipelineCreateInfo-basePipelineIndex-05025
  `basePipelineIndex` must be zero

- VUID-VkGraphicsPipelineCreateInfo-layout-07987
  If a push constant block is declared in a shader, a push constant range in `layout` must match both the shader stage and range

- VUID-VkGraphicsPipelineCreateInfo-layout-07988
  If a resource variables is declared in a shader, a descriptor slot in `layout` must match the shader stage

- VUID-VkGraphicsPipelineCreateInfo-layout-07990
  If a resource variables is declared in a shader, a descriptor slot in `layout` must match the descriptor type

- VUID-VkGraphicsPipelineCreateInfo-layout-07991
  If a resource variables is declared in a shader as an array, a descriptor slot in `layout` must match the descriptor count

- VUID-VkGraphicsPipelineCreateInfo-stage-02096
  If the pipeline requires pre-rasterization shader state the `stage` member of one element of `pStages` must be `VK_SHADER_STAGE_VERTEX_BIT`

- VUID-VkGraphicsPipelineCreateInfo-pStages-00729
  If the pipeline requires pre-rasterization shader state and `pStages` includes a tessellation control shader stage, it must include a tessellation evaluation shader stage

- VUID-VkGraphicsPipelineCreateInfo-pStages-00730
  If the pipeline requires pre-rasterization shader state and `pStages` includes a tessellation evaluation shader stage, it must include a tessellation control shader stage

- VUID-VkGraphicsPipelineCreateInfo-pStages-09022
  If the pipeline requires pre-rasterization shader state and `pStages` includes a tessellation control shader stage, the `pTessellationState` must be a valid pointer to a valid `VkPipelineTessellationStateCreateInfo` structure
If the pipeline requires pre-rasterization shader state and pStages includes tessellation shader stages, the shader code of at least one stage must contain an OpExecutionMode instruction specifying the type of subdivision in the pipeline.

If the pipeline requires pre-rasterization shader state and pStages includes tessellation shader stages, and the shader code of both stages contain an OpExecutionMode instruction specifying the type of subdivision in the pipeline, they must both specify the same subdivision mode.

If the pipeline requires pre-rasterization shader state and pStages includes tessellation shader stages, the shader code of at least one stage must contain an OpExecutionMode instruction specifying the output patch size in the pipeline.

If the pipeline requires pre-rasterization shader state and pStages includes tessellation shader stages, and the shader code of both contain an OpExecutionMode instruction specifying the output patch size in the pipeline, they must both specify the same patch size.

If the pipeline is being created with pre-rasterization shader state and vertex input state and pStages includes tessellation shader stages, the topology member of pInputAssembly must be VK_PRIMITIVE_TOPOLOGY_PATCH_LIST.

If the pipeline is being created with pre-rasterization shader state and vertex input state and the topology member of pInputAssembly is VK_PRIMITIVE_TOPOLOGY_PATCH_LIST, then pStages must include tessellation shader stages.

If the pipeline is being created with a TessellationEvaluation Execution Model, no Geometry Execution Model, uses the PointMode Execution Mode, and shaderTessellationAndGeometryPointSize is enabled, a PointSize decorated variable must be written to.

If the pipeline is being created with a Vertex Execution Model and no TessellationEvaluation or Geometry Execution Model, and the topology member of pInputAssembly is VK_PRIMITIVE_TOPOLOGY_POINT_LIST, a PointSize decorated variable must be written to.

If the pipeline is being created with a TessellationEvaluation Execution Model, no Geometry Execution Model, uses the PointMode Execution Mode, and shaderTessellationAndGeometryPointSize is not enabled, a PointSize decorated variable must not be written to.

If the pipeline is being created with a Geometry Execution Model, uses the OutputPoints Execution Mode, and shaderTessellationAndGeometryPointSize is enabled, a PointSize decorated variable must be written to for every vertex emitted.
If the pipeline is being created with a Geometry Execution Model, uses the OutputPoints Execution Mode, and shaderTessellationAndGeometryPointSize is not enabled, a PointSize decorated variable must not be written to.

If the pipeline requires pre-rasterization shader state and pStages includes a geometry shader stage, and does not include any tessellation shader stages, its shader code must contain an OpExecutionMode instruction specifying an input primitive type that is compatible with the primitive topology specified in pInputAssembly.

If the pipeline requires pre-rasterization shader state and pStages includes a geometry shader stage, and also includes tessellation shader stages, its shader code must contain an OpExecutionMode instruction specifying an input primitive type that is compatible with the primitive topology that is output by the tessellation stages.

If the pipeline requires pre-rasterization shader state and fragment shader state, it includes both a fragment shader and a geometry shader, and the fragment shader code reads from an input variable that is decorated with PrimitiveId, then the geometry shader code must write to a matching output variable, decorated with PrimitiveId, in all execution paths.

If renderPass is not VK_NULL_HANDLE and the pipeline is being created with fragment shader state the fragment shader must not read from any input attachment that is defined as VK_ATTACHMENT_UNUSED in subpass.

If the pipeline requires pre-rasterization shader state and multiple pre-rasterization shader stages are included in pStages, the shader code for the entry points identified by those pStages and the rest of the state identified by this structure must adhere to the pipeline linking rules described in the Shader Interfaces chapter.

If the pipeline requires pre-rasterization shader state and fragment shader state, the fragment shader and last pre-rasterization shader stage and any relevant state must adhere to the pipeline linking rules described in the Shader Interfaces chapter.

If renderPass is not VK_NULL_HANDLE, and the pipeline is being created with fragment output interface state, then for each color attachment in the subpass, if the potential format features of the format of the corresponding attachment description do not contain VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT, then the blendEnable member of the corresponding element of the pAttachments member of pColorBlendState must be VK_FALSE.

If renderPass is not VK_NULL_HANDLE, the pipeline is being created with fragment output interface state, the pColorBlendState pointer is not NULL, the attachmentCount member of pColorBlendState is not ignored, and the subpass uses color attachments, the attachmentCount member of pColorBlendState must be equal to the colorAttachmentCount used to create subpass.
If the pipeline requires pre-rasterization shader state, and `pViewportState->pViewports` is not dynamic, then `pViewportState->pViewports` must be a valid pointer to an array of `pViewportState->viewportCount` valid `VkViewport` structures.

If the pipeline requires pre-rasterization shader state, and `pViewportState->pScissors` is not dynamic, then `pViewportState->pScissors` must be a valid pointer to an array of `pViewportState->scissorCount` `VkRect2D` structures.

If the pipeline requires pre-rasterization shader state, and the `wideLines` feature is not enabled, and no element of the `pDynamicStates` member of `pDynamicState` is `VK_DYNAMIC_STATE_LINE_WIDTH`, the `lineWidth` member of `pRasterizationState` must be 1.0.

If the pipeline requires pre-rasterization shader state, and the `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE` dynamic state is enabled or the `rasterizerDiscardEnable` member of `pRasterizationState` is `VK_FALSE`, `pViewportState` must be a valid pointer to a valid `VkPipelineViewportStateCreateInfo` structure.

If the pipeline requires fragment output interface state, `pMultisampleState` must be a valid pointer to a valid `VkPipelineMultisampleStateCreateInfo` structure.

If `pMultisampleState` is not `NULL` it must be a valid pointer to a valid `VkPipelineMultisampleStateCreateInfo` structure.

If the pipeline is being created with fragment shader state, the `VkPipelineMultisampleStateCreateInfo::alphaToCoverageEnable` is not ignored and is `VK_TRUE`, then the Fragment Output Interface must contain a variable for the alpha Component word in Location 0 at Index 0.

If `renderPass` is not `VK_NULL_HANDLE`, the pipeline is being created with fragment shader state, and `subpass` uses a depth/stencil attachment, `pDepthStencilState` must be a valid pointer to a valid `VkPipelineDepthStencilStateCreateInfo` structure.

If `pDepthStencilState` is not `NULL` it must be a valid pointer to a valid `VkPipelineDepthStencilStateCreateInfo` structure.

If `renderPass` is not `VK_NULL_HANDLE`, the pipeline is being created with fragment output interface state, and `subpass` uses color attachments, `pColorBlendState` must be a valid pointer to a valid `VkPipelineColorBlendStateCreateInfo` structure.

If the pipeline requires pre-rasterization shader state, the `depthBiasClamp` feature is not enabled, no element of the `pDynamicStates` member of `pDynamicState` is `VK_DYNAMIC_STATE_DEPTH_BIAS`, and the `depthBiasEnable` member of `pRasterizationState` is `VK_TRUE`, the `depthBiasClamp` member of `pRasterizationState` must be 0.0.
If the pipeline requires fragment shader state, the `VK_EXT_depth_range_unrestricted` extension is not enabled and no element of the `pDynamicStates` member of `pDynamicState` is `VK_DYNAMIC_STATE_DEPTH_BOUNDS`, and the `depthBoundsTestEnable` member of `pDepthStencilState` is `VK_TRUE`, the `minDepthBounds` and `maxDepthBounds` members of `pDepthStencilState` must be between 0.0 and 1.0, inclusive.

If the pipeline requires fragment shader state or fragment output interface state, and `rasterizationSamples` and `sampleLocationsInfo` are not dynamic, and `VkPipelineSampleLocationsStateCreateInfoEXT::sampleLocationsEnable` included in the `pNext` chain of `pMultisampleState` is `VK_TRUE`, `sampleLocationsInfo.sampleLocationGridSize.width` must evenly divide `VkMultisamplePropertiesEXT::sampleLocationGridSize.width` as returned by `vkGetPhysicalDeviceMultisamplePropertiesEXT` with a `samples` parameter equaling `rasterizationSamples`

If the pipeline requires fragment shader state or fragment output interface state, and `rasterizationSamples` and `sampleLocationsInfo` are not dynamic, and `VkPipelineSampleLocationsStateCreateInfoEXT::sampleLocationsEnable` is `VK_TRUE` or `VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_ENABLE_EXT` is used, `sampleLocationsInfo.sampleLocationGridSize.height` must evenly divide `VkMultisamplePropertiesEXT::sampleLocationGridSize.height` as returned by `vkGetPhysicalDeviceMultisamplePropertiesEXT` with a `samples` parameter equaling `rasterizationSamples`

If the pipeline requires fragment shader state or fragment output interface state, and `rasterizationSamples` and `sampleLocationsInfo` are not dynamic, and `VkPipelineSampleLocationsStateCreateInfoEXT::sampleLocationsEnable` included in the `pNext` chain of `pMultisampleState` is `VK_TRUE` or `VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_ENABLE_EXT` is used, `sampleLocationsInfo.sampleLocationsPerPixel` must equal `rasterizationSamples`

If the pipeline requires fragment shader state, and the `sampleLocationsEnable` member of a `VkPipelineSampleLocationsStateCreateInfoEXT` structure included in the `pNext` chain of `pMultisampleState` is `VK_TRUE`, the fragment shader code must not statically use the extended instruction `InterpolateAtSample`

If the pipeline requires fragment output interface state, `rasterizationSamples` is not dynamic, and `subpass` does not use any color and/or depth/stencil attachments, then the `rasterizationSamples` member of `pMultisampleState` must follow the rules for a zero-attachment subpass.

If `renderPass` is not `VK_NULL_HANDLE`, `subpass` must be a valid subpass within `renderPass`
If `renderPass` is not `VK_NULL_HANDLE`, the pipeline is being created with pre-rasterization shader state, `subpass` viewMask is not 0, and `multiviewTessellationShader` is not enabled, then `pStages` **must** not include tessellation shaders.

- **VUID-VkGraphicsPipelineCreateInfo-renderPass-06048**
  If `renderPass` is not `VK_NULL_HANDLE`, the pipeline is being created with pre-rasterization shader state, `subpass` viewMask is not 0, and `multiviewGeometryShader` is not enabled, then `pStages` **must** not include a geometry shader.

- **VUID-VkGraphicsPipelineCreateInfo-renderPass-06050**
  If `renderPass` is not `VK_NULL_HANDLE` and the pipeline is being created with pre-rasterization shader state, and `subpass` viewMask is not 0, then all of the shaders in the pipeline **must** not include variables decorated with the `Layer` built-in decoration in their interfaces.

- **VUID-VkGraphicsPipelineCreateInfo-flags-00764**
  `flags` **must** not contain the `VK_PIPELINE_CREATE_DISPATCH_BASE` flag.

- **VUID-VkGraphicsPipelineCreateInfo-pStages-01565**
  If the pipeline requires fragment shader state and an input attachment was referenced by an `aspectMask` at `renderPass` creation time, the fragment shader **must** only read from the aspects that were specified for that input attachment.

- **VUID-VkGraphicsPipelineCreateInfo-layout-01688**
  The number of resources in `layout` accessible to each shader stage that is used by the pipeline **must** be less than or equal to `VkPhysicalDeviceLimits::maxPerStageResources`.

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-04058**
  If the pipeline requires pre-rasterization shader state, and no element of the `pDynamicStates` member of `pDynamicState` is `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT`, and if `pNext` chain includes a `VkPipelineDiscardRectangleStateCreateInfoEXT` structure, and if its `discardRectangleCount` member is not 0, then its `pDiscardRectangles` member **must** be a valid pointer to an array of `discardRectangleCount` `VkRect2D` structures.

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-07855**
  If `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT` is included in the `pDynamicStates` array then the implementation **must** support at least specVersion 2 of the `VK_EXT_discard_rectangles` extension.

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-07856**
  If `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT` is included in the `pDynamicStates` array then the implementation **must** support at least specVersion 2 of the `VK_EXT_discard_rectangles` extension.

- **VUID-VkGraphicsPipelineCreateInfo-pStages-02097**
  If the pipeline requires vertex input state, and `pVertexInputState` is not dynamic, then `pVertexInputState` **must** be a valid pointer to a valid `VkPipelineVertexInputStateCreateInfo` structure.

- **VUID-VkGraphicsPipelineCreateInfo-Input-07904**
  If the pipeline is being created with vertex input state and `pVertexInputState` is not dynamic, then all variables with the `Input` storage class decorated with `Location` in the `Vertex` Execution Model `OpEntryPoint` **must** contain a location in `VkVertexInputAttributeDescription::location`.
If the pipeline requires vertex input state and \( p_{\text{VertexInputState}} \) is not dynamic, then the numeric type associated with all Input variables of the corresponding Location in the Vertex Execution Model OpEntryPoint must be the same as \( \text{VkVertexInputAttributeDescription}::\text{format} \).

If the pipeline is being created with vertex input state and \( p_{\text{VertexInputState}} \) is not dynamic, and \( \text{VkVertexInputAttributeDescription}::\text{format} \) has a 64-bit component, then the scalar width associated with all Input variables of the corresponding Location in the Vertex Execution Model OpEntryPoint must be 64-bit.

If the pipeline is being created with vertex input state and \( p_{\text{VertexInputState}} \) is not dynamic, and the scalar width associated with a Location decorated Input variable in the Vertex Execution Model OpEntryPoint is 64-bit, then the corresponding \( \text{VkVertexInputAttributeDescription}::\text{format} \) must have a 64-bit component.

If the pipeline requires vertex input state, \( p_{\text{InputAssemblyState}} \) must be a valid pointer to a valid \( \text{VkPipelineInputAssemblyStateCreateInfo} \) structure.

If \( p_{\text{InputAssemblyState}} \) is not NULL it must be a valid pointer to a valid \( \text{VkPipelineInputAssemblyStateCreateInfo} \) structure.

If the pipeline requires pre-rasterization shader state and at least one of fragment output interface state or fragment shader state, and \( p_{\text{MultisampleState}} \) is not NULL, the lineRasterizationMode member of a \( \text{VkPipelineRasterizationLineStateCreateInfoKHR} \) structure included in the pNext chain of \( p_{\text{RasterizationState}} \) is \( \text{VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR} \) or \( \text{VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR} \), then the alphaToCoverageEnable, alphaToOneEnable, and sampleShadingEnable members of \( p_{\text{MultisampleState}} \) must all be \( \text{VK_FALSE} \).

If the pipeline requires pre-rasterization shader state, the stippledLineEnable member of \( \text{VkPipelineRasterizationLineStateCreateInfoKHR} \) is \( \text{VK_TRUE} \), and no element of the pDynamicStates member of \( p_{\text{DynamicState}} \) is \( \text{VK_DYNAMIC_STATE_LINE_STIPPLE_EXT} \), then the lineStipplefactor member of \( \text{VkPipelineRasterizationLineStateCreateInfoKHR} \) must be in the range [1,256].

If the extendedDynamicState feature is not enabled, there must be no element of the pDynamicStates member of \( p_{\text{DynamicState}} \) set to \( \text{VK_DYNAMIC_STATE_CULL_MODE}, \text{VK_DYNAMIC_STATE_FRONT_FACE}, \text{VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY}, \text{VK_DYNAMIC_STATE_LINE_STIPPLE_EXT} \).
VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT, VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT, VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE, VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE, VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE, VK_DYNAMIC_STATE_DEPTH_COMPARE_OP, VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE, VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE, or VK_DYNAMIC_STATE_STENCIL_OP

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-03379**
  If the pipeline requires pre-rasterization shader state, and VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT is included in the pDynamicStates array then `viewportCount` must be zero

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-03380**
  If the pipeline requires pre-rasterization shader state, and VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT is included in the pDynamicStates array then `scissorCount` must be zero

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-04132**
  If the pipeline requires pre-rasterization shader state, and VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT is included in the pDynamicStates array then VK_DYNAMIC_STATE_VIEWPORT must not be present

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-04133**
  If the pipeline requires pre-rasterization shader state, and VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT is included in the pDynamicStates array then VK_DYNAMIC_STATE_SCISSOR must not be present

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-04868**
  If the extendedDynamicState2 feature is not enabled, there must be no element of the pDynamicStates member of pDynamicState set to VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE, VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE, or VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-04869**
  If the extendedDynamicState2LogicOp feature is not enabled, there must be no element of the pDynamicStates member of pDynamicState set to VK_DYNAMIC_STATE_LOGIC_OP_EXT

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicStates-04870**
  If the extendedDynamicState2PatchControlPoints feature is not enabled, there must be no element of the pDynamicStates member of pDynamicState set to VK_DYNAMIC_STATE_PATCH_CONTROL_POINTS_EXT

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicState-04494**
  If the pipeline requires pre-rasterization shader state or fragment shader state and VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR is not included in pDynamicState->pDynamicStates, VkPipelineFragmentShadingRateStateCreateInfoKHR::fragmentSize.width must be greater than or equal to 1

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicState-04495**
  If the pipeline requires pre-rasterization shader state or fragment shader state and VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR is not included in pDynamicState->pDynamicStates, VkPipelineFragmentShadingRateStateCreateInfoKHR::fragmentSize.height must be greater than or equal to 1

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicState-04496**
If the pipeline requires pre-rasterization shader state or fragment shader state and `VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR` is not included in `pDynamicStates`, `VkPipelineFragmentShadingRateStateCreateInfoKHR::fragmentSize.width` must be a power-of-two value.

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicState-04497**
  If the pipeline requires pre-rasterization shader state or fragment shader state and `VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR` is not included in `pDynamicStates`, `VkPipelineFragmentShadingRateStateCreateInfoKHR::fragmentSize.height` must be a power-of-two value.

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicState-04498**
  If the pipeline requires pre-rasterization shader state or fragment shader state and `VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR` is not included in `pDynamicStates`, `VkPipelineFragmentShadingRateStateCreateInfoKHR::fragmentSize.width` must be less than or equal to 4.

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicState-04499**
  If the pipeline requires pre-rasterization shader state or fragment shader state and `VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR` is not included in `pDynamicStates`, `VkPipelineFragmentShadingRateStateCreateInfoKHR::fragmentSize.height` must be less than or equal to 4.

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicState-04500**
  If the pipeline requires pre-rasterization shader state or fragment shader state and `VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR` is not included in `pDynamicStates`, and the `pipelineFragmentShadingRate` feature is not enabled, `VkPipelineFragmentShadingRateStateCreateInfoKHR::fragmentSize.width` and `VkPipelineFragmentShadingRateStateCreateInfoKHR::fragmentSize.height` must both be equal to 1.

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicState-06567**
  If the pipeline requires pre-rasterization shader state or fragment shader state and `VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR` is not included in `pDynamicStates`, `VkPipelineFragmentShadingRateStateCreateInfoKHR::combinerOps[0]` must be a valid `VkFragmentShadingRateCombinerOpKHR` value.

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicState-06568**
  If the pipeline requires pre-rasterization shader state or fragment shader state and `VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR` is not included in `pDynamicStates`, `VkPipelineFragmentShadingRateStateCreateInfoKHR::combinerOps[1]` must be a valid `VkFragmentShadingRateCombinerOpKHR` value.

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicState-04501**
  If the pipeline requires pre-rasterization shader state or fragment shader state and `VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR` is not included in `pDynamicStates`, and the `primitiveFragmentShadingRate` feature is not enabled, `VkPipelineFragmentShadingRateStateCreateInfoKHR::combinerOps[0]` must be `VK_FRAGMENT_SHADING_RATE_COMBINER_OP_KEEP_KHR`.

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicState-04502**
  If the pipeline requires pre-rasterization shader state or fragment shader state and `VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR` is not included in `pDynamicStates`,
If the pipeline requires pre-rasterization shader state and the primitiveFragmentShadingRateWithMultipleViewports limit is not supported, **VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT** is not included in **pDynamicState->pDynamicStates**, and **VkPipelineViewportStateCreateInfo::viewportCount** is greater than 1, entry points specified in **pStages** must not write to the **PrimitiveShadingRateKHR** built-in.

If the pipeline requires pre-rasterization shader state and the vertexInputDynamicState feature is not enabled, there must be no element of the **pDynamicStates** member of **pDynamicState** set to **VK_DYNAMIC_STATE_VERTEX_INPUT_EXT**.

If the colorWriteEnable feature is not enabled, there must be no element of the **pDynamicStates** member of **pDynamicState** set to **VK_DYNAMIC_STATE_COLOR_WRITE_ENABLE_EXT**.

If the pipeline requires pre-rasterization shader state or fragment shader state, **pStages** must be a valid pointer to an array of **stageCount** valid **VkPipelineShaderStageCreateInfo** structures.

If the pipeline does not require pre-rasterization shader state or fragment shader state, **stageCount** must be zero.

If the pipeline requires pre-rasterization shader state, **pRasterizationState** must be a valid pointer to a valid **VkPipelineMultisampleStateCreateInfo** structure.

If the pipeline requires fragment shader state or pre-rasterization shader state, **layout** must be a valid **VkPipelineLayout** handle.

If the pipeline requires fragment shader state, **layout** must be a valid **VkPipelineLayout** handle.
If the pipeline requires **pre-rasterization shader state**, **fragment shader state**, or **fragment output state**, `renderPass` **must** be a valid `VkRenderPass` handle

- **VUID-VkGraphicsPipelineCreateInfo-stageCount-09530**
  If the pipeline requires **pre-rasterization shader state**, `stageCount` **must** be greater than 0

- **VUID-VkGraphicsPipelineCreateInfo-conservativePointAndLineRasterization-08892**
  If `conservativePointAndLineRasterization` is not supported; the pipeline is being created with **vertex input state** and **pre-rasterization shader state**; the pipeline does not include a geometry shader; and the value of `VkPipelineInputAssemblyStateCreateInfo::topology` is `VK_PRIMITIVE_TOPOLOGY_POINT_LIST`, `VK_PRIMITIVE_TOPOLOGY_LINE_LIST`, or `VK_PRIMITIVE_TOPOLOGY_LINE_STRIP`, then `VkPipelineRasterizationConservativeStateCreateInfoEXT::conservativeRasterizationMode` **must** be `VK_CONSERVATIVE_RASTERIZATION_MODE_DISABLED_EXT`

- **VUID-VkGraphicsPipelineCreateInfo-conservativePointAndLineRasterization-06760**
  If `conservativePointAndLineRasterization` is not supported, the pipeline requires **pre-rasterization shader state**, and the pipeline includes a geometry shader with either the `OutputPoints` or `OutputLineStrip` execution modes, `VkPipelineRasterizationConservativeStateCreateInfoEXT::conservativeRasterizationMode` **must** be `VK_CONSERVATIVE_RASTERIZATION_MODE_DISABLED_EXT`

- **VUID-VkGraphicsPipelineCreateInfo-pStages-06894**
  If the pipeline requires **pre-rasterization shader state** but not **fragment shader state**, elements of `pStages` **must** not have `stage` set to `VK_SHADER_STAGE_FRAGMENT_BIT`

- **VUID-VkGraphicsPipelineCreateInfo-pStages-06895**
  If the pipeline requires **fragment shader state** but not **pre-rasterization shader state**, elements of `pStages` **must** not have `stage` set to a shader stage which participates in pre-rasterization

- **VUID-VkGraphicsPipelineCreateInfo-pStages-06896**
  If the pipeline requires **pre-rasterization shader state**, all elements of `pStages` **must** have a `stage` set to a shader stage which participates in **fragment shader state** or **pre-rasterization shader state**

- **VUID-VkGraphicsPipelineCreateInfo-stage-06897**
  If the pipeline requires **fragment shader state** and/or **pre-rasterization shader state**, any value of `stage` **must** not be set in more than one element of `pStages`

- **VUID-VkGraphicsPipelineCreateInfo-None-08893**
  The pipeline **must** be created with **pre-rasterization shader state**

- **VUID-VkGraphicsPipelineCreateInfo-pStages-08894**
  If `pStages` includes a vertex shader stage, the pipeline **must** be created with **vertex input state**

- **VUID-VkGraphicsPipelineCreateInfo-pDynamicState-08896**
  If `pDynamicState->pDynamicStates` includes `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE`, or if it does not and `pRasterizationState->rasterizerDiscardEnable` is `VK_FALSE`, the pipeline **must** be created with **fragment shader state** and **fragment output interface state**

- **VUID-VkGraphicsPipelineCreateInfo-None-09043**
  If the format of any color attachment is `VK_FORMAT_E5B9G9R9_UFLOAT_PACK32`, the
colorWriteMask member of the corresponding element of pColorBlendState->pAttachments must either include all of VK_COLOR_COMPONENT_R_BIT, VK_COLOR_COMPONENT_G_BIT, and VK_COLOR_COMPONENT_B_BIT, or none of them

Valid Usage (Implicit)

- VUID-VkGraphicsPipelineCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_GRAPHICS_PIPELINE_CREATE_INFO

- VUID-VkGraphicsPipelineCreateInfo-pNext-pNext
  Each pNext member of any structure (including this one) in the pNext chain must be either NULL or a pointer to a valid instance of VkPipelineDiscardRectangleStateCreateInfoEXT, VkPipelineFragmentShadingRateStateCreateInfoKHR, or VkPipelineOfflineCreateInfo

- VUID-VkGraphicsPipelineCreateInfo-sType-unique
  The sType value of each struct in the pNext chain must be unique

- VUID-VkGraphicsPipelineCreateInfo-pDynamicState-parameter
  If pDynamicState is not NULL, pDynamicState must be a valid pointer to a valid VkPipelineDynamicStateCreateInfo structure

- VUID-VkGraphicsPipelineCreateInfo-commonparent
  Each of basePipelineHandle, layout, and renderPass that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same VkDevice

Bits which can be set in

- VkGraphicsPipelineCreateInfo::flags
- VkComputePipelineCreateInfo::flags

specify how a pipeline is created, and are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkPipelineCreateFlagBits {
    VK_PIPELINE_CREATE_DISABLE_OPTIMIZATION_BIT = 0x00000001,
    // Provided by VK_VERSION_1_1
    VK_PIPELINE_CREATE_VIEW_INDEX_FROM_DEVICE_INDEX_BIT = 0x00000008,
    // Provided by VK_VERSION_1_1
    VK_PIPELINE_CREATE_DISPATCH_BASE_BIT = 0x00000010,
    // Provided by VK_VERSION_1_1
    VK_PIPELINE_CREATE_DISPATCH_BASE = VK_PIPELINE_CREATE_DISPATCH_BASE_BIT,
} VkPipelineCreateFlagBits;
```

- **VK_PIPELINE_CREATE_DISABLE_OPTIMIZATION_BIT** specifies that the created pipeline will not be optimized. Using this flag may reduce the time taken to create the pipeline.

- **VK_PIPELINE_CREATE_VIEW_INDEX_FROM_DEVICE_INDEX_BIT** specifies that any shader input variables decorated as ViewIndex will be assigned values as if they were decorated as DeviceIndex.

- **VK_PIPELINE_CREATE_DISPATCH_BASE** specifies that a compute pipeline can be used with
vkCmdDispatchBase with a non-zero base workgroup.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkPipelineCreateFlags;
```

VkPipelineCreateFlags is a bitmask type for setting a mask of zero or more VkPipelineCreateFlagBits.

The VkPipelineDynamicStateCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPipelineDynamicStateCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineDynamicStateCreateFlags flags;
    uint32_t dynamicStateCount;
    const VkDynamicState* pDynamicStates;
} VkPipelineDynamicStateCreateInfo;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- flags is reserved for future use.
- dynamicStateCount is the number of elements in the pDynamicStates array.
- pDynamicStates is a pointer to an array of VkDynamicState values specifying which pieces of pipeline state will use the values from dynamic state commands rather than from pipeline state creation information.

### Valid Usage

- VUID-VkPipelineDynamicStateCreateInfo-pDynamicStates-01442
  Each element of pDynamicStates must be unique

### Valid Usage (Implicit)

- VUID-VkPipelineDynamicStateCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_PIPELINE_DYNAMIC_STATE_CREATE_INFO
- VUID-VkPipelineDynamicStateCreateInfo-pNext-pNext
  pNext must be NULL
- VUID-VkPipelineDynamicStateCreateInfo-flags-zerobitmask
  flags must be 0
- VUID-VkPipelineDynamicStateCreateInfo-pDynamicStates-parameter
  If dynamicStateCount is not 0, pDynamicStates must be a valid pointer to an array of valid VkDynamicState values
typedef VkFlags VkPipelineDynamicStateCreateFlags;

VkPipelineDynamicStateCreateFlags is a bitmask type for setting a mask, but is currently reserved for future use.

The source of different pieces of dynamic state is specified by the VkPipelineDynamicStateCreateInfo::pDynamicStates property of the currently active pipeline, each of whose elements must be one of the values:

```c
// Provided by VK_VERSION_1_0
typedef enum VkDynamicState {
    VK_DYNAMIC_STATE_VIEWPORT = 0,
    VK_DYNAMIC_STATE_SCISSOR = 1,
    VK_DYNAMIC_STATE_LINE_WIDTH = 2,
    VK_DYNAMIC_STATE_DEPTH_BIAS = 3,
    VK_DYNAMIC_STATE_BLEND_CONSTANTS = 4,
    VK_DYNAMIC_STATE_DEPTH_BOUNDS = 5,
    VK_DYNAMIC_STATE_STENCIL_COMPARE_MASK = 6,
    VK_DYNAMIC_STATE_STENCIL_WRITE_MASK = 7,
    VK_DYNAMIC_STATE_STENCIL_REFERENCE = 8,
    VK_DYNAMIC_STATE_CULL_MODE = 1000267000,
    VK_DYNAMIC_STATE_FRONT_FACE = 1000267001,
    VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY = 1000267002,
    VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT = 1000267003,
    VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT = 1000267004,
    VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE = 1000267005,
    VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE = 1000267006,
    VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE = 1000267007,
    VK_DYNAMIC_STATE_DEPTH_COMPARE_OP = 1000267008,
    VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE = 1000267009,
    VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE = 1000267010,
    VK_DYNAMIC_STATE_STENCIL_OP = 1000267011,
    VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE = 1000377001,
    VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE = 1000377002,
    VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE = 1000377004,
    // Provided by VK_EXT_discard_rectangles
    VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT = 1000099000,
    // Provided by VK_EXT_discard_rectangles
    VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT = 1000099001,
    // Provided by VK_EXT_discard_rectangles
    VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT = 1000099002,
    // Provided by VK_EXT_sample_locations
    VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_EXT = 1000143000,
    // Provided by VK_KHR_fragment_shading_rate
    VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR = 1000226000,
    // Provided by VK_EXT_vertex_input_dynamic_state
    VK_DYNAMIC_STATE_VERTEX_INPUT_EXT = 1000352000,
    // Provided by VK_EXT_extended_dynamic_state2
}
```
VK_DYNAMIC_STATE_PATCH_CONTROL_POINTS_EXT = 1000377000,
// Provided by VK_EXT_extended_dynamic_state2
VK_DYNAMIC_STATE_LOGIC_OP_EXT = 1000377003,
// Provided by VK_EXT_color_write_enable
VK_DYNAMIC_STATE_COLOR_WRITE_ENABLE_EXT = 1000381000,
// Provided by VK_KHR_line_rasterization
VK_DYNAMIC_STATE_LINE_STIPPLE_KHR = 1000259000,
// Provided by VK_EXT_line_rasterization
VK_DYNAMIC_STATE_LINE_STIPPLE_EXT = VK_DYNAMIC_STATE_LINE_STIPPLE_KHR,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_CULL_MODE_EXT = VK_DYNAMIC_STATE_CULL_MODE,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_FRONT_FACE_EXT = VK_DYNAMIC_STATE_FRONT_FACE,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY_EXT = VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT_EXT = VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT_EXT = VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE_EXT = VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE_EXT = VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE_EXT = VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_DEPTH_COMPARE_OP_EXT = VK_DYNAMIC_STATE_DEPTH_COMPARE_OP,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE_EXT = VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE_EXT = VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE,
// Provided by VK_EXT_extended_dynamic_state
VK_DYNAMIC_STATE_STENCIL_OP_EXT = VK_DYNAMIC_STATE_STENCIL_OP,
// Provided by VK_EXT_extended_dynamic_state2
VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE_EXT = VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE,
// Provided by VK_EXT_extended_dynamic_state2
VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE_EXT = VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE,
// Provided by VK_EXT_extended_dynamic_state2
VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE_EXT = VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE,
// Provided by VK_EXT_extended_dynamic_state2
}
VkDynamicState;

• **VK_DYNAMIC_STATE_VIEWPORT** specifies that the pViewports state in VkPipelineViewPortStateCreateInfo will be ignored and must be set dynamically with vkCmdSetViewport before any drawing commands. The number of viewports used by a pipeline is still specified by the viewportCount member of VkPipelineViewPortStateCreateInfo.

• **VK_DYNAMIC_STATE_SCISSOR** specifies that the pScissors state in...
VkPipelineViewportStateCreateInfo will be ignored and must be set dynamically with vkCmdSetScissor before any drawing commands. The number of scissor rectangles used by a pipeline is still specified by the scissorCount member of VkPipelineViewportStateCreateInfo.

- **VK_DYNAMIC_STATE_LINE_WIDTH** specifies that the lineWidth state in VkPipelineRasterizationStateCreateInfo will be ignored and must be set dynamically with vkCmdSetLineWidth before any drawing commands that generate line primitives for the rasterizer.

- **VK_DYNAMIC_STATE_DEPTH_BIAS** specifies that the depthBiasConstantFactor, depthBiasClamp and depthBiasSlopeFactor states in VkPipelineRasterizationStateCreateInfo will be ignored and must be set dynamically with vkCmdSetDepthBias before any draws are performed with depth bias enabled.

- **VK_DYNAMIC_STATE_BLEND_CONSTANTS** specifies that the blendConstants state in VkPipelineColorBlendStateCreateInfo will be ignored and must be set dynamically with vkCmdSetBlendConstants before any draws are performed with a pipeline state with VkPipelineColorBlendAttachmentState member blendEnable set to VK_TRUE and any of the blend functions using a constant blend color.

- **VK_DYNAMIC_STATE_DEPTH_BOUNDS** specifies that the minDepthBounds and maxDepthBounds states of VkPipelineDepthStencilStateCreateInfo will be ignored and must be set dynamically with vkCmdSetDepthBounds before any draws are performed with a pipeline state with VkPipelineDepthStencilStateCreateInfo member depthBoundsTestEnable set to VK_TRUE.

- **VK_DYNAMIC_STATE_STENCIL_COMPARE_MASK** specifies that the compareMask state in VkPipelineDepthStencilStateCreateInfo for both front and back will be ignored and must be set dynamically with vkCmdSetStencilCompareMask before any draws are performed with a pipeline state with VkPipelineDepthStencilStateCreateInfo member stencilTestEnable set to VK_TRUE.

- **VK_DYNAMIC_STATE_STENCIL_WRITE_MASK** specifies that the writeMask state in VkPipelineDepthStencilStateCreateInfo for both front and back will be ignored and must be set dynamically with vkCmdSetStencilWriteMask before any draws are performed with a pipeline state with VkPipelineDepthStencilStateCreateInfo member stencilTestEnable set to VK_TRUE.

- **VK_DYNAMIC_STATE_STENCIL_REFERENCE** specifies that the reference state in VkPipelineDepthStencilStateCreateInfo for both front and back will be ignored and must be set dynamically with vkCmdSetStencilReference before any draws are performed with a pipeline state with VkPipelineDepthStencilStateCreateInfo member stencilTestEnable set to VK_TRUE.

- **VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT** specifies that the pDiscardRectangles state in VkPipelineDiscardRectangleStateCreateInfoEXT will be ignored and must be set dynamically with vkCmdSetDiscardRectangleEXT before any draw or clear commands.

- **VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT** specifies that the presence of the VkPipelineDiscardRectangleStateCreateInfoEXT structure in the VkGraphicsPipelineCreateInfo chain with a discardRectangleCount greater than zero does not implicitly enable discard rectangles and they must be enabled dynamically with vkCmdSetDiscardRectangleEnableEXT before any draw commands. This is available on implementations that support at least specVersion 2 of the VK_EXT_discard_rectangles extension.

- **VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT** specifies that the discardRectangleMode state in VkPipelineDiscardRectangleStateCreateInfoEXT will be ignored and must be set dynamically
with `vkCmdSetDiscardRectangleModeEXT` before any draw commands. This is available on implementations that support at least specVersion 2 of the `VK_EXT_discard_rectangles` extension.

- **VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_EXT** specifies that the `sampleLocationsInfo` state in `VkPipelineSampleLocationsStateCreateInfoEXT` will be ignored and must be set dynamically with `vkCmdSetSampleLocationsEXT` before any draw or clear commands. Enabling custom sample locations is still indicated by the `sampleLocationsEnable` member of `VkPipelineSampleLocationsStateCreateInfoEXT`.

- **VK_DYNAMIC_STATE_LINE_STIPPLE_EXT** specifies that the `lineStippleFactor` and `lineStipplePattern` state in `VkPipelineRasterizationLineStateCreateInfoKHR` will be ignored and must be set dynamically with `vkCmdSetLineStippleKHR` before any draws are performed with a pipeline state with `VkPipelineRasterizationLineStateCreateInfoKHR` member `stippledLineEnable` set to `VK_TRUE`.

- **VK_DYNAMIC_STATE_CULL_MODE** specifies that the `cullMode` state in `VkPipelineRasterizationStateCreateInfo` will be ignored and must be set dynamically with `vkCmdSetCullModeEXT` before any drawing commands.

- **VK_DYNAMIC_STATE_FRONT_FACE** specifies that the `frontFace` state in `VkPipelineRasterizationStateCreateInfo` will be ignored and must be set dynamically with `vkCmdSetFrontFaceEXT` before any drawing commands.

- **VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY** specifies that the `topology` state in `VkPipelineInputAssemblyStateCreateInfo` only specifies the topology class, and the specific topology order and adjacency must be set dynamically with `vkCmdSetPrimitiveTopologyEXT` before any drawing commands.

- **VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT** specifies that the `viewportCount` and `pViewports` state in `VkPipelineViewportStateCreateInfo` will be ignored and must be set dynamically with `vkCmdSetViewportWithCountEXT` before any draw call.

- **VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT** specifies that the `scissorCount` and `pScissors` state in `VkPipelineViewportStateCreateInfo` will be ignored and must be set dynamically with `vkCmdSetScissorWithCountEXT` before any draw call.

- **VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE** specifies that the `stride` state in `VkVertexInputBindingDescription` will be ignored and must be set dynamically with `vkCmdBindVertexBuffers2EXT` before any draw call.

- **VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE** specifies that the `depthTestEnable` state in `VkPipelineDepthStencilStateCreateInfo` will be ignored and must be set dynamically with `vkCmdSetDepthTestEnableEXT` before any draw call.

- **VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE** specifies that the `depthWriteEnable` state in `VkPipelineDepthStencilStateCreateInfo` will be ignored and must be set dynamically with `vkCmdSetDepthWriteEnableEXT` before any draw call.

- **VK_DYNAMIC_STATE_DEPTH_COMPARE_OP** specifies that the `depthCompareOp` state in `VkPipelineDepthStencilStateCreateInfo` will be ignored and must be set dynamically with `vkCmdSetDepthCompareOpEXT` before any draw call.

- **VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE** specifies that the `depthBoundsTestEnable` state in `VkPipelineDepthStencilStateCreateInfo` will be ignored and must be set dynamically with `vkCmdSetDepthBoundsTestEnableEXT` before any draw call.
• **VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE** specifies that the **stencilTestEnable** state in `VkPipelineDepthStencilStateCreateInfo` will be ignored and **must** be set dynamically with `vkCmdSetStencilTestEnableEXT` before any draw call.

• **VK_DYNAMIC_STATE_STENCIL_OP** specifies that the **failOp**, **passOp**, **depthFailOp**, and **compareOp** states in `VkPipelineDepthStencilStateCreateInfo` for both **front** and **back** will be ignored and **must** be set dynamically with `vkCmdSetStencilOpEXT` before any draws are performed with a pipeline state with `VkPipelineDepthStencilStateCreateInfo` member **stencilTestEnable** set to **VK_TRUE**.

• **VK_DYNAMIC_STATE_PATCH_CONTROL_POINTS_EXT** specifies that the **patchControlPoints** state in `VkPipelineTessellationStateCreateInfo` will be ignored and **must** be set dynamically with `vkCmdSetPatchControlPointsEXT` before any drawing commands.

• **VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE** specifies that the **rasterizerDiscardEnable** state in `VkPipelineRasterizationStateCreateInfo` will be ignored and **must** be set dynamically with `vkCmdSetRasterizerDiscardEnableEXT` before any drawing commands.

• **VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE** specifies that the **depthBiasEnable** state in `VkPipelineRasterizationStateCreateInfo` will be ignored and **must** be set dynamically with `vkCmdSetDepthBiasEnableEXT` before any drawing commands.

• **VK_DYNAMIC_STATE_LOGIC_OP_EXT** specifies that the **logicOp** state in `VkPipelineColorBlendStateCreateInfo` will be ignored and **must** be set dynamically with `vkCmdSetLogicOpEXT` before any drawing commands.

• **VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE** specifies that the **primitiveRestartEnable** state in `VkPipelineInputAssemblyStateCreateInfo` will be ignored and **must** be set dynamically with `vkCmdSetPrimitiveRestartEnableEXT` before any drawing commands.

• **VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR** specifies that the state in `VkPipelineFragmentShadingRateStateCreateInfoKHR` will be ignored and **must** be set dynamically with `vkCmdSetFragmentShadingRateKHR` before any drawing commands.

• **VK_DYNAMIC_STATE_VERTEX_INPUT_EXT** specifies that the **pVertexInputState** state will be ignored and **must** be set dynamically with `vkCmdSetVertexInputEXT` before any drawing commands.

• **VK_DYNAMIC_STATE_COLOR_WRITE_ENABLE_EXT** specifies that the **pColorWriteEnable** state in `VkPipelineColorWriteCreateInfoEXT` will be ignored and **must** be set dynamically with `vkCmdSetColorWriteEnableEXT` before any draw call.

### 10.3.1. Valid Combinations of Stages for Graphics Pipelines

If tessellation shader stages are omitted, the tessellation shading and fixed-function stages of the pipeline are skipped.

If a geometry shader is omitted, the geometry shading stage is skipped.

If a fragment shader is omitted, fragment color outputs have undefined values, and the fragment depth value is determined by **Fragment Operations** state. This **can** be useful for depth-only rendering.

Presence of a shader stage in a pipeline is derived from the **pipeline cache** entry identified by `VkPipelineOfflineCreateInfo::pipelineIdentifier`.
Presence of some of the fixed-function stages in the pipeline is implicitly derived from enabled shaders and provided state. For example, the fixed-function tessellator is always present when the pipeline has valid Tessellation Control and Tessellation Evaluation shaders.

For example:

- Depth/stencil-only rendering in a subpass with no color attachments
  - Active Pipeline Shader Stages
    - Vertex Shader
  - Required: Fixed-Function Pipeline Stages
    - `VkPipelineVertexInputStateCreateInfo`
    - `VkPipelineInputAssemblyStateCreateInfo`
    - `VkPipelineViewportStateCreateInfo`
    - `VkPipelineRasterizationStateCreateInfo`
    - `VkPipelineMultisampleStateCreateInfo`
    - `VkPipelineDepthStencilStateCreateInfo`

- Color-only rendering in a subpass with no depth/stencil attachment
  - Active Pipeline Shader Stages
    - Vertex Shader
    - Fragment Shader
  - Required: Fixed-Function Pipeline Stages
    - `VkPipelineVertexInputStateCreateInfo`
    - `VkPipelineInputAssemblyStateCreateInfo`
    - `VkPipelineViewportStateCreateInfo`
    - `VkPipelineRasterizationStateCreateInfo`
    - `VkPipelineMultisampleStateCreateInfo`
    - `VkPipelineColorBlendStateCreateInfo`

- Rendering pipeline with tessellation and geometry shaders
  - Active Pipeline Shader Stages
    - Vertex Shader
    - Tessellation Control Shader
    - Tessellation Evaluation Shader
    - Geometry Shader
    - Fragment Shader
  - Required: Fixed-Function Pipeline Stages
    - `VkPipelineVertexInputStateCreateInfo`
    - `VkPipelineInputAssemblyStateCreateInfo`
10.4. Pipeline Destruction

To destroy a pipeline, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroyPipeline(
    VkDevice device,           // device is the logical device that destroys the pipeline.
    VkPipeline pipeline,       // pipeline is the handle of the pipeline to destroy.
    const VkAllocationCallbacks* pAllocator);  // pAllocator controls host memory allocation as described in the Memory Allocation chapter.
```

Valid Usage

- VUID-vkDestroyPipeline-pipeline-00765
  All submitted commands that refer to `pipeline` must have completed execution

Valid Usage (Implicit)

- VUID-vkDestroyPipeline-device-parameter
  `device` must be a valid `VkDevice` handle

- VUID-vkDestroyPipeline-pipeline-parameter
  If `pipeline` is not `VK_NULL_HANDLE`, `pipeline` must be a valid `VkPipeline` handle

- VUID-vkDestroyPipeline-pAllocator-null
  `pAllocator` must be `NULL`

- VUID-vkDestroyPipeline-pipeline-parent
  If `pipeline` is a valid handle, it must have been created, allocated, or retrieved from `device`

Host Synchronization

- Host access to `pipeline` must be externally synchronized
10.5. Pipeline Derivatives

A pipeline derivative is a child pipeline created from a parent pipeline, where the child and parent are expected to have much commonality.

Pipeline derivatives are not supported in Vulkan SC due to the use of read-only offline generated pipeline caches [SCID-8].

10.6. Pipeline Cache

Pipeline cache objects allow the application to load multiple binary pipeline objects generated by an offline cache creation tool into pipeline cache objects. The cache can then be used during pipeline creation to load offline pipeline data.

Pipeline cache objects are represented by `VkPipelineCache` handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkPipelineCache)
```

10.6.1. Creating a Pipeline Cache

To create pipeline cache objects, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreatePipelineCache(
    VkDevice              device,
    const VkPipelineCacheCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkPipelineCache*      pPipelineCache);
```

- `device` is the logical device that creates the pipeline cache object.
- `pCreateInfo` is a pointer to a `VkPipelineCacheCreateInfo` structure containing initial parameters for the pipeline cache object.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pPipelineCache` is a pointer to a `VkPipelineCache` handle in which the resulting pipeline cache object is returned.

If the pipeline cache data pointed to by `VkPipelineCacheCreateInfo::pInitialData` is not compatible with the device, pipeline cache creation will fail and `VK_ERROR_INVALID_PIPELINE_CACHE_DATA` will be returned.

Once created, a pipeline cache can be passed to the `vkCreateGraphicsPipelines` and `vkCreateComputePipelines` commands. The pipeline cache passed into these commands will be queried by the implementation for matching pipelines on pipeline creation. After the cache is created, its contents cannot be updated. The use of the pipeline cache object in these commands is
internally synchronized, and the same pipeline cache object can be used in multiple threads simultaneously.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkCreatePipelineCache must not return VK_ERROR_OUT_OF_HOST_MEMORY.

### Valid Usage

- **VUID-vkCreatePipelineCache-pCreateInfo-05045**
  The values of the flags, initialDataSize, and pInitialData members of the structure pointed to by pCreateInfo and the data pointed to by pCreateInfo->pInitialData must be the same as specified in one of the elements of the pPipelineCacheCreateInfos array member of a VkDeviceObjectReservationCreateInfo structure specified in the pNext chain of the VkDeviceCreateInfo structure device was created with.

- **VUID-vkCreatePipelineCache-device-05068**
  The number of pipeline caches currently allocated from device plus 1 must be less than or equal to the total number of pipeline caches requested via VkDeviceObjectReservationCreateInfo::pipelineCacheRequestCount specified when device was created.

### Valid Usage (Implicit)

- **VUID-vkCreatePipelineCache-device-parameter**
  device must be a valid VkDevice handle.

- **VUID-vkCreatePipelineCache-pCreateInfo-parameter**
  pCreateInfo must be a valid pointer to a valid VkPipelineCacheCreateInfo structure.

- **VUID-vkCreatePipelineCache-pAllocator-null**
  pAllocator must be NULL.

- **VUID-vkCreatePipelineCache-pPipelineCache-parameter**
  pPipelineCache must be a valid pointer to a VkPipelineCache handle.

### Return Codes

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_INVALID_PIPELINE_CACHE_DATA

The VkPipelineCacheCreateInfo structure is defined as:
typedef struct VkPipelineCacheCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineCacheCreateFlags flags;
    size_t initialDataSize;
    const void* pInitialData;
} VkPipelineCacheCreateInfo;

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is a bitmask of `VkPipelineCacheCreateFlagBits` specifying the behavior of the pipeline cache.
- `initialDataSize` is the number of bytes in `pInitialData`.
- `pInitialData` is a pointer to pipeline cache data that has been generated offline. If the pipeline cache data is incompatible (as defined below) with the device, `VK_ERROR_INVALID_PIPELINE_CACHE_DATA` is returned.

**Valid Usage**

- VUID-VkPipelineCacheCreateInfo-flags-05043
  `flags` must include `VK_PIPELINE_CACHE_CREATE_READ_ONLY_BIT`

- VUID-VkPipelineCacheCreateInfo-flags-05044
  `flags` must include `VK_PIPELINE_CACHE_CREATE_USE_APPLICATION_STORAGE_BIT`

- VUID-VkPipelineCacheCreateInfo-pInitialData-05139
  The pipeline cache data pointed to by `pInitialData` must not contain any pipelines with duplicate pipeline identifiers.

**Valid Usage (Implicit)**

- VUID-VkPipelineCacheCreateInfo-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_PIPELINE_CACHE_CREATE_INFO`

- VUID-VkPipelineCacheCreateInfo-pNext-pNext
  `pNext` must be `NULL`

- VUID-VkPipelineCacheCreateInfo-flags-parameter
  `flags` must be a valid combination of `VkPipelineCacheCreateFlagBits` values

- VUID-VkPipelineCacheCreateInfo-pInitialData-parameter
  `pInitialData` must be a valid pointer to an array of `initialDataSize` bytes

- VUID-VkPipelineCacheCreateInfo-initialDataSize-arraylength
  `initialDataSize` must be greater than 0
**VkPipelineCacheCreateFlags** is a bitmask type for setting a mask of zero or more **VkPipelineCacheCreateFlagBits**.

Bits which can be set in **VkPipelineCacheCreateInfo::flags**, specifying behavior of the pipeline cache, are:

- **VK_PIPELINE_CACHE_CREATE_READ_ONLY_BIT** specifies that the new pipeline cache will be read-only.
- **VK_PIPELINE_CACHE_CREATE_USE_APPLICATION_STORAGE_BIT** specifies that the application will maintain the contents of the memory pointed to by *pInitialData* for the lifetime of the pipeline cache object created, avoiding the need for the implementation to make a copy of the data. The memory pointed to by *pInitialData* can be modified or released by the application only after any pipeline cache objects created using it have been destroyed.

### 10.6.2. Pipeline Cache Header

Applications **must** load data from **offline compiled** pipeline caches into pipeline cache objects. The results of pipeline compilations **may** depend on the vendor ID, device ID, driver version, and other details of the target device. To allow detection of pipeline cache data that is incompatible with the device, the pipeline cache data **must** begin with a valid pipeline cache header.

**Note**

Structures described in this section are not part of the Vulkan API and are only used to describe the representation of data elements in pipeline cache data. Accordingly, the valid usage clauses defined for structures defined in this section do not define valid usage conditions for APIs accepting pipeline cache data as input, as providing invalid pipeline cache data as input to any Vulkan API commands will result in the runtime error **VK_ERROR_INVALID_PIPELINE_CACHE_DATA**.

Version one of the pipeline cache header is defined as:
```c
// Provided by VK_VERSION_1_0
typedef struct VkPipelineCacheHeaderVersionOne {
    uint32_t headerSize;
    VkPipelineCacheHeaderVersion headerVersion;
    uint32_t vendorID;
    uint32_t deviceID;
    uint8_t pipelineCacheUUID[VK_UUID_SIZE];
} VkPipelineCacheHeaderVersionOne;
```

- `headerSize` is the length in bytes of the pipeline cache header.
- `headerVersion` is a `VkPipelineCacheHeaderVersion` value specifying the version of the header. A consumer of the pipeline cache should use the cache version to interpret the remainder of the cache header.
- `vendorID` is the `VkPhysicalDeviceProperties::vendorID` of the implementation.
- `deviceID` is the `VkPhysicalDeviceProperties::deviceID` of the implementation.
- `pipelineCacheUUID` is the `VkPhysicalDeviceProperties::pipelineCacheUUID` of the implementation.

Unlike most structures declared by the Vulkan API, all fields of this structure are written with the least significant byte first, regardless of host byte-order.

The C language specification does not define the packing of structure members. This layout assumes tight structure member packing, with members laid out in the order listed in the structure, and the intended size of the structure is 32 bytes. If a compiler produces code that diverges from that pattern, applications must employ another method to set values at the correct offsets.

### Valid Usage

- **VUID-VkPipelineCacheHeaderVersionOne-headerSize-05075**
  
  headerSize must be 56

- **VUID-VkPipelineCacheHeaderVersionOne-headerVersion-05076**
  
  headerVersion must be `VK_PIPELINE_CACHE_HEADER_VERSION_SAFETY_CRITICAL_ONE`

- **VUID-VkPipelineCacheHeaderVersionOne-headerSize-08990**
  
  headerSize must not exceed the size of the pipeline cache

### Valid Usage (Implicit)

- **VUID-VkPipelineCacheHeaderVersionOne-headerVersion-parameter**
  
  headerVersion must be a valid `VkPipelineCacheHeaderVersion` value

Possible values of the `headerVersion` value of the pipeline cache header are:
// Provided by VK_VERSION_1_0
typedef enum VkPipelineCacheHeaderVersion {
    VK_PIPELINE_CACHE_HEADER_VERSION_ONE = 1,
    // Provided by VKSC_VERSION_1_0
    VK_PIPELINE_CACHE_HEADER_VERSION_SAFETY_CRITICAL_ONE = 1000298001,
} VkPipelineCacheHeaderVersion;

• **VK_PIPELINE_CACHE_HEADER_VERSION_ONE** specifies version one of the pipeline cache, described by VkPipelineCacheHeaderVersionOne.

• **VK_PIPELINE_CACHE_HEADER_VERSION_SAFETY_CRITICAL_ONE** specifies version one of the pipeline cache for Vulkan SC, described by VkPipelineCacheHeaderVersionSafetyCriticalOne.

Version one of the pipeline cache header for Vulkan SC is defined as:

// Provided by VKSC_VERSION_1_0
typedef struct VkPipelineCacheHeaderVersionSafetyCriticalOne {
    VkPipelineCacheHeaderVersionOne headerVersionOne;
    VkPipelineCacheValidationVersion validationVersion;
    uint32_t implementationData;
    uint32_t pipelineIndexCount;
    uint32_t pipelineIndexStride;
    uint64_t pipelineIndexOffset;
} VkPipelineCacheHeaderVersionSafetyCriticalOne;

• **headerVersionOne** is a VkPipelineCacheHeaderVersionOne structure.

• **validationVersion** is a VkPipelineCacheValidationVersion enum value specifying the version of any validation information that is included in this pipeline cache.

• **implementationData** is 4 bytes of padding to ensure structure members are consistently aligned on all platforms. The contents of this field may be used for implementation-specific information.

• **pipelineIndexCount** is the number of entries contained in the pipeline cache index.

• **pipelineIndexStride** is the number of bytes between consecutive pipeline cache index entries.

• **pipelineIndexOffset** is the offset in bytes from the beginning of the pipeline cache header to the pipeline cache index.

The **pipeline cache index** consists of **pipelineIndexCount** VkPipelineCacheSafetyCriticalIndexEntry structures containing an index of all the pipelines in this cache. The pipeline cache index is located starting at **pipelineIndexOffset** bytes into the cache and the location of pipeline \( i \) is calculated as: **pipelineIndexOffset + i \times pipelineIndexStride**. The **VkPipelineCacheSafetyCriticalIndexEntry** structures may not be tightly packed, enabling additional implementation-specific data to be stored with each entry, or for future extensibility.

**Note**

Because the pipeline cache index is keyed by pipeline identifier, applications and
offline compilers must ensure that there are no pipelines with identical pipeline identifiers in the same pipeline cache.

Unlike most structures declared by the Vulkan API, all fields of this structure are written with the least significant byte first, regardless of host byte-order.

The C language specification does not define the packing of structure members. This layout assumes tight structure member packing, with members laid out in the order listed in the structure, and the intended size of the structure is 56 bytes. If a compiler produces code that diverges from that pattern, applications must employ another method to set values at the correct offsets.

### Valid Usage

- VUID-VkPipelineCacheHeaderVersionSafetyCriticalOne-validationVersion-05077
  
  validationVersion must be VK_PIPELINE_CACHE_VALIDATION_VERSION_SAFETY_CRITICAL_ONE

- VUID-VkPipelineCacheHeaderVersionSafetyCriticalOne-pipelineIndexStride-05078
  
  pipelineIndexStride must be greater than or equal to 56 (the size of the VkPipelineCacheSafetyCriticalIndexEntry structure)

- VUID-VkPipelineCacheHeaderVersionSafetyCriticalOne-pipelineIndexOffset-05079
  
  pipelineIndexOffset + pipelineIndexCount × pipelineIndexStride must not exceed the size of the pipeline cache

### Valid Usage (Implicit)

- VUID-VkPipelineCacheHeaderVersionSafetyCriticalOne-headerVersionOne-parameter
  
  headerVersionOne must be a valid VkPipelineCacheHeaderVersionOne structure

- VUID-VkPipelineCacheHeaderVersionSafetyCriticalOne-validationVersion-parameter
  
  validationVersion must be a valid VkPipelineCacheValidationVersion value

The VkPipelineCacheValidationVersion enumeration determines the contents of the pipeline cache validation information. Possible values are:

```c
// Provided by VKSC_VERSION_1_0
typedef enum VkPipelineCacheValidationVersion {
    VK_PIPELINE_CACHE_VALIDATION_VERSION_SAFETY_CRITICAL_ONE = 1,
} VkPipelineCacheValidationVersion;
```

- VK_PIPELINE_CACHE_VALIDATION_VERSION_SAFETY_CRITICAL_ONE specifies version one of the pipeline cache validation information for Vulkan SC.

Each pipeline cache index entry consists of a VkPipelineCacheSafetyCriticalIndexEntry structure:

---

500
typedef struct VkPipelineCacheSafetyCriticalIndexEntry {
    uint8_t    pipelineIdentifier[VK_UUID_SIZE];
    uint64_t   pipelineMemorySize;
    uint64_t   jsonSize;
    uint64_t   jsonOffset;
    uint32_t   stageIndexCount;
    uint32_t   stageIndexStride;
    uint64_t   stageIndexOffset;
} VkPipelineCacheSafetyCriticalIndexEntry;

• **pipelineIdentifier** is the pipeline identifier indicating which pipeline the information is associated with.

• **pipelineMemorySize** is the number of bytes of pipeline memory required for this pipeline. This is the minimum value that can be successfully used for VkPipelineOfflineCreateInfo::poolEntrySize when this pipeline is used.

• **jsonSize** is the size in bytes of the pipeline JSON data representing the pipeline state for this pipeline. This value may be zero, indicating the JSON data is not present in the pipeline cache for this pipeline.

• **jsonOffset** is the offset in bytes from the beginning of the pipeline cache header to the pipeline JSON data for this pipeline. This value must be zero if the JSON data is not present in the pipeline cache for this pipeline.

• **stageIndexCount** is the number of entries in the pipeline cache stage validation index for this pipeline. This value may be zero, indicating that no stage validation information is present in the pipeline cache for this pipeline.

• **stageIndexStride** is the number of bytes between consecutive stage validation index entries.

• **stageIndexOffset** is the offset in bytes from the beginning of the pipeline cache header to the stage validation index for this pipeline. This value must be zero if no stage validation information is present for this pipeline.

The JSON data and the stage validation index are optionally included in the pipeline cache index entry. They are only intended to be used for validation and debugging. If present they must include both the JSON data and the corresponding SPIR-V modules that were used by the offline compiler to compile the pipeline cache entry.

The data at jsonOffset consists of a byte stream of jsonSize bytes of UTF-8 encoded JSON that was used by the offline pipeline compiler to create this pipeline cache entry.

The stage validation index consists of stageIndexCount VkPipelineCacheStageValidationIndexEntry structures which provide the SPIR-V modules used by this pipeline and these are provided in the same order as provided to the VkPipelineShaderStageCreateInfo structure(s) in the Vk*PipelineCreateInfo structure for this pipeline. The stage validation index is located at stageIndexOffset bytes into the cache and the location of stage i is calculated as: stageIndexOffset + i × stageIndexStride. The VkPipelineCacheStageValidationIndexEntry structures may not be tightly packed, enabling additional implementation-specific data to be stored with each entry, or for future extensibility.
Unlike most structures declared by the Vulkan API, all fields of this structure are written with the least significant byte first, regardless of host byte-order.

The C language specification does not define the packing of structure members. This layout assumes tight structure member packing, with members laid out in the order listed in the structure, and the intended size of the structure is 56 bytes. If a compiler produces code that diverges from that pattern, applications must employ another method to set values at the correct offsets.

### Valid Usage

- **VUID-VkPipelineCacheSafetyCriticalIndexEntry-jsonSize-05080**
  
  If `jsonSize` is 0, `jsonOffset` must be 0

- **VUID-VkPipelineCacheSafetyCriticalIndexEntry-jsonSize-05081**
  
  If `jsonSize` is 0, `stageIndexCount` must be 0

- **VUID-VkPipelineCacheSafetyCriticalIndexEntry-jsonSize-08991**
  
  If `jsonSize` is not 0, `jsonOffset + jsonSize` must not exceed the size of the pipeline cache

- **VUID-VkPipelineCacheSafetyCriticalIndexEntry-stageIndexCount-05082**
  
  If `stageIndexCount` is 0, `stageIndexOffset` and `stageIndexStride` must be 0

- **VUID-VkPipelineCacheSafetyCriticalIndexEntry-stageIndexCount-05083**
  
  If `stageIndexCount` is not 0, `stageIndexStride` must be greater than or equal to 16 (the size of the `VkPipelineCacheStageValidationIndexEntry` structure)

- **VUID-VkPipelineCacheSafetyCriticalIndexEntry-stageIndexCount-05084**
  
  If `stageIndexCount` is not 0, `stageIndexOffset + stageIndexCount \times stageIndexStride` must not exceed the size of the pipeline cache

Each pipeline cache stage validation index entry consists of a `VkPipelineCacheStageValidationIndexEntry` structure:

```c
// Provided by VKSC_VERSION_1_0
typedef struct VkPipelineCacheStageValidationIndexEntry {
    uint64_t codeSize;
    uint64_t codeOffset;
} VkPipelineCacheStageValidationIndexEntry;
```

- `codeSize` is the size in bytes of the SPIR-V module for this pipeline stage.
- `codeOffset` is the offset in bytes from the beginning of the pipeline cache header to the SPIR-V module for this pipeline stage.

The data at `codeOffset` consists of `codeSize` bytes of SPIR-V module as described in Appendix A that was used by the offline pipeline compiler for this shader stage when creating this pipeline cache entry.

Unlike most structures declared by the Vulkan API, all fields of this structure are written with the least significant byte first, regardless of host byte-order.
The C language specification does not define the packing of structure members. This layout assumes tight structure member packing, with members laid out in the order listed in the structure, and the intended size of the structure is 16 bytes. If a compiler produces code that diverges from that pattern, applications must employ another method to set values at the correct offsets.

### Valid Usage

- VUID-VkPipelineCacheStageValidationIndexEntry-codeSize-05085
  
  codeSize must be greater than 0

- VUID-VkPipelineCacheStageValidationIndexEntry-codeSize-05086
  
  codeSize must be a multiple of 4

- VUID-VkPipelineCacheStageValidationIndexEntry-codeOffset-05087
  
  codeOffset + codeSize must not exceed the size of the pipeline cache

### 10.6.3. Destroying a Pipeline Cache

To destroy a pipeline cache, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroyPipelineCache(
    VkDevice device,
    VkPipelineCache pipelineCache,
    const VkAllocationCallbacks* pAllocator);
```

- device is the logical device that destroys the pipeline cache object.
- pipelineCache is the handle of the pipeline cache to destroy.
- pAllocator controls host memory allocation as described in the Memory Allocation chapter.

### Valid Usage (Implicit)

- VUID-vkDestroyPipelineCache-device-parameter
  
  device must be a valid VkDevice handle

- VUID-vkDestroyPipelineCache-pipelineCache-parameter
  
  If pipelineCache is not VK_NULL_HANDLE, pipelineCache must be a valid VkPipelineCache handle

- VUID-vkDestroyPipelineCache-pAllocator-null
  
  pAllocator must be NULL

- VUID-vkDestroyPipelineCache-pipelineCache-parent
  
  If pipelineCache is a valid handle, it must have been created, allocated, or retrieved from device
10.7. Offline Pipeline Compilation

In Vulkan SC, the pipeline compilation process occurs offline [SCID-8].

The SPIR-V shader module and pipeline state are supplied to an offline pipeline cache compiler which creates a pipeline cache entry for the pipeline. The set of pipeline cache entries are combined offline into one or more pipeline caches. At application run-time, the offline generated pipeline cache is provided to device creation as part of the VkDeviceObjectReservationCreateInfo structure and then loaded into a VkPipelineCache object by the application. The device, pipeline, and pipeline cache creation functions can extract implementation-specific information from the pipeline cache. The specific pipeline to be loaded from the cache is specified at pipeline creation time using a pipeline identifier. The pipeline state that is provided at runtime to pipeline creation must match the state that was specified to the offline pipeline cache compiler when the pipeline cache entry was created offline (with the exception of the VkPipelineShaderStageCreateInfo structure).

In order to assist with the specification of pipeline state for the offline pipeline cache compiler, Khronos has defined a pipeline JSON schema to represent the pipeline state required to compile a SPIR-V module to device-specific machine code and a set of utilities to help with reading and writing of the JSON files. See https://github.com/KhronosGroup/VulkanSC-Docs/wiki/JSON-schema for more information.

10.8. Pipeline Memory Reservation

Pipeline memory is allocated from a pool that is reserved at device creation time. The offline pipeline cache compiler writes the pipeline memory size requirements for each pipeline into the pipeline's VkPipelineCacheSafetyCriticalIndexEntry::pipelineMemorySize entry in the pipeline cache index. The offline pipeline cache compiler may also report it separately. The elements of VkDeviceObjectReservationCreateInfo::pPipelinePoolSizes are requests for poolEntryCount pool entries each of pool size poolEntrySize, and any pipeline with a VkPipelineCacheSafetyCriticalIndexEntry::pipelineMemorySize less than or equal to VkPipelineOfflineCreateInfo::poolEntrySize can be placed in one of those pool entries. The application should request a set of pool sizes that best suits its anticipated worst-case usage.

On implementations where VkPhysicalDeviceVulkanSC10Properties::recyclePipelineMemory is VK_FALSE, the memory for the pipeline pool is not recycled when a pipeline is destroyed, and once an entry has been used it cannot be reused. On implementations where VkPhysicalDeviceVulkanSC10Properties::recyclePipelineMemory is VK_TRUE, the memory for the pipeline pool is recycled when a pipeline is destroyed, and the entry it was using becomes available to be reused.
10.9. Pipeline Identifier

A pipeline identifier is an identifier that can be used to identify a specific pipeline independently from the pipeline description, shader stages and any relevant fixed-function stages, that were used to create the pipeline object.

The VkPipelineOfflineCreateInfo structure allows an identifier to be specified for the pipeline at pipeline creation via the pNext field of the VkGraphicsPipelineCreateInfo, and VkComputePipelineCreateInfo structures. If a VkPipelineOfflineCreateInfo structure is not included in the pNext chain then pipeline creation will fail and VK_ERROR_NO_PIPELINE_MATCH will be returned by the corresponding vkCreate*Pipelines command.

The identifier must be used by the implementation to match against the existing content of the pipeline cache at pipeline creation. This is required for Vulkan SC where pipelines are generated offline and there is no shader code in the pipeline cache to match at runtime.

Note

The identifier values must be specified or generated during the offline pipeline cache generation and embedded in to the pipeline cache blob.

The VkPipelineOfflineCreateInfo structure is defined as:

```
// Provided by VKSC_VERSION_1_0
typedef struct VkPipelineOfflineCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint8_t pipelineIdentifier[VK_UUID_SIZE];
    VkPipelineMatchControl matchControl;
    VkDeviceSize poolEntrySize;
} VkPipelineOfflineCreateInfo;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **pipelineIdentifier** is an array of VK_UUID_SIZE uint8_t values representing an identifier for the pipeline.
- **matchControl** is a VkPipelineMatchControl value specifying the type of identifier being used and how the match should be performed.
- **poolEntrySize** is the size of the entry in pipeline memory to use for this pipeline. It must be a size that was requested via VkPipelinePoolSize when the device was created.

If a match in the pipeline cache is not found then VK_ERROR_NO_PIPELINE_MATCH will be returned to the application.

If poolEntrySize is too small for the pipeline, or the number of entries for the requested pool size exceeds the reserved count for that pool size, pipeline creation will fail and VK_ERROR_OUT_OF_POOL_MEMORY will be returned by the corresponding vkCreate*Pipelines command.
Valid Usage

- VUID-VkPipelineOfflineCreateInfo-poolEntrySize-05028
  *poolEntrySize* must be one of the sizes requested via *VkPipelinePoolSize* when the device was created.

- VUID-VkPipelineOfflineCreateInfo-recyclePipelineMemory-05029
  If *VkPhysicalDeviceVulkanSC10Properties::recyclePipelineMemory* is *VK_TRUE*, the number of currently existing pipelines created with this same value of *poolEntrySize* plus 1 must be less than or equal to the sum of the *VkPipelinePoolSize::poolEntryCount* values with the same value of *poolEntrySize*.

- VUID-VkPipelineOfflineCreateInfo-recyclePipelineMemory-05030
  If *VkPhysicalDeviceVulkanSC10Properties::recyclePipelineMemory* is *VK_FALSE*, the total number of pipelines ever created with this same value of *poolEntrySize* plus 1 must be less than or equal to the sum of the *VkPipelinePoolSize::poolEntryCount* values with the same value of *poolEntrySize*.

Valid Usage (Implicit)

- VUID-VkPipelineOfflineCreateInfo-sType-sType
  *sType* must be *VK_STRUCTURE_TYPE_PIPELINE_OFFLINE_CREATE_INFO*.

- VUID-VkPipelineOfflineCreateInfo-matchControl-parameter
  *matchControl* must be a valid *VkPipelineMatchControl* value.

Possible values of the *matchControl* member of *VkPipelineOfflineCreateInfo*

```c
typedef enum VkPipelineMatchControl {
    VK_PIPELINE_MATCH_CONTROL_APPLICATION_UUID_EXACT_MATCH = 0,
} VkPipelineMatchControl;
```

are:

- *VK_PIPELINE_MATCH_CONTROL_APPLICATION_UUID_EXACT_MATCH* specifies that the identifier is a UUID generated by the application and the identifiers must be an exact match.

10.10. Specialization Constants

Specialization constants are a mechanism whereby constants in a SPIR-V module can have their constant value specified at the time the *VkPipeline* is compiled offline. This allows a SPIR-V module to have constants that can be modified at compilation time rather than in the SPIR-V source. The *pSpecializationInfo* parameters are not used at runtime and should be ignored by the implementation. If provided, the application must set the *pSpecializationInfo* parameters to the values that were specified for the offline compilation of this pipeline.
Note
Specialization constants are useful to allow a compute shader to have its local
workgroup size changed at pipeline compilation time, for example.

Each `VkPipelineShaderStageCreateInfo` structure contains a `pSpecializationInfo` member, which
can be `NULL` to indicate no specialization constants, or point to a `VkSpecializationInfo` structure.

The `VkSpecializationInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkSpecializationInfo {
    uint32_t    mapEntryCount;
    const VkSpecializationMapEntry* pMapEntries;
    size_t      size;
    const void* pData;
} VkSpecializationInfo;
```

- `mapEntryCount` is the number of entries in the `pMapEntries` array.
- `pMapEntries` is a pointer to an array of `VkSpecializationMapEntry` structures, which map constant
  IDs to offsets in `pData`.
- `dataSize` is the byte size of the `pData` buffer.
- `pData` contains the actual constant values to specialize with.

### Valid Usage

- VUID-VkSpecializationInfo-offset-00773
  The `offset` member of each element of `pMapEntries` must be less than `dataSize`

- VUID-VkSpecializationInfo-pMapEntries-00774
  The `size` member of each element of `pMapEntries` must be less than or equal to `dataSize`
  minus `offset`

- VUID-VkSpecializationInfo-constantID-04911
  The `constantID` value of each element of `pMapEntries` must be unique within `pMapEntries`

### Valid Usage (Implicit)

- VUID-VkSpecializationInfo-pMapEntries-parameter
  If `mapEntryCount` is not 0, `pMapEntries` must be a valid pointer to an array of `mapEntryCount`
  valid `VkSpecializationMapEntry` structures

- VUID-VkSpecializationInfo-pData-parameter
  If `dataSize` is not 0, `pData` must be a valid pointer to an array of `dataSize` bytes

The `VkSpecializationMapEntry` structure is defined as:
typedef struct VkSpecializationMapEntry {
  uint32_t constantID;
  uint32_t offset;
  size_t size;
} VkSpecializationMapEntry;

- **constantID** is the ID of the specialization constant in SPIR-V.
- **offset** is the byte offset of the specialization constant value within the supplied data buffer.
- **size** is the byte size of the specialization constant value within the supplied data buffer.

If a **constantID** value is not a specialization constant ID used in the shader, that map entry does not affect the behavior of the pipeline.

**Valid Usage**

- VUID-VkSpecializationMapEntry-constantID-00776
  For a **constantID** specialization constant declared in a shader, **size** must match the byte size of the **constantID**. If the specialization constant is of type **boolean**, **size** must be the byte size of **VkBool32**.

In human readable SPIR-V:

```
OpDecorate %x SpecId 13; decorate .x component of WorkgroupSize with ID 13
OpDecorate %y SpecId 42; decorate .y component of WorkgroupSize with ID 42
OpDecorate %z SpecId 3; decorate .z component of WorkgroupSize with ID 3
OpDecorate %wgsize BuiltIn WorkgroupSize; decorate WorkgroupSize onto constant %i32 = OpTypeInt 32 0; declare an **unsigned** 32-bit type
%uvec3 = OpTypeVector %i32 3; declare a 3 element vector type of **unsigned** 32-bit
%x = OpSpecConstant %i32 1; declare the .x component of WorkgroupSize
%y = OpSpecConstant %i32 1; declare the .y component of WorkgroupSize
%z = OpSpecConstant %i32 1; declare the .z component of WorkgroupSize
%wgsize = OpSpecConstantComposite %uvec3 %x %y %z; declare WorkgroupSize
```

From the above we have three specialization constants, one for each of the x, y & z elements of the WorkgroupSize vector.

Now to specialize the above via the specialization constants mechanism:

```c
const VkSpecializationMapEntry entries[] =
{
  { .constantID = 13,
    .offset = 0 * sizeof(uint32_t),
    .size = sizeof(uint32_t) };
```
\[
\text{\texttt{\{ \{ \text{constantID} = 42, } \\
\text{\quad offset = 1 * sizeof(uint32_t), } \\
\text{\quad size = sizeof(uint32_t) \}}} \\
\text{\texttt{\}, \{ } \\
\text{\quad \text{constantID} = 3, } \\
\text{\quad offset = 2 * sizeof(uint32_t), } \\
\text{\quad size = sizeof(uint32_t) \}} \}
\]

\text{const uint32_t data[] = \{ 16, 8, 4 \}; // our workgroup size is 16x8x4}

\text{const VkSpecializationInfo info = } \\
\text{\{ } \\
\text{\quad.mapEntryCount = 3, } \\
\text{\quad.pMapEntries = entries, } \\
\text{\quad.dataSize = 3 * sizeof(uint32_t), } \\
\text{\quad pData = data, } \\
\text{\}}

Then when calling \text{vkCreateComputePipelines}, and passing the \text{VkSpecializationInfo} we defined as the \text{pSpecializationInfo} parameter of \text{VkPipelineShaderStageCreateInfo}, we will create a compute pipeline with the runtime specified local workgroup size.

Another example would be that an application has a SPIR-V module that has some platform-dependent constants they wish to use.

In human readable SPIR-V:

\begin{verbatim}
OpDecorate %1 SpecId 0 ; decorate our signed 32-bit integer constant
OpDecorate %2 SpecId 12 ; decorate our 32-bit floating-point constant
%32 = OpTypeInt 32 1 ; declare a signed 32-bit type
%float = OpTypeFloat 32 ; declare a 32-bit floating-point type
%1 = OpSpecConstant %i32 -1 ; some signed 32-bit integer constant
%2 = OpSpecConstant %float 0.5 ; some 32-bit floating-point constant
\end{verbatim}

From the above we have two specialization constants, one is a signed 32-bit integer and the second is a 32-bit floating-point value.

Now to specialize the above via the specialization constants mechanism:

\begin{verbatim}
struct SpecializationData {
    int32_t data0;
    float data1;
};
\end{verbatim}
const VkSpecializationMapEntry entries[] =
{
    {
        .constantID = 0,
        .offset = offsetof(SpecializationData, data0),
        .size = sizeof(SpecializationData::data0)
    },
    {
        .constantID = 12,
        .offset = offsetof(SpecializationData, data1),
        .size = sizeof(SpecializationData::data1)
    }
};

SpecializationData data;
data.data0 = -42;    // set the data for the 32-bit integer
data.data1 = 42.0f; // set the data for the 32-bit floating-point

const VkSpecializationInfo info =
{
    .mapEntryCount = 2,
    .pMapEntries = entries,
    .dataSize = sizeof(data),
    .pData = &data,
};

It is legal for a SPIR-V module with specializations to be compiled into a pipeline where no specialization information was provided. SPIR-V specialization constants contain default values such that if a specialization is not provided, the default value will be used. In the examples above, it would be valid for an application to only specialize some of the specialization constants within the SPIR-V module, and let the other constants use their default values encoded within the OpSpecConstant declarations.

10.11. Pipeline Binding

Once a pipeline has been created, it can be bound to the command buffer using the command:

```
// Provided by VK_VERSION_1_0
void vkCmdBindPipeline(
    VkCommandBuffer commandBuffer,
    VkPipelineBindPoint pipelineBindPoint,
    VkPipeline pipeline);
```

- `commandBuffer` is the command buffer that the pipeline will be bound to.
- `pipelineBindPoint` is a `VkPipelineBindPoint` value specifying to which bind point the pipeline is bound. Binding one does not disturb the others.
- `pipeline` is the pipeline to be bound.
Once bound, a pipeline binding affects subsequent commands that interact with the given pipeline type in the command buffer until a different pipeline of the same type is bound to the bind point. Commands that do not interact with the given pipeline type must not be affected by the pipeline state.

Valid Usage

- **VUID-vkCmdBindPipeline-pipelineBindPoint-00777**
  If `pipelineBindPoint` is `VK_PIPELINE_BIND_POINT_COMPUTE`, the `VkCommandPool` that `commandBuffer` was allocated from must support compute operations.

- **VUID-vkCmdBindPipeline-pipelineBindPoint-00778**
  If `pipelineBindPoint` is `VK_PIPELINE_BIND_POINT_GRAPHICS`, the `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations.

- **VUID-vkCmdBindPipeline-pipelineBindPoint-00779**
  If `pipelineBindPoint` is `VK_PIPELINE_BIND_POINT_COMPUTE`, `pipeline` must be a compute pipeline.

- **VUID-vkCmdBindPipeline-pipelineBindPoint-00780**
  If `pipelineBindPoint` is `VK_PIPELINE_BIND_POINT_GRAPHICS`, `pipeline` must be a graphics pipeline.

- **VUID-vkCmdBindPipeline-pipeline-00781**
  If the `variableMultisampleRate` feature is not supported, `pipeline` is a graphics pipeline, the current subpass uses no attachments, and this is not the first call to this function with a graphics pipeline after transitioning to the current subpass, then the sample count specified by this pipeline must match that set in the previous pipeline.

- **VUID-vkCmdBindPipeline-variableSampleLocations-01525**
  If `VkPhysicalDeviceSampleLocationsPropertiesEXT::variableSampleLocations` is `VK_FALSE`, and `pipeline` is a graphics pipeline created with a `VkPipelineSampleLocationsStateCreateInfoEXT` structure having its `sampleLocationsEnable` member set to `VK_TRUE` but without `VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_EXT` enabled then the current render pass instance must have been begun by specifying a `VkRenderPassSampleLocationsBeginInfoEXT` structure whose `pPostSubpassSampleLocations` member contains an element with a `subpassIndex` matching the current subpass index and the `sampleLocationsInfo` member of that element must match the `sampleLocationsInfo` specified in `VkPipelineSampleLocationsStateCreateInfoEXT` when the pipeline was created.

- **VUID-vkCmdBindPipeline-commandBuffer-04809**
  If `commandBuffer` is a secondary command buffer with `VkCommandBufferInheritanceViewportScissorInfoNV::viewportScissor2D` enabled and `pipelineBindPoint` is `VK_PIPELINE_BIND_POINT_GRAPHICS` and `pipeline` was created with `VkPipelineDiscardRectangleStateCreateInfoEXT` structure and its `discardRectangleCount` member is not 0, or the pipeline was created with `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT` enabled, then the pipeline must have been created with `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT` enabled
Valid Usage (Implicit)

- VUID-vkCmdBindPipeline-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdBindPipeline-pipelineBindPoint-parameter
  pipelineBindPoint must be a valid VkPipelineBindPoint value

- VUID-vkCmdBindPipeline-pipeline-parameter
  pipeline must be a valid VkPipeline handle

- VUID-vkCmdBindPipeline-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdBindPipeline-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics, or compute operations

- VUID-vkCmdBindPipeline-commonparent
  Both of commandBuffer, and pipeline must have been created, allocated, or retrieved from the same VkDevice

Host Synchronization

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Command Properties

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Possible values of vkCmdBindPipeline::pipelineBindPoint, specifying the bind point of a pipeline object, are:

```
// Provided by VK_VERSION_1_0
typedef enum VkPipelineBindPoint {
    VK_PIPELINE_BIND_POINT_GRAPHICS = 0,
    VK_PIPELINE_BIND_POINT_COMPUTE = 1,
} VkPipelineBindPoint;
```

- VK_PIPELINE_BIND_POINT_COMPUTE specifies binding as a compute pipeline.
VK_PIPELINE_BIND_POINT_GRAPHICS specifies binding as a graphics pipeline.

### 10.12. Dynamic State

When a pipeline object is bound, any pipeline object state that is not specified as dynamic is applied to the command buffer state. Pipeline object state that is specified as dynamic is not applied to the command buffer state at this time.

Instead, dynamic state can be modified at any time and persists for the lifetime of the command buffer, or until modified by another dynamic state setting command, or made invalid by binding a pipeline in which that state is statically specified.

When a pipeline object is bound, the following applies to each state parameter:

- If the state is not specified as dynamic in the new pipeline object, then that command buffer state is overwritten by the state in the new pipeline object. Before any draw or dispatch call with this pipeline there must not have been any calls to any of the corresponding dynamic state setting commands after this pipeline was bound.

- If the state is specified as dynamic in the new pipeline object, then that command buffer state is not disturbed. Before any draw or dispatch call with this pipeline there must have been at least one call to each of the corresponding dynamic state setting commands. The state-setting commands must be recorded after command buffer recording was begun, or after the last command binding a pipeline object with that state specified as static, whichever was the latter.

- If the state is not included (corresponding pointer in VkGraphicsPipelineCreateInfo was NULL or was ignored) in the new pipeline object, then that command buffer state is not disturbed.

Dynamic state that does not affect the result of operations can be left undefined.

---

**Note**

For example, if blending is disabled by the pipeline object state then the dynamic color blend constants do not need to be specified in the command buffer, even if this state is specified as dynamic in the pipeline object.

**Note**

Applications running on Vulkan implementations advertising an VkPhysicalDeviceDriverProperties::conformanceVersion less than 1.3.8.0 should be aware that rebinding the currently bound pipeline object may not reapply static state.
Chapter 11. Memory Allocation

Vulkan memory is broken up into two categories, *host memory* and *device memory*.

11.1. Host Memory

Host memory is memory needed by the Vulkan implementation for non-device-visible storage.

**Note**

This memory *may* be used to store the implementation’s representation and state of Vulkan objects.

The Vulkan SC implementation will perform its own host memory allocations. Support for application-provided memory allocation, as supported in Base Vulkan, has been removed in Vulkan SC.

`VkAllocationCallbacks` is not supported and pointers to this type *must* be `NULL` [SCID-2], [SCID-8].

```c
// Provided by VK_VERSION_1_0
typedef struct VkAllocationCallbacks {
    void* pUserData;
    PFN_vkAllocationFunction pfnAllocation;
    PFN_vkReallocationFunction pfnReallocation;
    PFN_vkFreeFunction pfnFree;
    PFN_vkInternalAllocationNotification pfnInternalAllocation;
    PFN_vkInternalFreeNotification pfnInternalFree;
} VkAllocationCallbacks;
```

11.2. Device Memory

*Device memory* is memory that is visible to the device — for example the contents of the image or buffer objects, which *can* be natively used by the device.

11.2.1. Device Memory Properties

Memory properties of a physical device describe the memory heaps and memory types available.

To query memory properties, call:

```c
// Provided by VK_VERSION_1_0
void vkGetPhysicalDeviceMemoryProperties(VkPhysicalDevice physicalDevice,
                                          VkPhysicalDeviceMemoryProperties* pMemoryProperties);
```

- *physicalDevice* is the handle to the device to query.
• \texttt{pMemoryProperties} is a pointer to a \texttt{VkPhysicalDeviceMemoryProperties} structure in which the properties are returned.

### Valid Usage (Implicit)

- \texttt{VUID-vkGetPhysicalDeviceMemoryProperties-physicalDevice-parameter} \texttt{physicalDevice} must be a valid \texttt{VkPhysicalDevice} handle
- \texttt{VUID-vkGetPhysicalDeviceMemoryProperties-pMemoryProperties-parameter} \texttt{pMemoryProperties} must be a valid pointer to a \texttt{VkPhysicalDeviceMemoryProperties} structure

The \texttt{VkPhysicalDeviceMemoryProperties} structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPhysicalDeviceMemoryProperties {
    uint32_t memoryTypeCount;
    VkMemoryType memoryTypes[VK_MAX_MEMORY_TYPES];
    uint32_t memoryHeapCount;
    VkMemoryHeap memoryHeaps[VK_MAX_MEMORY_HEAPS];
} VkPhysicalDeviceMemoryProperties;
```

- \texttt{memoryTypeCount} is the number of valid elements in the \texttt{memoryTypes} array.
- \texttt{memoryTypes} is an array of \texttt{VK_MAX_MEMORY_TYPES} \texttt{VkMemoryType} structures describing the memory types that \texttt{can} be used to access memory allocated from the heaps specified by \texttt{memoryHeaps}.
- \texttt{memoryHeapCount} is the number of valid elements in the \texttt{memoryHeaps} array.
- \texttt{memoryHeaps} is an array of \texttt{VK_MAX_MEMORY_HEAPS} \texttt{VkMemoryHeap} structures describing the memory heaps from which memory \texttt{can} be allocated.

The \texttt{VkPhysicalDeviceMemoryProperties} structure describes a number of memory heaps as well as a number of memory types that \texttt{can} be used to access memory allocated in those heaps. Each heap describes a memory resource of a particular size, and each memory type describes a set of memory properties (e.g. host cached vs. uncached) that \texttt{can} be used with a given memory heap. Allocations using a particular memory type will consume resources from the heap indicated by that memory type's heap index. More than one memory type \texttt{may} share each heap, and the heaps and memory types provide a mechanism to advertise an accurate size of the physical memory resources while allowing the memory to be used with a variety of different properties.

The number of memory heaps is given by \texttt{memoryHeapCount} and is less than or equal to \texttt{VK_MAX_MEMORY_HEAPS}. Each heap is described by an element of the \texttt{memoryHeaps} array as a \texttt{VkMemoryHeap} structure. The number of memory types available across all memory heaps is given by \texttt{memoryTypeCount} and is less than or equal to \texttt{VK_MAX_MEMORY_TYPES}. Each memory type is described by an element of the \texttt{memoryTypes} array as a \texttt{VkMemoryType} structure.

At least one heap \texttt{must} include \texttt{VK_MEMORY_HEAP_DEVICE_LOCAL_BIT} in \texttt{VkMemoryHeap::flags}. If there
are multiple heaps that all have similar performance characteristics, they may all include `VK_MEMORY_HEAP_DEVICE_LOCAL_BIT`. In a unified memory architecture (UMA) system there is often only a single memory heap which is considered to be equally “local” to the host and to the device, and such an implementation must advertise the heap as device-local.

Each memory type returned by `vkGetPhysicalDeviceMemoryProperties` must have its `propertyFlags` set to one of the following values:

- `0`
- `VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT | VK_MEMORY_PROPERTY_HOST_COHERENT_BIT`
- `VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT | VK_MEMORY_PROPERTY_HOST_CACHED_BIT`
- `VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT | VK_MEMORY_PROPERTY_HOST_CACHED_BIT | VK_MEMORY_PROPERTY_HOST_COHERENT_BIT`
- `VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT`
- `VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT | VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT | VK_MEMORY_PROPERTY_HOST_COHERENT_BIT`
- `VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT | VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT | VK_MEMORY_PROPERTY_HOST_CACHED_BIT`
- `VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT | VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT | VK_MEMORY_PROPERTY_HOST_CACHED_BIT | VK_MEMORY_PROPERTY_HOST_COHERENT_BIT`
- `VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT | VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT | VK_MEMORY_PROPERTY_HOST_CACHED_BIT | VK_MEMORY_PROPERTY_LAZILY_ALLOCATED_BIT`
- `VK_MEMORY_PROPERTY_PROTECTED_BIT`
- `VK_MEMORY_PROPERTY_PROTECTED_BIT | VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT`

There must be at least one memory type with both the `VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT` and `VK_MEMORY_PROPERTY_HOST_COHERENT_BIT` bits set in its `propertyFlags`. There must be at least one memory type with the `VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT` bit set in its `propertyFlags`.

For each pair of elements X and Y returned in `memoryTypes`, X must be placed at a lower index position than Y if:

- the set of bit flags returned in the `propertyFlags` member of X is a strict subset of the set of bit flags returned in the `propertyFlags` member of Y; or
- the `propertyFlags` members of X and Y are equal, and X belongs to a memory heap with greater performance (as determined in an implementation-specific manner)

Note

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There is no ordering requirement between X and Y elements for the case their propertyFlags members are not in a subset relation. That potentially allows more than one possible way to order the same set of memory types. Notice that the list of all allowed memory property flag combinations is written in a valid order. But if instead VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT was before VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT | VK_MEMORY_PROPERTY_HOST_COHERENT_BIT, the list would still be in a valid order.

This ordering requirement enables applications to use a simple search loop to select the desired memory type along the lines of:

```c
// Find a memory in `memoryTypeBitsRequirement` that includes all of `requiredProperties`
   int32_t findProperties(const VkPhysicalDeviceMemoryProperties* pMemoryProperties,
                           uint32_t memoryTypeBitsRequirement,
                           VkMemoryPropertyFlags requiredProperties) {
       const uint32_t memoryCount = pMemoryProperties->memoryTypeCount;
       for (uint32_t memoryIndex = 0; memoryIndex < memoryCount; ++memoryIndex) {
           const uint32_t memoryTypeBits = (1 << memoryIndex);
           const bool isRequiredMemoryType = memoryTypeBitsRequirement & memoryTypeBits;
           const VkMemoryPropertyFlags properties = pMemoryProperties->memoryTypes[memoryIndex].propertyFlags;
           const bool hasRequiredProperties = (properties & requiredProperties) == requiredProperties;
           if (isRequiredMemoryType && hasRequiredProperties)
               return static_cast<int32_t>(memoryIndex);
       }
       return -1;
   }

   // Try to find an optimal memory type, or if it does not exist try fallback memory type
   // `device` is the VkDevice
   // `image` is the VkImage that requires memory to be bound
   // `memoryProperties` properties as returned by vkGetPhysicalDeviceMemoryProperties
   // `requiredProperties` are the property flags that must be present
   // `optimalProperties` are the property flags that are preferred by the application
   VkMemoryRequirements memoryRequirements;
   vkGetImageMemoryRequirements(device, image, &memoryRequirements);
   int32_t memoryType = findProperties(&memoryProperties, memoryRequirements.memoryTypeBits,
                                        optimalProperties);
   if (memoryType == -1) // not found; try fallback properties
       memoryType = findProperties(&memoryProperties, memoryRequirements.memoryTypeBits,
                                    fallbackProperties);
```
VK_MAX_MEMORY_TYPES is the length of an array of VkMemoryType structures describing memory types, as returned in VkPhysicalDeviceMemoryProperties::memoryTypes.

#define VK_MAX_MEMORY_TYPES 32U

VK_MAX_MEMORY_HEAPS is the length of an array of VkMemoryHeap structures describing memory heaps, as returned in VkPhysicalDeviceMemoryProperties::memoryHeaps.

#define VK_MAX_MEMORY_HEAPS 16U

To query memory properties, call:

// Provided by VK_VERSION_1_1
void vkGetPhysicalDeviceMemoryProperties2(
    VkPhysicalDevice physicalDevice,
    VkPhysicalDeviceMemoryProperties2* pMemoryProperties);

• physicalDevice is the handle to the device to query.
• pMemoryProperties is a pointer to a VkPhysicalDeviceMemoryProperties2 structure in which the properties are returned.

vkGetPhysicalDeviceMemoryProperties2 behaves similarly to vkGetPhysicalDeviceMemoryProperties, with the ability to return extended information in a pNext chain of output structures.

Valid Usage (Implicit)

• VUID-vkGetPhysicalDeviceMemoryProperties2-physicalDevice-parameter physicalDevice must be a valid VkPhysicalDevice handle
• VUID-vkGetPhysicalDeviceMemoryProperties2-pMemoryProperties-parameter pMemoryProperties must be a valid pointer to a VkPhysicalDeviceMemoryProperties2 structure

The VkPhysicalDeviceMemoryProperties2 structure is defined as:

// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceMemoryProperties2 {
    VkStructureType sType;
    void* pNext;
    VkPhysicalDeviceMemoryProperties memoryProperties;
} VkPhysicalDeviceMemoryProperties2;
sType is a VkStructureType value identifying this structure.

pNext is NULL or a pointer to a structure extending this structure.

memoryProperties is a VkPhysicalDeviceMemoryProperties structure which is populated with the same values as in vkGetPhysicalDeviceMemoryProperties.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceMemoryProperties2-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICALDEVICE_MEMORY_PROPERTIES_2

- VUID-VkPhysicalDeviceMemoryProperties2-pNext-pNext
  pNext must be NULL or a pointer to a valid instance of VkPhysicalDeviceMemoryBudgetPropertiesEXT

- VUID-VkPhysicalDeviceMemoryProperties2-sType-unique
  The sType value of each struct in the pNext chain must be unique

The VkMemoryHeap structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkMemoryHeap {
    VkDeviceSize size;
    VkMemoryHeapFlags flags;
} VkMemoryHeap;
```

- size is the total memory size in bytes in the heap.
- flags is a bitmask of VkMemoryHeapFlagBits specifying attribute flags for the heap.

Bits which may be set in VkMemoryHeap::flags, indicating attribute flags for the heap, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkMemoryHeapFlagBits {
    VK_MEMORY_HEAP_DEVICE_LOCAL_BIT = 0x00000001,
    // Provided by VK_VERSION_1_1
    VK_MEMORY_HEAP_MULTI_INSTANCE_BIT = 0x00000002,
    // Provided by VKSC_VERSION_1_0
    VK_MEMORY_HEAP_SEU_SAFE_BIT = 0x00000004,
} VkMemoryHeapFlagBits;
```

- VK_MEMORY_HEAP_DEVICE_LOCAL_BIT specifies that the heap corresponds to device-local memory. Device-local memory may have different performance characteristics than host-local memory, and may support different memory property flags.

- VK_MEMORY_HEAP_MULTI_INSTANCE_BIT specifies that in a logical device representing more than one physical device, there is a per-physical device instance of the heap memory. By default, an allocation from such a heap will be replicated to each physical device's instance of the heap.
VK_MEMORY_HEAP_SEU_SAFE_BIT specifies that the heap is protected against single event upsets.

Note

Many safety critical environments are required to contend with single event upsets (SEUs). It is typical for host memory to include automatic error detection (EDC) or correction (ECC) on platforms where this a concern. VK_MEMORY_HEAP_SEU_SAFE_BIT is used to denote device memory heaps that have this protection.

SEU-safe memory may have different performance characteristics than SEU-unsafe memory.

```
// Provided by VK_VERSION_1_0
typedef VkFlags VkMemoryHeapFlags;
```

VkMemoryHeapFlags is a bitmask type for setting a mask of zero or more VkMemoryHeapFlagBits.

The VkMemoryType structure is defined as:

```
// Provided by VK_VERSION_1_0
typedef struct VkMemoryType {
    VkMemoryPropertyFlags propertyFlags;
    uint32_t heapIndex;
} VkMemoryType;
```

- heapIndex describes which memory heap this memory type corresponds to, and must be less than memoryHeapCount from the VkPhysicalDeviceMemoryProperties structure.
- propertyFlags is a bitmask of VkMemoryPropertyFlagBits of properties for this memory type.

Bits which may be set in VkMemoryType::propertyFlags, indicating properties of a memory type, are:

```
// Provided by VK_VERSION_1_0
typedef enum VkMemoryPropertyFlagBits {
    VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT = 0x00000001,
    VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT = 0x00000002,
    VK_MEMORY_PROPERTY_HOST_COHERENT_BIT = 0x00000004,
    VK_MEMORY_PROPERTY_HOST_CACHED_BIT = 0x00000008,
    VK_MEMORY_PROPERTY_LAZILY_ALLOCATED_BIT = 0x00000010,
    // Provided by VK_VERSION_1_1
    VK_MEMORY_PROPERTY_PROTECTED_BIT = 0x00000020,
} VkMemoryPropertyFlagBits;
```

- VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT bit specifies that memory allocated with this type is the most efficient for device access. This property will be set if and only if the memory type belongs to a heap with the VK_MEMORY_HEAP_DEVICE_LOCAL_BIT set.
• **VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT** bit specifies that memory allocated with this type can be mapped for host access using `vkMapMemory`.

• **VK_MEMORY_PROPERTY_HOST_COHERENT_BIT** bit specifies that the host cache management commands `vkFlushMappedMemoryRanges` and `vkInvalidateMappedMemoryRanges` are not needed to flush host writes to the device or make device writes visible to the host, respectively.

• **VK_MEMORY_PROPERTY_HOST_CACHED_BIT** bit specifies that memory allocated with this type is cached on the host. Host memory accesses to uncached memory are slower than to cached memory, however uncached memory is always host coherent.

• **VK_MEMORY_PROPERTY_LAZILY_ALLOCATED_BIT** bit specifies that the memory type only allows device access to the memory. Memory types must not have both **VK_MEMORY_PROPERTY_LAZILY_ALLOCATED_BIT** and **VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT** set. Additionally, the object's backing memory may be provided by the implementation lazily as specified in Lazy Allocated Memory.

• **VK_MEMORY_PROPERTY_PROTECTED_BIT** bit specifies that the memory type only allows device access to the memory, and allows protected queue operations to access the memory. Memory types must not have **VK_MEMORY_PROPERTY_PROTECTED_BIT** set and any of **VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT** set, or **VK_MEMORY_PROPERTY_HOST_COHERENT_BIT** set, or **VK_MEMORY_PROPERTY_HOST_CACHED_BIT** set.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkMemoryPropertyFlags;
```

**VkMemoryPropertyFlags** is a bitmask type for setting a mask of zero or more **VkMemoryPropertyFlagBits**.

If the **VkPhysicalDeviceMemoryBudgetPropertiesEXT** structure is included in the **pNext** chain of **VkPhysicalDeviceMemoryProperties2**, it is filled with the current memory budgets and usages.

The **VkPhysicalDeviceMemoryBudgetPropertiesEXT** structure is defined as:

```c
// Provided by VK_EXT_memory_budget
typedef struct VkPhysicalDeviceMemoryBudgetPropertiesEXT {
    VkStructureType sType;
    void* pNext;
    VkDeviceSize heapBudget[VK_MAX_MEMORY_HEAPS];
    VkDeviceSize heapUsage[VK_MAX_MEMORY_HEAPS];
} VkPhysicalDeviceMemoryBudgetPropertiesEXT;
```

• **sType** is a **VkStructureType** value identifying this structure.

• **pNext** is **NULL** or a pointer to a structure extending this structure.

• **heapBudget** is an array of **VK_MAX_MEMORY_HEAPS** **VkDeviceSize** values in which memory budgets are returned, with one element for each memory heap. A heap’s budget is a rough estimate of how much memory the process can allocate from that heap before allocations may fail or cause performance degradation. The budget includes any currently allocated device memory.
heapUsage is an array of VK_MAX_MEMORY_HEAPS VkDeviceSize values in which memory usages are returned, with one element for each memory heap. A heap’s usage is an estimate of how much memory the process is currently using in that heap.

The values returned in this structure are not invariant. The heapBudget and heapUsage values must be zero for array elements greater than or equal to VkPhysicalDeviceMemoryProperties::memoryHeapCount. The heapBudget value must be non-zero for array elements less than VkPhysicalDeviceMemoryProperties::memoryHeapCount. The heapBudget value must be less than or equal to VkMemoryHeap::size for each heap.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceMemoryBudgetPropertiesEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MEMORY_BUDGET_PROPERTIES_EXT

11.2.2. Device Memory Objects

A Vulkan device operates on data in device memory via memory objects that are represented in the API by a VkDeviceMemory handle:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkDeviceMemory)
```

11.2.3. Device Memory Allocation

To allocate memory objects, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkAllocateMemory(
    VkDevice device,           // Logical device that owns the memory.
    const VkMemoryAllocateInfo* pAllocateInfo,  // Pointer to a VkMemoryAllocateInfo structure describing parameters of the allocation.
    const VkAllocationCallbacks* pAllocator,  // Controls host memory allocation as described in the Memory Allocation chapter.
    VkDeviceMemory* pMemory);       // Pointer to a VkDeviceMemory handle in which information about the allocated memory is returned.
```

device is the logical device that owns the memory.

pAllocateInfo is a pointer to a VkMemoryAllocateInfo structure describing parameters of the allocation. A successfully returned allocation must use the requested parameters—no substitution is permitted by the implementation.

pAllocator controls host memory allocation as described in the Memory Allocation chapter.

pMemory is a pointer to a VkDeviceMemory handle in which information about the allocated memory is returned.

Allocations returned by vkAllocateMemory are guaranteed to meet any alignment requirement of the implementation. For example, if an implementation requires 128 byte alignment for images and 64 byte alignment for buffers, the device memory returned through this mechanism would be 128-
byte aligned. This ensures that applications can correctly suballocate objects of different types (with potentially different alignment requirements) in the same memory object.

When memory is allocated, its contents are undefined with the following constraint:

- The contents of unprotected memory must not be a function of the contents of data protected memory objects, even if those memory objects were previously freed.

Note
The contents of memory allocated by one application should not be a function of data from protected memory objects of another application, even if those memory objects were previously freed.

The maximum number of valid memory allocations that can exist simultaneously within a VkDevice may be restricted by implementation- or platform-dependent limits. The maxMemoryAllocationCount feature describes the number of allocations that can exist simultaneously before encountering these internal limits.

Note
Many protected memory implementations involve complex hardware and system software support, and often have additional and much lower limits on the number of simultaneous protected memory allocations (from memory types with the VK_MEMORY_PROPERTY_PROTECTED_BIT property) than for non-protected memory allocations. These limits can be system-wide, and depend on a variety of factors outside of the Vulkan implementation, so they cannot be queried in Vulkan. Applications should use as few allocations as possible from such memory types by suballocating aggressively, and be prepared for allocation failure even when there is apparently plenty of capacity remaining in the memory heap. As a guideline, the Vulkan conformance test suite requires that at least 80 minimum-size allocations can exist concurrently when no other uses of protected memory are active in the system.

Some platforms may have a limit on the maximum size of a single allocation. For example, certain systems may fail to create allocations with a size greater than or equal to 4GB. Such a limit is implementation-dependent, and if such a failure occurs then the error VK_ERROR_OUT_OF_DEVICE_MEMORY must be returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkAllocateMemory must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage

- VUID-vkAllocateMemory-pAllocateInfo-01713
  pAllocateInfo->allocationSize must be less than or equal to VkPhysicalDeviceMemoryProperties::memoryHeaps[memindex].size where memindex = VkPhysicalDeviceMemoryProperties::memoryTypes[pAllocateInfo->memoryTypeIndex].heapIndex as returned by vkGetPhysicalDeviceMemoryProperties for the
**VkPhysicalDevice** that device was created from

- **VUID-vkAllocateMemory-pAllocateInfo-01714**
  pAllocateInfo->memoryTypeIndex must be less than VkPhysicalDeviceMemoryProperties::memoryTypeCount as returned by vkGetPhysicalDeviceMemoryProperties for the VkPhysicalDevice that device was created from

- **VUID-vkAllocateMemory-maxMemoryAllocationCount-04101**
  There must be less than VkPhysicalDeviceLimits::maxMemoryAllocationCount device memory allocations currently allocated on the device

- **VUID-vkAllocateMemory-device-05068**
  The number of device memory objects currently allocated from device plus 1 must be less than or equal to the total number of device memory objects requested via VkDeviceObjectReservationCreateInfo::deviceMemoryRequestCount specified when device was created

### Valid Usage (Implicit)

- **VUID-vkAllocateMemory-device-parameter**
  device must be a valid VkDevice handle

- **VUID-vkAllocateMemory-pAllocateInfo-parameter**
  pAllocateInfo must be a valid pointer to a valid VkMemoryAllocateInfo structure

- **VUID-vkAllocateMemory-pAllocator-null**
  pAllocator must be NULL

- **VUID-vkAllocateMemory-pMemory-parameter**
  pMemory must be a valid pointer to a VkDeviceMemory handle

### Return Codes

**Success**

- VK_SUCCESS

**Failure**

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_INVALID_EXTERNAL_HANDLE

The **VkMemoryAllocateInfo** structure is defined as:

---

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typedef struct VkMemoryAllocateInfo {
    VkStructureType sType;
    const void* pNext;
    VkDeviceSize allocationSize;
    uint32_t memoryTypeIndex;
} VkMemoryAllocateInfo;

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `allocationSize` is the size of the allocation in bytes.
- `memoryTypeIndex` is an index identifying a memory type from the `memoryTypes` array of the `VkPhysicalDeviceMemoryProperties` structure.

The internal data of an allocated device memory object **must** include a reference to implementation-specific resources, referred to as the memory object’s *payload*. Applications **can** also import and export that internal data to and from device memory objects to share data between Vulkan instances and other compatible APIs. A `VkMemoryAllocateInfo` structure defines a memory import operation if its `pNext` chain includes one of the following structures:

- `VkImportMemoryFdInfoKHR` with a non-zero `handleType` value
- `VkImportMemoryHostPointerInfoEXT` with a non-zero `handleType` value
- `VkImportMemorySciBufInfoNV` with a non-zero `handleType` value
- `VkImportScreenBufferInfoQNX` with a non-`NULL` `buffer` value

If the parameters define an import operation and the external handle type is `VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCI_BUF_BIT_NV`, `allocationSize` is ignored. The implementation **must** query the size of this allocation from the `NvSciBufAttrList` associated with the external `NvSciBufObj`.

Whether device memory objects constructed via a memory import operation hold a reference to their payload depends on the properties of the handle type used to perform the import, as defined below for each valid handle type. Importing memory **must** not modify the content of the memory. Implementations **must** ensure that importing memory does not enable the importing Vulkan instance to access any memory or resources in other Vulkan instances other than that corresponding to the memory object imported. Implementations **must** also ensure accessing imported memory which has not been initialized does not allow the importing Vulkan instance to obtain data from the exporting Vulkan instance or vice-versa.

**Note**

How exported and imported memory is isolated is left to the implementation, but applications should be aware that such isolation **may** prevent implementations from placing multiple exportable memory objects in the same physical or virtual page. Hence, applications **should** avoid creating many small external memory objects whenever possible.
Importing memory must not increase overall heap usage within a system. However, it must affect the following per-process values:

- VkPhysicalDeviceMaintenance3Properties::maxMemoryAllocationCount
- VkPhysicalDeviceMemoryBudgetPropertiesEXT::heapUsage

When performing a memory import operation, it is the responsibility of the application to ensure the external handles and their associated payloads meet all valid usage requirements. However, implementations must perform sufficient validation of external handles and payloads to ensure that the operation results in a valid memory object which will not cause program termination, device loss, queue stalls, or corruption of other resources when used as allowed according to its allocation parameters. If the external handle provided does not meet these requirements, the implementation must fail the memory import operation with the error code VK_ERROR_INVALID_EXTERNAL_HANDLE.

Valid Usage

- VUID-VkMemoryAllocateInfo-allocationSize-07897
  If the parameters do not define an import or export operation, allocationSize must be greater than 0

- VUID-VkMemoryAllocateInfo-None-06657
  The parameters must not define more than one import operation

- VUID-VkMemoryAllocateInfo-allocationSize-07899
  If the parameters define an export operation, allocationSize must be greater than 0

- VUID-VkMemoryAllocateInfo-allocationSize-01742
  If the parameters define an import operation, the external handle specified was created by the Vulkan API, and the external handle type is VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD_BIT, then the values of allocationSize and memoryTypeIndex must match those specified when the payload being imported was created

- VUID-VkMemoryAllocateInfo-memoryTypeIndex-00648
  If the parameters define an import operation and the external handle is a POSIX file descriptor created outside of the Vulkan API, the value of memoryTypeIndex must be one of those returned by vkGetMemoryFdPropertiesKHR

- VUID-VkMemoryAllocateInfo-memoryTypeIndex-01872
  If the protectedMemory feature is not enabled, the VkMemoryAllocateInfo::memoryTypeIndex must not indicate a memory type that reports VK_MEMORY_PROPERTY_PROTECTED_BIT

- VUID-VkMemoryAllocateInfo-memoryTypeIndex-01744
  If the parameters define an import operation and the external handle is a host pointer, the value of memoryTypeIndex must be one of those returned by vkGetMemoryHostPointerPropertiesEXT

- VUID-VkMemoryAllocateInfo-allocationSize-01745
  If the parameters define an import operation and the external handle is a host pointer, allocationSize must be an integer multiple of VkPhysicalDeviceExternalMemoryHostPropertiesEXT::minImportedHostPointerAlignment
If the parameters define an import operation and the external handle type is `VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX`, `VkPhysicalDeviceExternalMemoryScreenBufferFeaturesQNX::screenBufferImport` must be enabled.

If the parameters define an import operation and the external handle type is `VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX`, `allocationSize` must be the size returned by `vkGetScreenBufferPropertiesQNX` for the QNX Screen buffer.

If the parameters define an import operation and the external handle type is `VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX`, `memoryTypeIndex` must be one of those returned by `vkGetScreenBufferPropertiesQNX` for the QNX Screen buffer.

If the parameters define an import operation, the external handle is a QNX Screen buffer, and the `pNext` chain includes a `VkMemoryDedicatedAllocateInfo` with `image` that is not `VK_NULL_HANDLE`, the QNX Screen's buffer must be a valid QNX Screen buffer.

If the parameters define an import operation, the external handle is a QNX Screen buffer, and the `pNext` chain includes a `VkMemoryDedicatedAllocateInfo` with `image` that is not `VK_NULL_HANDLE`, the format of `image` must be `VK_FORMAT_UNDEFINED` or the format returned by `vkGetScreenBufferPropertiesQNX` in `VkScreenBufferFormatPropertiesQNX::format` for the QNX Screen buffer.

If the parameters define an import operation, the external handle is a QNX Screen buffer, and the `pNext` chain includes a `VkMemoryDedicatedAllocateInfo` structure with `image` that is not `VK_NULL_HANDLE`, the width, height, and array layer dimensions of `image` and the QNX Screen buffer's `screen_buffer` must be identical.

If `VkMemoryOpaqueCaptureAddressAllocateInfo::opaqueCaptureAddress` is not zero, `VkMemoryAllocateFlagsInfo::flags` must include `VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT`.

If `VkMemoryAllocateFlagsInfo::flags` includes `VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT`, the `bufferDeviceAddressCaptureReplay` feature must be enabled.

If `VkMemoryAllocateFlagsInfo::flags` includes `VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_BIT`, the `bufferDeviceAddress` feature must be enabled.

If the `pNext` chain includes a `VkImportMemoryHostPointerInfoEXT` structure, `VkMemoryOpaqueCaptureAddressAllocateInfo::opaqueCaptureAddress` must be zero.

If the parameters define an import operation,
VkMemoryOpaqueCaptureAddressAllocateInfo::opaqueCaptureAddress must be zero

• VUID-VkMemoryAllocateInfo-pNext-05097
  If the pNext chain includes a VkExportMemorySciBufInfoNV structure, 
  VkPhysicalDeviceExternalMemorySciBufFeaturesNV::sciBufExport must be enabled

• VUID-VkMemoryAllocateInfo-pNext-05098
  If the pNext chain includes a VkImportMemorySciBufInfoNV structure, 
  VkPhysicalDeviceExternalMemorySciBufFeaturesNV::sciBufImport must be enabled

• VUID-VkMemoryAllocateInfo-memoryTypeIndex-05099
  If the parameters define an import operation and the external handle is a NvSciBufObj, the value of memoryTypeIndex must be one of those returned by vkGetPhysicalDeviceExternalMemorySciBufPropertiesNV

Valid Usage (Implicit)

• VUID-VkMemoryAllocateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_INFO

• VUID-VkMemoryAllocateInfo-pNext-pNext
  Each pNext member of any structure (including this one) in the pNext chain must be either NULL or a pointer to a valid instance of VkExportMemoryAllocateInfo, 
  VkExportMemorySciBufInfoNV, VkImportMemoryFdInfoKHR, 
  VkImportMemoryHostPointerInfoEXT, VkImportMemorySciBufInfoNV, 
  VkImportScreenBufferInfoQNX, VkMemoryAllocateFlagsInfo, 
  VkMemoryDedicatedAllocateInfo, or VkMemoryOpaqueCaptureAddressAllocateInfo

• VUID-VkMemoryAllocateInfo-sType-unique
  The sType value of each struct in the pNext chain must be unique

If the pNext chain includes a VkMemoryDedicatedAllocateInfo structure, then that structure includes a handle of the sole buffer or image resource that the memory can be bound to.

The VkMemoryDedicatedAllocateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkMemoryDedicatedAllocateInfo {
    VkStructureType sType;
    const void* pNext;
    VkImage image;
    VkBuffer buffer;
} VkMemoryDedicatedAllocateInfo;
```

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• image is VK_NULL_HANDLE or a handle of an image which this memory will be bound to.
• buffer is VK_NULL_HANDLE or a handle of a buffer which this memory will be bound to.
Valid Usage

- VUID-VkMemoryDedicatedAllocateInfo-image-01432
  At least one of *image* and *buffer* must be `VK_NULL_HANDLE`

- VUID-VkMemoryDedicatedAllocateInfo-image-02964
  If *image* is not `VK_NULL_HANDLE` and the memory is not an imported QNX Screen buffer, `VkMemoryAllocateInfo::allocationSize` must equal the `VkMemoryRequirements::size` of the image

- VUID-VkMemoryDedicatedAllocateInfo-image-01434
  If *image* is not `VK_NULL_HANDLE`, *image* must have been created without `VK_IMAGE_CREATE_SPARSE_BINDING_BIT` set in `VkImageCreateInfo::flags`

- VUID-VkMemoryDedicatedAllocateInfo-buffer-02965
  If *buffer* is not `VK_NULL_HANDLE` and the memory is not an imported QNX Screen buffer, `VkMemoryAllocateInfo::allocationSize` must equal the `VkMemoryRequirements::size` of the buffer

- VUID-VkMemoryDedicatedAllocateInfo-buffer-01436
  If *buffer* is not `VK_NULL_HANDLE`, *buffer* must have been created without `VK_BUFFER_CREATE_SPARSE_BINDING_BIT` set in `VkBufferCreateInfo::flags`

- VUID-VkMemoryDedicatedAllocateInfo-image-01878
  If *image* is not `VK_NULL_HANDLE` and `VkMemoryAllocateInfo` defines a memory import operation with handle type `VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD_BIT`, the memory being imported must also be a dedicated image allocation and *image* must be identical to the image associated with the imported memory

- VUID-VkMemoryDedicatedAllocateInfo-buffer-01879
  If *buffer* is not `VK_NULL_HANDLE` and `VkMemoryAllocateInfo` defines a memory import operation with handle type `VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD_BIT`, the memory being imported must also be a dedicated buffer allocation and *buffer* must be identical to the buffer associated with the imported memory

Valid Usage (Implicit)

- VUID-VkMemoryDedicatedAllocateInfo-sType-sType
  *sType* must be `VK_STRUCTURE_TYPE_MEMORY_DEDICATED_ALLOCATE_INFO`

- VUID-VkMemoryDedicatedAllocateInfo-image-parameter
  If *image* is not `VK_NULL_HANDLE`, *image* must be a valid `VkImage` handle

- VUID-VkMemoryDedicatedAllocateInfo-buffer-parameter
  If *buffer* is not `VK_NULL_HANDLE`, *buffer* must be a valid `VkBuffer` handle

- VUID-VkMemoryDedicatedAllocateInfo-commonparent
  Both of *buffer*, and *image* that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same `VkDevice`

When allocating memory whose payload may be exported to another process or Vulkan instance,
add a `VkExportMemoryAllocateInfo` structure to the `pNext` chain of the `VkMemoryAllocateInfo` structure, specifying the handle types that may be exported.

The `VkExportMemoryAllocateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkExportMemoryAllocateInfo {
    VkStructureType sType;
    const void* pNext;
    VkExternalMemoryHandleTypeFlags handleTypes;
} VkExportMemoryAllocateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `handleTypes` is zero or a bitmask of `VkExternalMemoryHandleTypeFlagBits` specifying one or more memory handle types the application can export from the resulting allocation. The application can request multiple handle types for the same allocation.

### Valid Usage

- `VUID-VkExportMemoryAllocateInfo-handleTypes-00656` The bits in `handleTypes` must be supported and compatible, as reported by `VkExternalImageFormatProperties` or `VkExternalBufferProperties`.

### Valid Usage (Implicit)

- `VUID-VkExportMemoryAllocateInfo-sType-sType` `sType` must be `VK_STRUCTURE_TYPE_EXPORT_MEMORY_ALLOCATE_INFO`.
- `VUID-VkExportMemoryAllocateInfo-handleTypes-parameter` `handleTypes` must be a valid combination of `VkExternalMemoryHandleTypeFlagBits` values.

### 11.2.4. File Descriptor External Memory

To import memory from a POSIX file descriptor handle, add a `VkImportMemoryFdInfoKHR` structure to the `pNext` chain of the `VkMemoryAllocateInfo` structure. The `VkImportMemoryFdInfoKHR` structure is defined as:
typedef struct VkImportMemoryFdInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkExternalMemoryHandleTypeFlagBits handleType;
    int fd;
} VkImportMemoryFdInfoKHR;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **handleType** is a VkExternalMemoryHandleTypeFlagBits value specifying the handle type of fd.
- **fd** is the external handle to import.

Importing memory from a file descriptor transfers ownership of the file descriptor from the application to the Vulkan implementation. The application must not perform any operations on the file descriptor after a successful import. The imported memory object holds a reference to its payload.

Applications can import the same payload into multiple instances of Vulkan, into the same instance from which it was exported, and multiple times into a given Vulkan instance. In all cases, each import operation must create a distinct VkDeviceMemory object.

### Valid Usage

- **VUID-VkImportMemoryFdInfoKHR-handleType-00667**
  If handleType is not 0, it must be supported for import, as reported by VkExternalImageFormatProperties or VkExternalBufferProperties

- **VUID-VkImportMemoryFdInfoKHR-fd-00668**
  The memory from which fd was exported must have been created on the same underlying physical device as device

- **VUID-VkImportMemoryFdInfoKHR-handleType-00669**
  If handleType is not 0, it must be VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD_BIT or VK_EXTERNAL_MEMORY_HANDLE_TYPE_DMA_BUF_BIT_EXT

- **VUID-VkImportMemoryFdInfoKHR-handleType-00670**
  If handleType is not 0, fd must be a valid handle of the type specified by handleType

- **VUID-VkImportMemoryFdInfoKHR-fd-01746**
  The memory represented by fd must have been created from a physical device and driver that is compatible with device and handleType, as described in External memory handle types compatibility

- **VUID-VkImportMemoryFdInfoKHR-fd-01520**
  fd must obey any requirements listed for handleType in external memory handle types compatibility
Valid Usage (Implicit)

- VUID-VkImportMemoryFdInfoKHR-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_IMPORT_MEMORY_FD_INFO_KHR`

- VUID-VkImportMemoryFdInfoKHR-handleType-parameter

  If `handleType` is not 0, `handleType` must be a valid `VkExternalMemoryHandleTypeFlagBits` value

To export a POSIX file descriptor referencing the payload of a Vulkan device memory object, call:

```c
// Provided by VK_KHR_external_memory_fd
VkResult vkGetMemoryFdKHR(
    VkDevice device,
    const VkMemoryGetFdInfoKHR* pGetFdInfo,
    int* pFd);
```

- `device` is the logical device that created the device memory being exported.
- `pGetFdInfo` is a pointer to a `VkMemoryGetFdInfoKHR` structure containing parameters of the export operation.
- `pFd` will return a file descriptor referencing the payload of the device memory object.

Each call to `vkGetMemoryFdKHR` must create a new file descriptor holding a reference to the memory object's payload and transfer ownership of the file descriptor to the application. To avoid leaking resources, the application must release ownership of the file descriptor using the `close` system call when it is no longer needed, or by importing a Vulkan memory object from it. Where supported by the operating system, the implementation must set the file descriptor to be closed automatically when an `execve` system call is made.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetMemoryFdKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

Valid Usage (Implicit)

- VUID-vkGetMemoryFdKHR-device-parameter
  
  `device` must be a valid `VkDevice` handle

- VUID-vkGetMemoryFdKHR-pGetFdInfo-parameter
  
  `pGetFdInfo` must be a valid pointer to a valid `VkMemoryGetFdInfoKHR` structure

- VUID-vkGetMemoryFdKHR-pFd-parameter
  
  `pFd` must be a valid pointer to an `int` value
Return Codes

Success
• VK_SUCCESS

Failure
• VK_ERROR_TOO_MANY_OBJECTS
• VK_ERROR_OUT_OF_HOST_MEMORY

The VkMemoryGetFdInfoKHR structure is defined as:

```c
// Provided by VK_KHR_external_memory_fd
typedef struct VkMemoryGetFdInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkDeviceMemory memory;
    VkExternalMemoryHandleTypeFlagBits handleType;
} VkMemoryGetFdInfoKHR;
```

• `sType` is a `VkStructureType` value identifying this structure.
• `pNext` is `NULL` or a pointer to a structure extending this structure.
• `memory` is the memory object from which the handle will be exported.
• `handleType` is a `VkExternalMemoryHandleTypeFlagBits` value specifying the type of handle requested.

The properties of the file descriptor exported depend on the value of `handleType`. See `VkExternalMemoryHandleTypeFlagBits` for a description of the properties of the defined external memory handle types.

Note
The size of the exported file **may** be larger than the size requested by `VkMemoryAllocateInfo::allocationSize`. If `handleType` is `VK_EXTERNAL_MEMORY_HANDLE_TYPE_DMA_BUF_BIT_EXT`, then the application can query the file's actual size with `lseek`.

Valid Usage

• VUID-VkMemoryGetFdInfoKHR-handleType-00671
  `handleType` must have been included in `VkExportMemoryAllocateInfo::handleTypes` when `memory` was created.

• VUID-VkMemoryGetFdInfoKHR-handleType-00672
  `handleType` must be `VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD_BIT` or `VK_EXTERNAL_MEMORY_HANDLE_TYPE_DMA_BUF_BIT_EXT`
POSIX file descriptor memory handles compatible with Vulkan **may** also be created by non-Vulkan APIs using methods beyond the scope of this specification. To determine the correct parameters to use when importing such handles, call:

```c
// Provided by VK_KHR_external_memory_fd
VkResult vkGetMemoryFdPropertiesKHR(
    VkDevice device,                      // device, the logical device that will be importing fd.
    VkExternalMemoryHandleTypeFlagBits handleType,    // handleType is a VkExternalMemoryHandleTypeFlagBits value specifying the type of the handle fd.
    int fd,                                // fd is the handle which will be imported.
    VkMemoryFdPropertiesKHR* pMemoryFdProperties) // pMemoryFdProperties is a pointer to a VkMemoryFdPropertiesKHR structure in which the properties of the handle fd are returned.
```

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is VK_TRUE, `vkGetMemoryFdPropertiesKHR` **must** not return VK_ERROR_OUT_OF_HOST_MEMORY.

**Valid Usage**

- VUID-vkGetMemoryFdPropertiesKHR-fd-00673
  `fd` **must** point to a valid POSIX file descriptor memory handle

- VUID-vkGetMemoryFdPropertiesKHR-handleType-00674
  `handleType` **must** not be VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD_BIT

**Valid Usage (Implicit)**

- VUID-vkGetMemoryFdPropertiesKHR-device-parameter
**device** must be a valid **VkDevice** handle

- VUID-vkGetMemoryFdPropertiesKHR-handleType-parameter
  **handleType** must be a valid **VkExternalMemoryHandleTypeFlagBits** value
- VUID-vkGetMemoryFdPropertiesKHR-pMemoryFdProperties-parameter
  **pMemoryFdProperties** must be a valid pointer to a **VkMemoryFdPropertiesKHR** structure

---

**Return Codes**

**Success**
- **VK_SUCCESS**

**Failure**
- **VK_ERROR_OUT_OF_HOST_MEMORY**
- **VK_ERROR_INVALID_EXTERNAL_HANDLE**

The **VkMemoryFdPropertiesKHR** structure returned is defined as:

```c
// Provided by VK_KHR_external_memory_fd
typedef struct VkMemoryFdPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    uint32_t memoryTypeBits;
} VkMemoryFdPropertiesKHR;
```

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **memoryTypeBits** is a bitmask containing one bit set for every memory type which the specified file descriptor can be imported as.

---

**Valid Usage (Implicit)**

- VUID-VkMemoryFdPropertiesKHR-sType-sType
  **sType** must be **VK_STRUCTURE_TYPE_MEMORY_FD_PROPERTIES_KHR**
- VUID-VkMemoryFdPropertiesKHR-pNext-pNext
  **pNext** must be **NULL**

---

**11.2.5. Host External Memory**

To import memory from a host pointer, add a **VkImportMemoryHostPointerInfoEXT** structure to the **pNext** chain of the **VkMemoryAllocateInfo** structure. The **VkImportMemoryHostPointerInfoEXT** structure is defined as:
typedef struct VkImportMemoryHostPointerInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkExternalMemoryHandleTypeFlagBits handleType;
    void* pHostPointer;
} VkImportMemoryHostPointerInfoEXT;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **handleType** is a `VkExternalMemoryHandleTypeFlagBits` value specifying the handle type.
- **pHostPointer** is the host pointer to import from.

Importing memory from a host pointer shares ownership of the memory between the host and the Vulkan implementation. The application **can** continue to access the memory through the host pointer but it is the application’s responsibility to synchronize device and non-device access to the payload as defined in Host Access to Device Memory Objects.

Apps **can** import the same payload into multiple instances of Vulkan and multiple times into a given Vulkan instance. However, implementations **may** fail to import the same payload multiple times into a given physical device due to platform constraints.

Importing memory from a particular host pointer **may** not be possible due to additional platform-specific restrictions beyond the scope of this specification in which case the implementation **must** fail the memory import operation with the error code `VK_ERROR_INVALID_EXTERNAL_HANDLE_KHR`.

Whether device memory objects imported from a host pointer hold a reference to their payload is undefined. As such, the application **must** ensure that the imported memory range remains valid and accessible for the lifetime of the imported memory object.

Implementations **may** support importing host pointers for memory types which are not host-visible. In this case, after a successful call to `vkAllocateMemory`, the memory range imported from `pHostPointer` **must** not be accessed by the application until the `VkDeviceMemory` has been destroyed. Memory contents for the host memory becomes undefined on import, and is left undefined after the `VkDeviceMemory` has been destroyed. Applications **must** also not access host memory which is mapped to the same physical memory as `pHostPointer`, but mapped to a different host pointer while the `VkDeviceMemory` handle is valid. Implementations running on general-purpose operating systems **should** not support importing host pointers for memory types which are not host-visible.

**Note**

Using host pointers to back non-host visible allocations is a platform-specific use case, and applications should not attempt to do this unless instructed by the platform.
Valid Usage

- **VUID-VkImportMemoryHostPointerInfoEXT-handleType-01747**
  If `handleType` is not 0, it **must** be supported for import, as reported in `VkExternalMemoryProperties`.

- **VUID-VkImportMemoryHostPointerInfoEXT-handleType-01748**
  If `handleType` is not 0, it **must** be `VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_ALLOCATION_BIT_EXT` or `VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_MAPPED_FOREIGN_MEMORY_BIT_EXT`.

- **VUID-VkImportMemoryHostPointerInfoEXT-pHostPointer-01749**
  `pHostPointer` **must** be a pointer aligned to an integer multiple of `VkPhysicalDeviceExternalMemoryPropertiesEXT::minImportedHostPointerAlignment`.

- **VUID-VkImportMemoryHostPointerInfoEXT-handleType-01750**
  If `handleType` is `VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_ALLOCATION_BIT_EXT`, `pHostPointer` **must** be a pointer to `allocationSize` number of bytes of host memory, where `allocationSize` is the member of the `VkMemoryAllocateInfo` structure this structure is chained to.

- **VUID-VkImportMemoryHostPointerInfoEXT-handleType-01751**
  If `handleType` is `VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_MAPPED_FOREIGN_MEMORY_BIT_EXT`, `pHostPointer` **must** be a pointer to `allocationSize` number of bytes of host mapped foreign memory, where `allocationSize` is the member of the `VkMemoryAllocateInfo` structure this structure is chained to.

Valid Usage (Implicit)

- **VUID-VkImportMemoryHostPointerInfoEXT-sType-sType**
  `sType` **must** be `VK_STRUCTURE_TYPE_IMPORT_MEMORY_HOST_POINTER_INFO_EXT`.

- **VUID-VkImportMemoryHostPointerInfoEXT-handleType-parameter**
  `handleType` **must** be a valid `VkExternalMemoryHandleTypeFlagBits` value.

- **VUID-VkImportMemoryHostPointerInfoEXT-pHostPointer-parameter**
  `pHostPointer` **must** be a pointer value.

To determine the correct parameters to use when importing host pointers, call:

```c
// Provided by VK_EXT_external_memory_host
VkResult vkGetMemoryHostPointerPropertiesEXT(
    VkDevice device,
    VkExternalMemoryHandleTypeFlagBits handleType,
    const void* pHostPointer,
    VkMemoryHostPointerPropertiesEXT* pMemoryHostPointerProperties);
```

- `device` is the logical device that will be importing `pHostPointer`.
- `handleType` is a `VkExternalMemoryHandleTypeFlagBits` value specifying the type of the handle.
pHostPointer.

- pHostPointer is the host pointer to import from.
- pMemoryHostPointerProperties is a pointer to a VkMemoryHostPointerPropertiesEXT structure in which the host pointer properties are returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkGetMemoryHostPointerPropertiesEXT must not return VK_ERROR_OUT_OF_HOST_MEMORY.

### Valid Usage

- VUID-vkGetMemoryHostPointerPropertiesEXT-handleType-01752
  handleType must be VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_ALLOCATION_BIT_EXT or VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_MAPPED_FOREIGN_MEMORY_BIT_EXT

- VUID-vkGetMemoryHostPointerPropertiesEXT-pHostPointer-01753
  pHostPointer must be a pointer aligned to an integer multiple of VkPhysicalDeviceExternalMemoryHostPropertiesEXT::minImportedHostPointerAlignment

- VUID-vkGetMemoryHostPointerPropertiesEXT-handleType-01754
  If handleType is VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_ALLOCATION_BIT_EXT, pHostPointer must be a pointer to host memory

- VUID-vkGetMemoryHostPointerPropertiesEXT-handleType-01755
  If handleType is VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_MAPPED_FOREIGN_MEMORY_BIT_EXT, pHostPointer must be a pointer to host mapped foreign memory

### Valid Usage (Implicit)

- VUID-vkGetMemoryHostPointerPropertiesEXT-device-parameter
  device must be a valid VkDevice handle

- VUID-vkGetMemoryHostPointerPropertiesEXT-handleType-parameter
  handleType must be a valid VkExternalMemoryHandleTypeFlagBits value

- VUID-vkGetMemoryHostPointerPropertiesEXT-pHostPointer-parameter
  pHostPointer must be a pointer value

- VUID-vkGetMemoryHostPointerPropertiesEXT-pMemoryHostPointerProperties-parameter
  pMemoryHostPointerProperties must be a valid pointer to a VkMemoryHostPointerPropertiesEXT structure

### Return Codes

**Success**

- VK_SUCCESS
The **VkMemoryHostPointerPropertiesEXT** structure is defined as:

```c
// Provided by VK_EXT_external_memory_host
typedef struct VkMemoryHostPointerPropertiesEXT {
    VkStructureType     sType;
    void*               pNext;
    uint32_t            memoryTypeBits;
} VkMemoryHostPointerPropertiesEXT;
```

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **memoryTypeBits** is a bitmask containing one bit set for every memory type which the specified host pointer can be imported as.

The value returned by **memoryTypeBits** **should** only include bits that identify memory types which are host visible. Implementations **may** include bits that identify memory types which are not host visible. Behavior for imported pointers of such types is defined by **VkImportMemoryHostPointerInfoEXT**.

### Valid Usage (Implicit)

- VUID-VkMemoryHostPointerPropertiesEXT-sType-sType
  
  **sType** **must** be **VK_STRUCTURE_TYPE_MEMORY_HOST_POINTER_PROPERTIES_EXT**

- VUID-VkMemoryHostPointerPropertiesEXT-pNext-pNext
  
  **pNext** **must** be **NULL**

### 11.2.6. NvSciBuf External Memory

To export a **NvSciBufObj** from memory, add a **VkExportMemorySciBufInfoNV** structure to the **pNext** chain of the **VkMemoryAllocateInfo** structure. The **VkExportMemorySciBufInfoNV** structure is defined as:

```c
// Provided by VK_NV_external_memory_sci_buf
typedef struct VkExportMemorySciBufInfoNV {
    VkStructureType     sType;
    const void*         pNext;
    NvSciBufAttrList    pAttributes;
} VkExportMemorySciBufInfoNV;
```

- **sType** is a **VkStructureType** value identifying this structure.
• `pNext` is NULL or a pointer to a structure extending this structure.

• `pAttributes` is an opaque `NvSciBufAttrList` describing the attributes of the NvSciBuf object that will be exported.

If `VkExportMemoryAllocateInfo` is not present in the same `pNext` chain, this structure is ignored.

If the `pNext` chain of `VkMemoryAllocateInfo` includes a `VkExportMemoryAllocateInfo` structure with a `handleType` mask containing the `VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCI_BUF_BIT_NV` bit, but either `VkExportMemorySciBufInfoNV` is not included in the `pNext` chain, or it is included but `pAttributes` is set to NULL, `vkAllocateMemory` will return `VK_ERROR_INITIALIZATION_FAILED`.

The `pAttributes` parameter must be a reconciled `NvSciBufAttrList`. `NvSciBufAttrList` consists of both public and private attributes. It is the application's responsibility to set the public attributes. To set the private attributes, the application must use the `vkGetPhysicalDeviceSciBufAttributesNV` command. The `NvSciBufAttrList` is then reconciled using the `NvSciBuf APIs`.

---

**Valid Usage**

• VUID-VkExportMemorySciBufInfoNV-pAttributes-05100
  `pAttributes` must be a reconciled `NvSciBufAttrList`

---

**Valid Usage (Implicit)**

• VUID-VkExportMemorySciBufInfoNV-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_EXPORT_MEMORY_SCI_BUF_INFO_NV`

To fill the private attributes of an unreconciled `NvSciBufAttrList`, call:

```c
// Provided by VK_NV_external_memory_sci_buf
VkResult vkGetPhysicalDeviceSciBufAttributesNV(
    VkPhysicalDevice physicalDevice,
    NvSciBufAttrList pAttributes);
```

• `physicalDevice` is the handle to the physical device that will be used to determine the attributes.

• `pAttributes` is an opaque `NvSciBufAttrList` in which the implementation will set the requested attributes.

On success, `pAttributes` will contain an unreconciled `NvSciBufAttrList` whose private attributes are filled in by the implementation. If the private attributes of `physicalDevice` could not be obtained, `VK_ERROR_INITIALIZATION_FAILED` is returned.

---

**Valid Usage**

• VUID-vkGetPhysicalDeviceSciBufAttributesNV-pAttributes-05101
  `pAttributes` must be a valid `NvSciBufAttrList` and must not be NULL
Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceSciBufAttributesNV-physicalDevice-parameter physicalDevice must be a valid VkPhysicalDevice handle

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_INITIALIZATION_FAILED

To import memory from a NvSciBufObj, add a VkImportMemorySciBufInfoNV structure to the pNext chain of the VkMemoryAllocateInfo structure.

The VkImportMemorySciBufInfoNV structure is defined as:

```c
// Provided by VK_NV_external_memory_sci_buf
typedef struct VkImportMemorySciBufInfoNV {
    VkStructureType sType;
    const void* pNext;
    VkExternalMemoryHandleTypeFlagBits handleType;
    NvSciBufObj handle;
} VkImportMemorySciBufInfoNV;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- handleType specifies the type of handle or name.
- handle is the external handle to import.

Importing memory from a NvSciBufObj does not transfer ownership of the NvSciBufObj from the application to the Vulkan implementation. Vulkan will increment the reference count of the underlying memory of the imported NvSciBufObj. The application must release its ownership using NvSciBuf APIs when that ownership is no longer needed.

Applications can import the same payload into multiple instances of Vulkan, into the same instance from which it was exported, and multiple times into a given Vulkan instance. In all cases, each import operation must create a distinct VkDeviceMemory object.

After successfully importing the NvSciBufObj to VkDeviceMemory, the application can use it as a normal VkDeviceMemory object. It is the application’s responsibility to synchronize the different NvSciBufObj accesses.
Valid Usage

- **VUID-VkImportMemorySciBufInfoNV-handleType-05102**
  handleType must be `VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCI_BUF_BIT_NV`

Valid Usage (Implicit)

- **VUID-VkImportMemorySciBufInfoNV-sType-sType**
  sType must be `VK_STRUCTURE_TYPE_IMPORT_MEMORY_SCI_BUF_INFO_NV`

- **VUID-VkImportMemorySciBufInfoNV-handleType-parameter**
  handleType must be a valid `VkExternalMemoryHandleTypeFlagBits` value

To export a `NvSciBufObj` representing the payload of a Vulkan device memory object, call:

```c
// Provided by VK_NV_external_memory_sci_buf
VkResult vkGetMemorySciBufNV(
    VkDevice device,
    const VkMemoryGetSciBufInfoNV* pGetSciBufInfo,
    NvSciBufObj* pHandle);
```

- `device` is the logical device that created the device memory being exported.
- `pGetSciBufInfo` is a pointer to a `VkMemoryGetSciBufInfoNV` structure containing parameters of the export operation.
- `pHandle` will return the `NvSciBufObj` representing the payload of the device memory object.

A call to `vkGetMemorySciBufNV` will not transfer the ownership of the `NvSciBufObj` handle to the application. The application will hold a reference to the `NvSciBufObj`, but it does not add a reference count to the `NvSciBufObj`, so the application must not release it.

Valid Usage (Implicit)

- **VUID-vkGetMemorySciBufNV-device-parameter**
  device must be a valid `VkDevice` handle

- **VUID-vkGetMemorySciBufNV-pGetSciBufInfo-parameter**
  pGetSciBufInfo must be a valid pointer to a `VkMemoryGetSciBufInfoNV` structure

- **VUID-vkGetMemorySciBufNV-pHandle-parameter**
  pHandle must be a valid pointer to a `NvSciBufObj` value
Return Codes

Success
  • VK_SUCCESS

Failure
  • VK_ERROR_INITIALIZATION_FAILED

The `VkMemoryGetSciBufInfoNV` structure is defined as:

```c
// Provided by VK_NV_external_memory_sci_buf
typedef struct VkMemoryGetSciBufInfoNV {
    VkStructureType sType;
    void* pNext;
    VkDeviceMemory memory;
    VkExternalMemoryHandleTypeFlagBits handleType;
} VkMemoryGetSciBufInfoNV;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `memory` is the memory object from which the handle will be exported.
- `handleType` is the type of handle requested.

Valid Usage

- VUID-VkMemoryGetSciBufInfoNV-handleType-05103
  `handleType` must be `VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCI_BUF_BIT_NV`

Valid Usage (Implicit)

- VUID-VkMemoryGetSciBufInfoNV-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_MEMORY_GET_SCI_BUF_INFO_NV`

- VUID-VkMemoryGetSciBufInfoNV-pNext-pNext
  `pNext` must be `NULL`

- VUID-VkMemoryGetSciBufInfoNV-memory-parameter
  `memory` must be a valid `VkDeviceMemory` handle

- VUID-VkMemoryGetSciBufInfoNV-handleType-parameter
  `handleType` must be a valid `VkExternalMemoryHandleTypeFlagBits` value

A `NvSciBufObj` handle compatible with Vulkan can also be created by non-Vulkan APIs using methods beyond the scope of this specification. To determine the correct parameters to use when importing such handles, call:
VkResult vkGetPhysicalDeviceExternalMemorySciBufPropertiesNV(
    VkPhysicalDevice physicalDevice,
    VkExternalMemoryHandleTypeFlagBits handleType,
    NvSciBufObj handle,
    VkMemorySciBufPropertiesNV* pMemorySciBufProperties);

- `physicalDevice` is the handle to the physical device whose properties will be queried.
- `handleType` is the type of the handle `handle`.
- `handle` is the `NvSciBufObj` handle which will be imported.
- `pMemorySciBufProperties` is a pointer to a `VkMemorySciBufPropertiesNV` structure.

This command will return properties of `handle`, it contains the memory type bitmask that can be used to determine the `VkMemoryAllocateInfo::memoryTypeIndex` when calling `vkAllocateMemory`.

### Valid Usage

- **VUID-vkGetPhysicalDeviceExternalMemorySciBufPropertiesNV-handleType-05104**
  - `handleType` must be `VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCI_BUF_BIT_NV`

- **VUID-vkGetPhysicalDeviceExternalMemorySciBufPropertiesNV-sciBufImport-05105**
  - `VkPhysicalDeviceExternalMemorySciBufFeaturesNV::sciBufImport` must be enabled

### Valid Usage (Implicit)

- **VUID-vkGetPhysicalDeviceExternalMemorySciBufPropertiesNV-physicalDevice-parameter**
  - `physicalDevice` must be a valid `VkPhysicalDevice` handle

- **VUID-vkGetPhysicalDeviceExternalMemorySciBufPropertiesNV-handleType-parameter**
  - `handleType` must be a valid `VkExternalMemoryHandleTypeFlagBits` value

  - `pMemorySciBufProperties` must be a valid pointer to a `VkMemorySciBufPropertiesNV` structure

### Return Codes

**Success**
- `VK_SUCCESS`

**Failure**
- `VK_ERROR_INITIALIZATION_FAILED`
- `VK_ERROR_INVALID_EXTERNAL_HANDLE`
The `VkMemorySciBufPropertiesNV` structure is defined as:

```c
// Provided by VK_NV_external_memory_sci_buf
typedef struct VkMemorySciBufPropertiesNV {
    VkStructureType sType;
    const void* pNext;
    uint32_t memoryTypeBits;
} VkMemorySciBufPropertiesNV;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `memoryTypeBits` is a bitmask containing one bit set for every memory type for which the specified `NvSciBufObj` handle can be imported.

### Valid Usage (Implicit)

- `VUID-VkMemorySciBufPropertiesNV-sType-sType` 
  `sType` must be `VK_STRUCTURE_TYPE_MEMORY_SCI_BUF_PROPERTIES_NV`
- `VUID-VkMemorySciBufPropertiesNV-pNext-pNext` 
  `pNext` must be `NULL`

#### 11.2.7. QNX Screen Buffer External Memory

To import memory created outside of the current Vulkan instance from a QNX Screen buffer, add a `VkImportScreenBufferInfoQNX` structure to the `pNext` chain of the `VkMemoryAllocateInfo` structure. The `VkImportScreenBufferInfoQNX` structure is defined as:

```c
// Provided by VK_QNX_external_memory_screen_buffer
typedef struct VkImportScreenBufferInfoQNX {
    VkStructureType sType;
    const void* pNext;
    struct _screen_buffer* buffer;
} VkImportScreenBufferInfoQNX;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `buffer` is a pointer to a `struct _screen_buffer`, the QNX Screen buffer to import

The implementation may not acquire a reference to the imported Screen buffer. Therefore, the application must ensure that the object referred to by `buffer` stays valid as long as the device memory to which it is imported is being used.
Valid Usage

- VUID-VkImportScreenBufferInfoQNX-buffer-08966
  If `buffer` is not `NULL`, QNX Screen Buffers must be supported for import, as reported by `VkExternalImageFormatProperties` or `VkExternalBufferProperties`.

- VUID-VkImportScreenBufferInfoQNX-buffer-08967
  `buffer` is not `NULL`, it must be a pointer to valid QNX Screen buffer.

Valid Usage (Implicit)

- VUID-VkImportScreenBufferInfoQNX-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_IMPORT_SCREEN_BUFFER_INFO_QNX`.

To determine the memory parameters to use when importing a QNX Screen buffer, call:

```c
// Provided by VK_QNX_external_memory_screen_buffer
VkResult vkGetScreenBufferPropertiesQNX(VkDevice device, const struct _screen_buffer* buffer, VkScreenBufferPropertiesQNX* pProperties);
```

- `device` is the logical device that will be importing `buffer`.
- `buffer` is the QNX Screen buffer which will be imported.
- `pProperties` is a pointer to a `VkScreenBufferPropertiesQNX` structure in which the properties of `buffer` are returned.

Valid Usage

- VUID-vkGetScreenBufferPropertiesQNX-buffer-08968
  `buffer` must be a valid QNX Screen buffer.

Valid Usage (Implicit)

- VUID-vkGetScreenBufferPropertiesQNX-device-parameter
  `device` must be a valid `VkDevice` handle.

- VUID-vkGetScreenBufferPropertiesQNX-buffer-parameter
  `buffer` must be a valid pointer to a valid `_screen_buffer` value.

- VUID-vkGetScreenBufferPropertiesQNX-pProperties-parameter
  `pProperties` must be a valid pointer to a `VkScreenBufferPropertiesQNX` structure.
Return Codes

Success

• VK_SUCCESS

Failure

• VK_ERROR_OUT_OF_HOST_MEMORY

The `VkScreenBufferPropertiesQNX` structure returned is defined as:

```c
// Provided by VK_QNX_external_memory_screen_buffer
typedef struct VkScreenBufferPropertiesQNX {
    VkStructureType sType;
    void* pNext;
    VkDeviceSize allocationSize;
    uint32_t memoryTypeBits;
} VkScreenBufferPropertiesQNX;
```

• `sType` is a `VkStructureType` value identifying this structure.
• `pNext` is `NULL` or a pointer to a structure extending this structure.
• `allocationSize` is the size of the external memory.
• `memoryTypeBits` is a bitmask containing one bit set for every memory type which the specified Screen buffer can be imported as.

Valid Usage (Implicit)

• VUID-VkScreenBufferPropertiesQNX-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_SCREEN_BUFFER_PROPERTIES_QNX`

• VUID-VkScreenBufferPropertiesQNX-pNext-pNext
  `pNext` must be `NULL` or a pointer to a valid instance of `VkScreenBufferFormatPropertiesQNX`

• VUID-VkScreenBufferPropertiesQNX-sType-unique
  The `sType` value of each struct in the `pNext` chain must be unique

To obtain format properties of a QNX Screen buffer, include a `VkScreenBufferFormatPropertiesQNX` structure in the `pNext` chain of the `VkScreenBufferPropertiesQNX` structure passed to `vkGetScreenBufferPropertiesQNX`. This structure is defined as:
// Provided by VK_QNX_external_memory_screen_buffer

typedef struct VkScreenBufferFormatPropertiesQNX {
    VkStructureType sType;
    void* pNext;
    VkFormat format;
    uint64_t externalFormat;
    uint64_t screenUsage;
    VkFormatFeatureFlags formatFeatures;
    VkComponentMapping samplerYcbcrConversionComponents;
    VkSamplerYcbcrModelConversion suggestedYcbcrModel;
    VkSamplerYcbcrRange suggestedYcbcrRange;
    VkChromaLocation suggestedXChromaOffset;
    VkChromaLocation suggestedYChromaOffset;
} VkScreenBufferFormatPropertiesQNX;

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- format is the Vulkan format corresponding to the Screen buffer's format or VK_FORMAT_UNDEFINED if there is not an equivalent Vulkan format.
- externalFormat is an implementation-defined external format identifier for use with VkExternalFormatQNX. It must not be zero.
- screenUsage is an implementation-defined external usage identifier for the QNX Screen buffer.
- formatFeatures describes the capabilities of this external format when used with an image bound to memory imported from buffer.
- samplerYcbcrConversionComponents is the component swizzle that should be used in VkSamplerYcbcrConversionCreateInfo.
- suggestedYcbcrModel is a suggested color model to use in the VkSamplerYcbcrConversionCreateInfo.
- suggestedYcbcrRange is a suggested numerical value range to use in VkSamplerYcbcrConversionCreateInfo.
- suggestedXChromaOffset is a suggested X chroma offset to use in VkSamplerYcbcrConversionCreateInfo.
- suggestedYChromaOffset is a suggested Y chroma offset to use in VkSamplerYcbcrConversionCreateInfo.

If the QNX Screen buffer has one of the formats listed in the QNX Screen Format Equivalence table, then format must have the equivalent Vulkan format listed in the table. Otherwise, format may be VK_FORMAT_UNDEFINED, indicating the QNX Screen buffer can only be used with an external format. The formatFeatures member must include VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT and should include VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT and VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_LINEAR_FILTER_BIT.
Valid Usage (Implicit)

- VUID-VkScreenBufferFormatPropertiesQNX-sType-sType
  sType must be VK_STRUCTURE_TYPE_SCREEN_BUFFER_FORMAT_PROPERTIES_QNX

11.2.8. Device Group Memory Allocations

If the pNext chain of VkMemoryAllocateInfo includes a VkMemoryAllocateFlagsInfo structure, then that structure includes flags and a device mask controlling how many instances of the memory will be allocated.

The VkMemoryAllocateFlagsInfo structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkMemoryAllocateFlagsInfo {
    VkStructureType sType;
    const void* pNext;
    VkMemoryAllocateFlags flags;
    uint32_t deviceMask;
} VkMemoryAllocateFlagsInfo;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- flags is a bitmask of VkMemoryAllocateFlagBits controlling the allocation.
- deviceMask is a mask of physical devices in the logical device, indicating that memory must be allocated on each device in the mask, if VK_MEMORY_ALLOCATE_DEVICE_MASK_BIT is set in flags.

If VK_MEMORY_ALLOCATE_DEVICE_MASK_BIT is not set, the number of instances allocated depends on whether VK_MEMORY_HEAP_MULTI_INSTANCE_BIT is set in the memory heap. If VK_MEMORY_HEAP_MULTI_INSTANCE_BIT is set, then memory is allocated for every physical device in the logical device (as if deviceMask has bits set for all device indices). If VK_MEMORY_HEAP_MULTI_INSTANCE_BIT is not set, then a single instance of memory is allocated (as if deviceMask is set to one).

On some implementations, allocations from a multi-instance heap may consume memory on all physical devices even if the deviceMask excludes some devices. If VkPhysicalDeviceGroupProperties::subsetAllocation is VK_TRUE, then memory is only consumed for the devices in the device mask.

Note

In practice, most allocations on a multi-instance heap will be allocated across all physical devices. Unicast allocation support is an optional optimization for a minority of allocations.
Valid Usage

- VUID-VkMemoryAllocateFlagsInfo-deviceMask-00675
  If Vk_MEMORY_ALLOCATE_DEVICE_MASK_BIT is set, deviceMask must be a valid device mask.

- VUID-VkMemoryAllocateFlagsInfo-deviceMask-00676
  If Vk_MEMORY_ALLOCATE_DEVICE_MASK_BIT is set, deviceMask must not be zero.

Valid Usage (Implicit)

- VUID-VkMemoryAllocateFlagsInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_FLAGS_INFO.

- VUID-VkMemoryAllocateFlagsInfo-flags-parameter
  flags must be a valid combination of VkMemoryAllocateFlagBits values.

Bits which can be set in VkMemoryAllocateFlagsInfo::flags, controlling device memory allocation, are:

```c
// Provided by VK_VERSION_1_1
typedef enum VkMemoryAllocateFlagBits {
    VK_MEMORY_ALLOCATE_DEVICE_MASK_BIT = 0x00000001,
    // Provided by VK_VERSION_1_2
    VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_BIT = 0x00000002,
    // Provided by VK_VERSION_1_2
    VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT = 0x00000004,
} VkMemoryAllocateFlagBits;
```

- **VK_MEMORY_ALLOCATE_DEVICE_MASK_BIT** specifies that memory will be allocated for the devices in VkMemoryAllocateFlagsInfo::deviceMask.

- **VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_BIT** specifies that the memory can be attached to a buffer object created with the VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT bit set in usage, and that the memory handle can be used to retrieve an opaque address via vkGetDeviceMemoryOpaqueCaptureAddress.

- **VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT** specifies that the memory's address can be saved and reused on a subsequent run (e.g. for trace capture and replay), see VkBufferOpaqueCaptureAddressCreateInfo for more detail.

```c
// Provided by VK_VERSION_1_1
typedef VkFlags VkMemoryAllocateFlags;
```

VkMemoryAllocateFlags is a bitmask type for setting a mask of zero or more VkMemoryAllocateFlagBits.
11.2.9. Opaque Capture Address Allocation

To request a specific device address for a memory allocation, add a `VkMemoryOpaqueCaptureAddressAllocateInfo` structure to the `pNext` chain of the `VkMemoryAllocateInfo` structure. The `VkMemoryOpaqueCaptureAddressAllocateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkMemoryOpaqueCaptureAddressAllocateInfo {
    VkStructureType          sType;
    const void*              pNext;
    uint64_t                  opaqueCaptureAddress;
} VkMemoryOpaqueCaptureAddressAllocateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `opaqueCaptureAddress` is the opaque capture address requested for the memory allocation.

If `opaqueCaptureAddress` is zero, no specific address is requested.

If `opaqueCaptureAddress` is not zero, it should be an address retrieved from `vkGetDeviceMemoryOpaqueCaptureAddress` on an identically created memory allocation on the same implementation.

**Note**

In most cases, it is expected that a non-zero `opaqueAddress` is an address retrieved from `vkGetDeviceMemoryOpaqueCaptureAddress` on an identically created memory allocation. If this is not the case, it is likely that `VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS` errors will occur.

This is, however, not a strict requirement because trace capture/replay tools may need to adjust memory allocation parameters for imported memory.

If this structure is not present, it is as if `opaqueCaptureAddress` is zero.

---

**Valid Usage (Implicit)**

- `VUID-VkMemoryOpaqueCaptureAddressAllocateInfo-sType-sType` 
  `sType` must be `VK_STRUCTURE_TYPE_MEMORY_OPAQUE_CAPTURE_ADDRESS_ALLOCATE_INFO`

11.2.10. Freeing Device Memory

Device memory cannot be freed [SCID-4]. If `VkPhysicalDeviceVulkanSC10Properties::deviceDestroyFreesMemory` is `VK_TRUE`, the memory is returned to the system when the device is destroyed.
11.2.11. Host Access to Device Memory Objects

Memory objects created with `vkAllocateMemory` are not directly host accessible.

Memory objects created with the memory property `VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT` are considered *mappable*. Memory objects **must** be mappable in order to be successfully mapped on the host.

To retrieve a host virtual address pointer to a region of a mappable memory object, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkMapMemory(
    VkDevice device,              // Logical device that owns the memory.
    VkDeviceMemory memory,        // VkDeviceMemory object to be mapped.
    VkDeviceSize offset,          // Zero-based byte offset from the beginning of the memory object.
    VkDeviceSize size,            // Size of the memory range to map, or `VK_WHOLE_SIZE` to map from `offset` to the end of the allocation.
    VkMemoryMapFlags flags,       // Reserved for future use.
    void** ppData);               // Pointer to pointer to void* variable in which a host-accessible pointer is returned.
```

- **device** is the logical device that owns the memory.
- **memory** is the `VkDeviceMemory` object to be mapped.
- **offset** is the zero-based byte offset from the beginning of the memory object.
- **size** is the size of the memory range to map, or `VK_WHOLE_SIZE` to map from `offset` to the end of the allocation.
- **flags** is reserved for future use.
- **ppData** is a pointer to a `void*` variable in which a host-accessible pointer to the beginning of the mapped range is returned. This pointer minus `offset` **must** be aligned to at least `VkPhysicalDeviceLimits::minMemoryMapAlignment`.

After a successful call to `vkMapMemory` the memory object **memory** is considered to be currently *host mapped*.

- **Note**: It is an application error to call `vkMapMemory` on a memory object that is already *host mapped*.
- **Note**: `vkMapMemory` will fail if the implementation is unable to allocate an appropriately sized contiguous virtual address range, e.g. due to virtual address space fragmentation or platform limits. In such cases, `vkMapMemory` **must** return `VK_ERROR_MEMORY_MAP_FAILED`. The application **can** improve the likelihood of success by reducing the size of the mapped range and/or removing unneeded mappings using `vkUnmapMemory`.

`vkMapMemory` does not check whether the device memory is currently in use before returning the
host-accessible pointer. The application must guarantee that any previously submitted command that writes to this range has completed before the host reads from or writes to that range, and that any previously submitted command that reads from that range has completed before the host writes to that region (see here for details on fulfilling such a guarantee). If the device memory was allocated without the VK_MEMORY_PROPERTY_HOST_COHERENT_BIT set, these guarantees must be made for an extended range: the application must round down the start of the range to the nearest multiple of VkPhysicalDeviceLimits::nonCoherentAtomSize, and round the end of the range up to the nearest multiple of VkPhysicalDeviceLimits::nonCoherentAtomSize.

While a range of device memory is host mapped, the application is responsible for synchronizing both device and host access to that memory range.

**Note**

It is important for the application developer to become meticulously familiar with all of the mechanisms described in the chapter on Synchronization and Cache Control as they are crucial to maintaining memory access ordering.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkMapMemory must not return VK_ERROR_OUT_OF_HOST_MEMORY.

### Valid Usage

- VUID-vkMapMemory-memory-00678
  - memory must not be currently host mapped
- VUID-vkMapMemory-offset-00679
  - offset must be less than the size of memory
- VUID-vkMapMemory-size-00680
  - If size is not equal to VK_WHOLE_SIZE, size must be greater than 0
- VUID-vkMapMemory-size-00681
  - If size is not equal to VK_WHOLE_SIZE, size must be less than or equal to the size of the memory minus offset
- VUID-vkMapMemory-memory-00682
  - memory must have been created with a memory type that reports VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT

### Valid Usage (Implicit)

- VUID-vkMapMemory-device-parameter
  - device must be a valid VkDevice handle
- VUID-vkMapMemory-memory-parameter
  - memory must be a valid VkDeviceMemory handle
- VUID-vkMapMemory-flags-zerobitmask
  - flags must be 0
Host Synchronization

- Host access to memory must be externally synchronized

Return Codes

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_MEMORY_MAP_FAILED

// Provided by VK_VERSION_1_0
typedef VkFlags VkMemoryMapFlags;

VkMemoryMapFlags is a bitmask type for setting a mask of zero or more VkMemoryMapFlagBits.

Two commands are provided to enable applications to work with non-coherent memory allocations: vkFlushMappedMemoryRanges and vkInvalidateMappedMemoryRanges.

*Note*
If the memory object was created with the VK_MEMORY_PROPERTY_HOST_COHERENT_BIT set, vkFlushMappedMemoryRanges and vkInvalidateMappedMemoryRanges are unnecessary and may have a performance cost. However, availability and visibility operations still need to be managed on the device. See the description of host access types for more information.

*Note*
While memory objects imported from a handle type of VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_ALLOCATION_BIT_EXT or VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_MAPPED_FOREIGN_MEMORY_BIT_EXT are inherently mapped to host address space, they are not considered to be host mapped device memory unless they are explicitly host mapped using vkMapMemory. That means flushing or invalidating host caches with respect to host accesses performed on such memory through the original host pointer.
specified at import time is the responsibility of the application and must be performed with appropriate synchronization primitives provided by the platform which are outside the scope of Vulkan. `vkFlushMappedMemoryRanges` and `vkInvalidateMappedMemoryRanges`, however, can still be used on such memory objects to synchronize host accesses performed through the host pointer of the host mapped device memory range returned by `vkMapMemory`.

After a successful call to `vkMapMemory` the memory object memory is considered to be currently host mapped.

To flush ranges of non-coherent memory from the host caches, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkFlushMappedMemoryRanges(
    VkDevice device,
    uint32_t memoryRangeCount,
    const VkMappedMemoryRange* pMemoryRanges);
```

- **device** is the logical device that owns the memory ranges.
- **memoryRangeCount** is the length of the `pMemoryRanges` array.
- **pMemoryRanges** is a pointer to an array of `VkMappedMemoryRange` structures describing the memory ranges to flush.

`vkFlushMappedMemoryRanges` guarantees that host writes to the memory ranges described by `pMemoryRanges` are made available to the host memory domain, such that they can be made available to the device memory domain via memory domain operations using the `VK_ACCESS_HOST_WRITE_BIT` access type.

Within each range described by `pMemoryRanges`, each set of `nonCoherentAtomSize` bytes in that range is flushed if any byte in that set has been written by the host since it was first host mapped, or the last time it was flushed. If `pMemoryRanges` includes sets of `nonCoherentAtomSize` bytes where no bytes have been written by the host, those bytes must not be flushed.

Unmapping non-coherent memory does not implicitly flush the host mapped memory, and host writes that have not been flushed may not ever be visible to the device. However, implementations must ensure that writes that have not been flushed do not become visible to any other memory.

**Note**

The above guarantee avoids a potential memory corruption in scenarios where host writes to a mapped memory object have not been flushed before the memory is unmapped (or freed), and the virtual address range is subsequently reused for a different mapping (or memory allocation).

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkFlushMappedMemoryRanges` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`. 
Valid Usage (Implicit)

- VUID-vkFlushMappedMemoryRanges-device-parameter device must be a valid VkDevice handle
- VUID-vkFlushMappedMemoryRanges-pMemoryRanges-parameter pMemoryRanges must be a valid pointer to an array of memoryRangeCount valid VkMappedMemoryRange structures
- VUID-vkFlushMappedMemoryRanges-memoryRangeCount-arraylength memoryRangeCount must be greater than 0

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

To invalidate ranges of non-coherent memory from the host caches, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkInvalidateMappedMemoryRanges(
    VkDevice device,
    uint32_t memoryRangeCount,
    const VkMappedMemoryRange* pMemoryRanges);
```

- device is the logical device that owns the memory ranges.
- memoryRangeCount is the length of the pMemoryRanges array.
- pMemoryRanges is a pointer to an array of VkMappedMemoryRange structures describing the memory ranges to invalidate.

vkInvalidateMappedMemoryRanges guarantees that device writes to the memory ranges described by pMemoryRanges, which have been made available to the host memory domain using the VK_ACCESS_HOST_WRITE_BIT and VK_ACCESS_HOST_READ_BIT access types, are made visible to the host. If a range of non-coherent memory is written by the host and then invalidated without first being flushed, its contents are undefined.

Within each range described by pMemoryRanges, each set of nonCoherentAtomSize bytes in that range is invalidated if any byte in that set has been written by the device since it was first host mapped, or the last time it was invalidated.

Note
Mapping non-coherent memory does not implicitly invalidate that memory.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkInvalidateMappedMemoryRanges` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage (Implicit)

- VUID-vkInvalidateMappedMemoryRanges-device-parameter
  - `device` must be a valid `VkDevice` handle
- VUID-vkInvalidateMappedMemoryRanges-pMemoryRanges-parameter
  - `pMemoryRanges` must be a valid pointer to an array of `memoryRangeCount` valid `VkMappedMemoryRange` structures
- VUID-vkInvalidateMappedMemoryRanges-memoryRangeCount-arraylength
  - `memoryRangeCount` must be greater than 0

### Return Codes

**Success**
- `VK_SUCCESS`

**Failure**
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

The `VkMappedMemoryRange` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkMappedMemoryRange {
    VkStructureType sType;
    const void* pNext;
    VkDeviceMemory memory;
    VkDeviceSize offset;
    VkDeviceSize size;
} VkMappedMemoryRange;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `memory` is the memory object to which this range belongs.
- `offset` is the zero-based byte offset from the beginning of the memory object.
- `size` is either the size of range, or `VK_WHOLE_SIZE` to affect the range from `offset` to the end of the current mapping of the allocation.
Valid Usage

- VUID-VkMappedMemoryRange-memory-00684
  memory must be currently host mapped

- VUID-VkMappedMemoryRange-size-00685
  If size is not equal to VK_WHOLE_SIZE, offset and size must specify a range contained within the currently mapped range of memory

- VUID-VkMappedMemoryRange-size-00686
  If size is equal to VK_WHOLE_SIZE, offset must be within the currently mapped range of memory

- VUID-VkMappedMemoryRange-size-00687
  offset must be a multiple of VkPhysicalDeviceLimits::nonCoherentAtomSize

- VUID-VkMappedMemoryRange-size-01389
  If size is equal to VK_WHOLE_SIZE, the end of the current mapping of memory must either be a multiple of VkPhysicalDeviceLimits::nonCoherentAtomSize bytes from the beginning of the memory object, or be equal to the end of the memory object

- VUID-VkMappedMemoryRange-size-01390
  If size is not equal to VK_WHOLE_SIZE, size must either be a multiple of VkPhysicalDeviceLimits::nonCoherentAtomSize, or offset plus size must equal the size of memory

Valid Usage (Implicit)

- VUID-VkMappedMemoryRange-sType-sType
  sType must be VK_STRUCTURE_TYPE_MAPPED_MEMORY_RANGE

- VUID-VkMappedMemoryRange-pNext-pNext
  pNext must be NULL

- VUID-VkMappedMemoryRange-memory-parameter
  memory must be a valid VkDeviceMemory handle

To unmapping a memory object once host access to it is no longer needed by the application, call:

```c
// Provided by VK_VERSION_1_0
void vkUnmapMemory(
  VkDevice device,
  VkDeviceMemory memory);
```

- device is the logical device that owns the memory.
- memory is the memory object to be unmapped.
Valid Usage

- VUID-vkUnmapMemory-memory-00689
  memory must be currently host mapped

Valid Usage (Implicit)

- VUID-vkUnmapMemory-device-parameter
  device must be a valid VkDevice handle

- VUID-vkUnmapMemory-memory-parameter
  memory must be a valid VkDeviceMemory handle

- VUID-vkUnmapMemory-memory-parent
  memory must have been created, allocated, or retrieved from device

Host Synchronization

- Host access to memory must be externally synchronized

11.2.12. Lazily Allocated Memory

If the memory object is allocated from a heap with the VK_MEMORY_PROPERTY_LAZILY_ALLOCATED_BIT bit set, that object’s backing memory may be provided by the implementation lazily. The actual committed size of the memory may initially be as small as zero (or as large as the requested size), and monotonically increases as additional memory is needed.

A memory type with this flag set is only allowed to be bound to a VkImage whose usage flags include VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT.

Note

Using lazily allocated memory objects for framebuffer attachments that are not needed once a render pass instance has completed may allow some implementations to never allocate memory for such attachments.

To determine the amount of lazily-allocated memory that is currently committed for a memory object, call:

```c
// Provided by VK_VERSION_1_0
void vkGetDeviceMemoryCommitment(
  VkDevice device,                     // Provided by VK_VERSION_1_0
  VkDeviceMemory memory,              // Provided by VK_VERSION_1_0
  VkDeviceSize* pCommittedMemoryInBytes);
```

- device is the logical device that owns the memory.
• *memory* is the memory object being queried.

• *pCommittedMemoryInBytes* is a pointer to a *VkDeviceSize* value in which the number of bytes currently committed is returned, on success.

The implementation *may* update the commitment at any time, and the value returned by this query *may* be out of date.

The implementation guarantees to allocate any committed memory from the *heapIndex* indicated by the memory type that the memory object was created with.

---

**Valid Usage**

- VUID-vkGetDeviceMemoryCommitment-memory-00690
  
  *memory* must have been created with a memory type that reports *VK_MEMORY_PROPERTY_LAZILY_ALLOCATED_BIT*

---

**Valid Usage (Implicit)**

- VUID-vkGetDeviceMemoryCommitment-device-parameter
  
  *device* must be a valid *VkDevice* handle

- VUID-vkGetDeviceMemoryCommitment-memory-parameter
  
  *memory* must be a valid *VkDeviceMemory* handle

- VUID-vkGetDeviceMemoryCommitment-pCommittedMemoryInBytes-parameter
  
  *pCommittedMemoryInBytes* must be a valid pointer to a *VkDeviceSize* value

- VUID-vkGetDeviceMemoryCommitment-memory-parent
  
  *memory* must have been created, allocated, or retrieved from *device*

---

### 11.2.13. Protected Memory

*Protected memory* divides device memory into protected device memory and unprotected device memory.

Protected memory adds the following concepts:

- **Memory:**
  
  - Unprotected device memory, which *can* be visible to the device and *can* be visible to the host
  
  - Protected device memory, which *can* be visible to the device but *must* not be visible to the host

- **Resources:**
  
  - Unprotected images and unprotected buffers, to which unprotected memory *can* be bound
  
  - Protected images and protected buffers, to which protected memory *can* be bound

- **Command buffers:**
Unprotected command buffers, which can be submitted to a device queue to execute unprotected queue operations

Protected command buffers, which can be submitted to a protected-capable device queue to execute protected queue operations

Device queues:

Unprotected device queues, to which unprotected command buffers can be submitted

Protected-capable device queues, to which unprotected command buffers or protected command buffers can be submitted

Queue submissions:

Unprotected queue submissions, through which unprotected command buffers can be submitted

Protected queue submissions, through which protected command buffers can be submitted

Queue operations:

Unprotected queue operations

Protected queue operations

Protected Memory Access Rules

If VkPhysicalDeviceProtectedMemoryProperties::protectedNoFault is VK_FALSE, applications must not perform any of the following operations:

• Write to unprotected memory within protected queue operations.

• Access protected memory within protected queue operations other than in framebuffer-space pipeline stages, the compute shader stage, or the transfer stage.

• Perform a query within protected queue operations.

If VkPhysicalDeviceProtectedMemoryProperties::protectedNoFault is VK_TRUE, these operations are valid, but reads will return undefined values, and writes will either be dropped or store undefined values.

Additionally, indirect operations must not be performed within protected queue operations.

Whether these operations are valid or not, or if any other invalid usage is performed, the implementation must guarantee that:

• Protected device memory must never be visible to the host.

• Values written to unprotected device memory must not be a function of values from protected memory.

11.2.14. External Memory Handle Types

QNX Screen Buffer

The QNX SDP defines _screen_buffer objects, which represent a buffer that the QNX Screen graphics
A QNX Screen subsystem can use directly in its windowing system APIs. More specifically, a Screen buffer is an area of memory that stores pixel data. It can be attached to Screen windows, streams, or pixmaps. These QNX Screen buffer objects may be imported into VkDeviceMemory objects for access via Vulkan. An VkImage or VkBuffer can be bound to the imported VkDeviceMemory object if it is created with VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX.

struct _screen_buffer is strongly typed, so naming the handle type is redundant. The internal layout and therefore size of a struct _screen_buffer image may depend on native usage flags that do not have corresponding Vulkan counterparts.

QNX Screen Buffer Validity

The design of Screen in the QNX SDP makes it difficult to determine the validity of objects from outside of Screen. Therefore, applications must ensure that QNX Screen buffer objects provided used in various Vulkan interfaces are ones created explicitly with QNX Screen APIs. See QNX SDP documentation for more information.

A VkDeviceMemory imported from a QNX Screen buffer has no way to acquire a reference to its _screen_buffer object. Therefore, during the host execution of a Vulkan command that has a QNX Screen buffer as a parameter (including indirect parameters via pNext chains), the application must ensure that the QNX Screen buffer resource remains valid.

Generally, for a _screen_buffer object to be valid for use within a Vulkan implementation, the buffer object should have a _screen_buffer::SCREEN_PROPERTY_USAGE that includes at least one of: SCREEN_USAGE_VULKAN, SCREEN_USAGE_OPENGL_ES2, SCREEN_USAGE_OPENGL_ES3, or SCREEN_USAGE_NATIVE. The exact Screen-native usage flags required depends on the Vulkan implementation, and QNX Screen itself will not necessarily enforce these requirements. Note that Screen-native usage flags are in no way related to usage flags in the Vulkan specification.

QNX Screen Buffer External Formats

QNX Screen buffers may represent images using implementation-specific formats, layouts, color models, etc., which do not have Vulkan equivalents. Such external formats are commonly used by external image sources such as video decoders or cameras. Vulkan can import QNX Screen buffers that have external formats, but since the image contents are in an undiscoverable and possibly proprietary representation, images with external formats must only be used as sampled images, must only be sampled with a sampler that has Y’C₉C₉ conversion enabled, and must have optimal tiling.

Images that will be backed by a QNX Screen buffer can use an external format by setting VkImageCreateInfo::format to VK_FORMAT_UNDEFINED and including a VkExternalFormatQNX structure in the pNext chain. Images can be created with an external format even if the QNX Screen buffer has a format which has an equivalent Vulkan format to enable consistent handling of images from sources that might use either category of format. The external format of a QNX Screen buffer can be obtained by passing a VkScreenBufferFormatPropertiesQNX structure to vkGetScreenBufferPropertiesQNX.

QNX Screen Buffer Image Resources

QNX Screen buffers have intrinsic width, height, format, and usage properties, so Vulkan images
bound to memory imported from a QNX Screen buffer must use dedicated allocations: `VkMemoryDedicatedRequirements::requiresDedicatedAllocation` must be `VK_TRUE` for images created with `VkExternalMemoryImageCreateInfo::handleTypes` that includes `VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX`. When creating an image that will be bound to an imported QNX Screen buffer, the image creation parameters must be equivalent to the `_screen_buffer` properties as described by the valid usage of `VkMemoryAllocateInfo`.

<table>
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<tr>
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</thead>
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<tr>
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<td>VK_FORMAT_B8G8R8A8_UNORM</td>
</tr>
<tr>
<td>SCREEN_FORMAT_RGBX8888</td>
<td>VK_FORMAT_B8G8R8A8_UNORM</td>
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<tr>
<td>SCREEN_FORMAT_BGRA8888</td>
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<tr>
<td>SCREEN_FORMAT_BGRX8888</td>
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<td>VK_FORMAT_A2R10G10B10_UNORM_PACK32</td>
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</tbody>
</table>

Vulkan does not differentiate between `SCREEN_FORMAT_RGBA8888` and `SCREEN_FORMAT_RGBX8888`: they both behave as `VK_FORMAT_B8G8R8A8_UNORM`. After an external entity writes to a `SCREEN_FORMAT_RGBX8888` QNX Screen buffer, the values read by Vulkan from the X/A component are undefined. To emulate the traditional behavior of the X component during sampling or blending, applications should use `VK_COMPONENT_SWIZZLE_ONE` in image view component mappings and `VK_BLEND_FACTOR_ONE` in color blend factors. There is no way to avoid copying these undefined values when copying from such an image to another image or buffer. The same behavior applies to the following pairs: `SCREEN_FORMAT_BGRA8888` and `SCREEN_FORMAT_BGRX8888`, `SCREEN_FORMAT_RGBA1010102` and `SCREEN_FORMAT_RGBX1010102`, `SCREEN_FORMAT_BGRX1010102` and `SCREEN_FORMAT_RGBX1010102`, `SCREEN_FORMAT_RGBA5551` and `SCREEN_FORMAT_RGBX5551`

11.2.15. Peer Memory Features

Peer memory is memory that is allocated for a given physical device and then bound to a resource and accessed by a different physical device, in a logical device that represents multiple physical devices. Some ways of reading and writing peer memory may not be supported by a device.

To determine how peer memory can be accessed, call:
```c
void vkGetDeviceGroupPeerMemoryFeatures(
    VkDevice device,
    uint32_t heapIndex,
    uint32_t localDeviceIndex,
    uint32_t remoteDeviceIndex,
    VkPeerMemoryFeatureFlags* pPeerMemoryFeatures);
```

- **device** is the logical device that owns the memory.
- **heapIndex** is the index of the memory heap from which the memory is allocated.
- **localDeviceIndex** is the device index of the physical device that performs the memory access.
- **remoteDeviceIndex** is the device index of the physical device that the memory is allocated for.
- **pPeerMemoryFeatures** is a pointer to a `VkPeerMemoryFeatureFlags` bitmask indicating which types of memory accesses are supported for the combination of heap, local, and remote devices.

### Valid Usage

- VUID-vkGetDeviceGroupPeerMemoryFeatures-heapIndex-00691
  
  heapIndex must be less than memoryHeapCount

- VUID-vkGetDeviceGroupPeerMemoryFeatures-localDeviceIndex-00692
  
  localDeviceIndex must be a valid device index

- VUID-vkGetDeviceGroupPeerMemoryFeatures-remoteDeviceIndex-00693
  
  remoteDeviceIndex must be a valid device index

- VUID-vkGetDeviceGroupPeerMemoryFeatures-localDeviceIndex-00694
  
  localDeviceIndex must not equal remoteDeviceIndex

### Valid Usage (Implicit)

- VUID-vkGetDeviceGroupPeerMemoryFeatures-device-parameter
  
  device must be a valid `VkDevice` handle

- VUID-vkGetDeviceGroupPeerMemoryFeatures-pPeerMemoryFeatures-parameter
  
  pPeerMemoryFeatures must be a valid pointer to a `VkPeerMemoryFeatureFlags` value

Bits which **may** be set in `vkGetDeviceGroupPeerMemoryFeatures::pPeerMemoryFeatures`, indicating supported peer memory features, are:
typedef enum VkPeerMemoryFeatureFlagBits {
  VK_PEER_MEMORY_FEATURE_COPY_SRC_BIT = 0x00000001,
  VK_PEER_MEMORY_FEATURE_COPY_DST_BIT = 0x00000002,
  VK_PEER_MEMORY_FEATURE_GENERIC_SRC_BIT = 0x00000004,
  VK_PEER_MEMORY_FEATURE_GENERIC_DST_BIT = 0x00000008,
} VkPeerMemoryFeatureFlagBits;

- **VK_PEER_MEMORY_FEATURE_COPY_SRC_BIT** specifies that the memory can be accessed as the source of any `vkCmdCopy*` command.
- **VK_PEER_MEMORY_FEATURE_COPY_DST_BIT** specifies that the memory can be accessed as the destination of any `vkCmdCopy*` command.
- **VK_PEER_MEMORY_FEATURE_GENERIC_SRC_BIT** specifies that the memory can be read as any memory access type.
- **VK_PEER_MEMORY_FEATURE_GENERIC_DST_BIT** specifies that the memory can be written as any memory access type. Shader atomics are considered to be writes.

**Note**
The peer memory features of a memory heap also apply to any accesses that may be performed during image layout transitions.

**VK_PEER_MEMORY_FEATURE_COPY_DST_BIT** must be supported for all host local heaps and for at least one device-local memory heap.

If a device does not support a peer memory feature, it is still valid to use a resource that includes both local and peer memory bindings with the corresponding access type as long as only the local bindings are actually accessed. For example, an application doing split-frame rendering would use framebuffer attachments that include both local and peer memory bindings, but would scissor the rendering to only update local memory.

typedef VkFlags VkPeerMemoryFeatureFlags;

`VkPeerMemoryFeatureFlags` is a bitmask type for setting a mask of zero or more `VkPeerMemoryFeatureFlagBits`.

### 11.2.16. Opaque Capture Address Query

To query a 64-bit opaque capture address value from a memory object, call:

```c
// Provided by VK_VERSION_1_2
uint64_t vkGetDeviceMemoryOpaqueCaptureAddress(
  VkDevice device,
  const VkDeviceMemoryOpaqueCaptureAddressInfo* pInfo);
```
• **device** is the logical device that the memory object was allocated on.

• **pInfo** is a pointer to a `VkDeviceMemoryOpaqueCaptureAddressInfo` structure specifying the memory object to retrieve an address for.

The 64-bit return value is an opaque address representing the start of `pInfo->memory`.

If the memory object was allocated with a non-zero value of `VkMemoryOpaqueCaptureAddressAllocateInfo::opaqueCaptureAddress`, the return value **must** be the same address.

---

**Valid Usage**

- **VUID-vkGetDeviceMemoryOpaqueCaptureAddress-None-03334**
  - The `bufferDeviceAddress` feature **must** be enabled

- **VUID-vkGetDeviceMemoryOpaqueCaptureAddress-device-03335**
  - If `device` was created with multiple physical devices, then the `bufferDeviceAddressMultiDevice` feature **must** be enabled

**Valid Usage (Implicit)**

- **VUID-vkGetDeviceMemoryOpaqueCaptureAddress-device-parameter**
  - `device` **must** be a valid `VkDevice` handle

- **VUID-vkGetDeviceMemoryOpaqueCaptureAddress-pInfo-parameter**
  - `pInfo` **must** be a valid pointer to a valid `VkDeviceMemoryOpaqueCaptureAddressInfo` structure

---

The `VkDeviceMemoryOpaqueCaptureAddressInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkDeviceMemoryOpaqueCaptureAddressInfo {
    VkStructureType sType;
    const void* pNext;
    VkDeviceMemory memory;
} VkDeviceMemoryOpaqueCaptureAddressInfo;
```

- **sType** is a `VkStructureType` value identifying this structure.

- **pNext** is **NULL** or a pointer to a structure extending this structure.

- **memory** specifies the memory whose address is being queried.

---

*Note* The expected usage for these opaque addresses is only for trace capture/replay tools to store these addresses in a trace and subsequently specify them during replay.
Valid Usage

• VUID-VkDeviceMemoryOpaqueCaptureAddressInfo-memory-03336
  memory must have been allocated with VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_BIT

Valid Usage (Implicit)

• VUID-VkDeviceMemoryOpaqueCaptureAddressInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_DEVICE_MEMORY_OPAQUE_CAPTURE_ADDRESS_INFO

• VUID-VkDeviceMemoryOpaqueCaptureAddressInfo-pNext-pNext
  pNext must be NULL

• VUID-VkDeviceMemoryOpaqueCaptureAddressInfo-memory-parameter
  memory must be a valid VkDeviceMemory handle
Chapter 12. Resource Creation

Vulkan supports two primary resource types: buffers and images. Resources are views of memory with associated formatting and dimensionality. Buffers provide access to raw arrays of bytes, whereas images can be multidimensional and may have associated metadata.

12.1. Buffers

Buffers represent linear arrays of data which are used for various purposes by binding them to a graphics or compute pipeline via descriptor sets or certain commands, or by directly specifying them as parameters to certain commands.

Buffers are represented by VkBuffer handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkBuffer)
```

To create buffers, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateBuffer(
    VkDevice device,
    const VkBufferCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkBuffer* pBuffer);
```

- `device` is the logical device that creates the buffer object.
- `pCreateInfo` is a pointer to a VkBufferCreateInfo structure containing parameters affecting creation of the buffer.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pBuffer` is a pointer to a VkBuffer handle in which the resulting buffer object is returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkCreateBuffer must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage

- VUID-vkCreateBuffer-device-09664
  device must support at least one queue family with one of the VK_QUEUE_TRANSFER_BIT, VK_QUEUE_COMPUTE_BIT, or VK_QUEUE_GRAPHICS_BIT capabilities

- VUID-vkCreateBuffer-device-05068
  The number of buffers currently allocated from device plus 1 must be less than or equal to the total number of buffers requested via VkDeviceObjectReservationCreateInfo::bufferRequestCount specified when device was created
Valid Usage (Implicit)

- VUID-vkCreateBuffer-device-parameter
  
  device must be a valid VkDevice handle

- VUID-vkCreateBuffer-pCreateInfo-parameter
  
  pCreateInfo must be a valid pointer to a valid VkBufferCreateInfo structure

- VUID-vkCreateBuffer-pAllocator-null
  
  pAllocator must be NULL

- VUID-vkCreateBuffer-pBuffer-parameter
  
  pBuffer must be a valid pointer to a VkBuffer handle

Return Codes

Success

- VK_SUCCESS

Failure

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkBufferCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkBufferCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkBufferCreateFlags flags;
    VkDeviceSize size;
    VkBufferUsageFlags usage;
    VkSharingMode sharingMode;
    uint32_t queueFamilyIndexCount;
    const uint32_t* pQueueFamilyIndices;
} VkBufferCreateInfo;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- flags is a bitmask of VkBufferCreateFlagBits specifying additional parameters of the buffer.
- size is the size in bytes of the buffer to be created.
- usage is a bitmask of VkBufferUsageFlagBits specifying allowed usages of the buffer.
- sharingMode is a VkSharingMode value specifying the sharing mode of the buffer when it will be accessed by multiple queue families.
- queueFamilyIndexCount is the number of entries in the pQueueFamilyIndices array.
• **pQueueFamilyIndices** is a pointer to an array of queue families that will access this buffer. It is ignored if **sharingMode** is not **VK_SHARING_MODE_CONCURRENT**.

**Valid Usage**

- **VUID-VkBufferCreateInfo-None-09499**
  usage must be a valid combination of **VkBufferUsageFlagBits** values

- **VUID-VkBufferCreateInfo-None-09500**
  usage must not be 0

- **VUID-VkBufferCreateInfo-size-00912**
  size must be greater than 0

- **VUID-VkBufferCreateInfo-sharingMode-00913**
  If **sharingMode** is **VK_SHARING_MODE_CONCURRENT**, **pQueueFamilyIndices** must be a valid pointer to an array of **queueFamilyIndexCount uint32_t** values

- **VUID-VkBufferCreateInfo-sharingMode-00914**
  If **sharingMode** is **VK_SHARING_MODE_CONCURRENT**, **queueFamilyIndexCount** must be greater than 1

- **VUID-VkBufferCreateInfo-sharingMode-01419**
  If **sharingMode** is **VK_SHARING_MODE_CONCURRENT**, each element of **pQueueFamilyIndices** must be unique and must be less than **pQueueFamilyPropertyCount** returned by either **vkGetPhysicalDeviceQueueFamilyProperties2** or **vkGetPhysicalDeviceQueueFamilyProperties** for the physicalDevice that was used to create device

- **VUID-VkBufferCreateInfo-flags-00915**
  flags must not contain **VK_BUFFER_CREATE_SPARSE_BINDING_BIT**

- **VUID-VkBufferCreateInfo-flags-00916**
  flags must not contain **VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT**

- **VUID-VkBufferCreateInfo-flags-00917**
  flags must not contain **VK_BUFFER_CREATE_SPARSE_ALIASED_BIT**

- **VUID-VkBufferCreateInfo-pNext-00920**
  If the **pNext** chain includes a **VkExternalMemoryBufferCreateInfo** structure, its **handleTypes** member must only contain bits that are also in **VkExternalBufferProperties::externalMemoryProperties.compatibleHandleTypes**, as returned by **vkGetPhysicalDeviceExternalBufferProperties** with **pExternalBufferInfo->handleType** equal to any one of the handle types specified in **VkExternalMemoryBufferCreateInfo::handleTypes**

- **VUID-VkBufferCreateInfo-flags-01887**
  If the protectedMemory feature is not enabled, flags must not contain **VK_BUFFER_CREATE_PROTECTED_BIT**

- **VUID-VkBufferCreateInfo-opaqueCaptureAddress-03337**
  If **VkBufferOpaqueCaptureAddressCreateInfo::opaqueCaptureAddress** is not zero, flags must include **VK_BUFFER_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT**

- **VUID-VkBufferCreateInfo-flags-03338**
If flags includes `VK_BUFFER_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT`, the `bufferDeviceAddressCaptureReplay` feature must be enabled.

- VUID-VkBufferCreateInfo-flags-09641
  If flags includes `VK_BUFFER_CREATE_PROTECTED_BIT`, then usage must not contain any of the following bits

---

**Valid Usage (Implicit)**

- VUID-VkBufferCreateInfo-sType-sType
  sType must be `VK_STRUCTURE_TYPE_BUFFER_CREATE_INFO`

- VUID-VkBufferCreateInfo-pNext-pNext
  Each pNext member of any structure (including this one) in the pNext chain must be either NULL or a pointer to a valid instance of `VkBufferOpaqueCaptureAddressCreateInfo` or `VkExternalMemoryBufferCreateInfo`

- VUID-VkBufferCreateInfo-sType-unique
  The sType value of each struct in the pNext chain must be unique

- VUID-VkBufferCreateInfo-flags-parameter
  flags must be a valid combination of `VkBufferCreateFlagBits` values

- VUID-VkBufferCreateInfo-sharingMode-parameter
  sharingMode must be a valid `VkSharingMode` value

---

Bits which can be set in `VkBufferCreateInfo::usage`, specifying usage behavior of a buffer, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkBufferUsageFlagBits {
  VK_BUFFER_USAGE_TRANSFER_SRC_BIT = 0x00000001,
  VK_BUFFER_USAGE_TRANSFER_DST_BIT = 0x00000002,
  VK_BUFFER_USAGE_UNIFORM_TEXEL_BUFFER_BIT = 0x00000004,
  VK_BUFFER_USAGE_STORAGE_TEXEL_BUFFER_BIT = 0x00000008,
  VK_BUFFER_USAGE_UNIFORM_BUFFER_BIT = 0x00000010,
  VK_BUFFER_USAGE_STORAGE_BUFFER_BIT = 0x00000020,
  VK_BUFFER_USAGE_INDEX_BUFFER_BIT = 0x00000040,
  VK_BUFFER_USAGE_VERTEX_BUFFER_BIT = 0x00000080,
  VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT = 0x00000100,
  // Provided by VK_VERSION_1_2
  VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT = 0x00020000,
} VkBufferUsageFlagBits;
```

- `VK_BUFFER_USAGE_TRANSFER_SRC_BIT` specifies that the buffer can be used as the source of a transfer command (see the definition of `VK_PIPELINE_STAGE_TRANSFER_BIT`).

- `VK_BUFFER_USAGE_TRANSFER_DST_BIT` specifies that the buffer can be used as the destination of a transfer command.

- `VK_BUFFER_USAGE_UNIFORM_TEXEL_BUFFER_BIT` specifies that the buffer can be used to create a
 VkBufferView suitable for occupying a VkDescriptorSet slot of type VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER.

• **VK_BUFFER_USAGE_STORAGE_TEXEL_BUFFER_BIT** specifies that the buffer can be used to create a VkBufferView suitable for occupying a VkDescriptorSet slot of type VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER.

• **VK_BUFFER_USAGE_UNIFORM_BUFFER_BIT** specifies that the buffer can be used in a VkDescriptorBufferInfo suitable for occupying a VkDescriptorSet slot either of type VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER or VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC.

• **VK_BUFFER_USAGE_STORAGE_BUFFER_BIT** specifies that the buffer can be used in a VkDescriptorBufferInfo suitable for occupying a VkDescriptorSet slot either of type VK_DESCRIPTOR_TYPE_STORAGE_BUFFER or VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC.

• **VK_BUFFER_USAGE_INDEX_BUFFER_BIT** specifies that the buffer is suitable for passing as the buffer parameter to vkCmdBindIndexBuffer.

• **VK_BUFFER_USAGE_VERTEX_BUFFER_BIT** specifies that the buffer is suitable for passing as an element of the pBuffers array to vkCmdBindVertexBuffers.

• **VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT** specifies that the buffer is suitable for passing as the buffer parameter to vkCmdDrawIndirect, vkCmdDrawIndexedIndirect, or vkCmdDispatchIndirect.

• **VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT** specifies that the buffer can be used to retrieve a buffer device address via vkGetBufferDeviceAddress and use that address to access the buffer's memory from a shader.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkBufferUsageFlags;
```

VkBufferUsageFlags is a bitmask type for setting a mask of zero or more VkBufferUsageFlagBits.

Bits which can be set in VkBufferCreateInfo::flags, specifying additional parameters of a buffer, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkBufferCreateFlagBits {
    VK_BUFFER_CREATE_SPARSE_BINDING_BIT = 0x00000001,
    VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT = 0x00000002,
    VK_BUFFER_CREATE_SPARSE_ALIASED_BIT = 0x00000004,
    // Provided by VK_VERSION_1_1
    VK_BUFFER_CREATE_PROTECTED_BIT = 0x00000008,
    // Provided by VK_VERSION_1_2
    VK_BUFFER_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT = 0x00000010,
} VkBufferCreateFlagBits;
```

• **VK_BUFFER_CREATE_SPARSE_BINDING_BIT** specifies that the buffer will be backed using sparse memory binding. This flag is not supported in Vulkan SC [SCID-8].

• **VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT** specifies that the buffer can be partially backed using...
sparse memory binding. Buffers created with this flag must also be created with the
VK_BUFFER_CREATE_SPARSE_BINDING_BIT flag. This flag is not supported in Vulkan SC [SCID-8].

- **VK_BUFFER_CREATE_SPARSE_ALIASED_BIT** specifies that the buffer will be backed using sparse
  memory binding with memory ranges that might also simultaneously be backing another buffer
  (or another portion of the same buffer). Buffers created with this flag must also be created with
  the VK_BUFFER_CREATE_SPARSE_BINDING_BIT flag. This flag is not supported in Vulkan SC [SCID-8].

- **VK_BUFFER_CREATE_PROTECTED_BIT** specifies that the buffer is a protected buffer.

- **VK_BUFFER_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT** specifies that the buffer’s address can be
  saved and reused on a subsequent run (e.g. for trace capture and replay), see
  VkBufferOpaqueCaptureAddressCreateInfo for more detail.

See Sparse Resource Features and Physical Device Features for details of the sparse memory
features supported on a device.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkBufferCreateFlags;
```

*VkBufferCreateFlags* is a bitmask type for setting a mask of zero or more *VkBufferCreateFlagBits*.

To define a set of external memory handle types that may be used as backing store for a buffer, add
a *VkExternalMemoryBufferCreateInfo* structure to the *pNext* chain of the *VkBufferCreateInfo*
structure. The *VkExternalMemoryBufferCreateInfo* structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkExternalMemoryBufferCreateInfo {
  VkStructureType sType;
  const void* pNext;
  VkExternalMemoryHandleTypeFlags handleTypes;
} VkExternalMemoryBufferCreateInfo;
```

> **Note**

A *VkExternalMemoryBufferCreateInfo* structure with a non-zero *handleTypes* field
must be included in the creation parameters for a buffer that will be bound to
memory that is either exported or imported.

- **sType** is a *VkStructureType* value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **handleTypes** is zero or a bitmask of *VkExternalMemoryHandleTypeFlagBits* specifying one or
  more external memory handle types.

**Valid Usage (Implicit)**

- VUID-VkExternalMemoryBufferCreateInfo-sType-sType
  *sType* must be VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_BUFFER_CREATE_INFO
To request a specific device address for a buffer, add a `VkBufferOpaqueCaptureAddressCreateInfo` structure to the `pNext` chain of the `VkBufferCreateInfo` structure. The `VkBufferOpaqueCaptureAddressCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkBufferOpaqueCaptureAddressCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint64_t opaqueCaptureAddress;
} VkBufferOpaqueCaptureAddressCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `opaqueCaptureAddress` is the opaque capture address requested for the buffer.

If `opaqueCaptureAddress` is zero, no specific address is requested.

If `opaqueCaptureAddress` is not zero, then it should be an address retrieved from `vkGetBufferOpaqueCaptureAddress` for an identically created buffer on the same implementation.

If this structure is not present, it is as if `opaqueCaptureAddress` is zero.

Apps should avoid creating buffers with app-provided addresses and implementation-provided addresses in the same process, to reduce the likelihood of `VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS` errors.

**Note**

The expected usage for this is that a trace capture/replay tool will add the `VK_BUFFER_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT` flag to all buffers that use `VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT`, and during capture will save the queried opaque device addresses in the trace. During replay, the buffers will be created specifying the original address so any address values stored in the trace data will remain valid.

Implementations are expected to separate such buffers in the GPU address space so normal allocations will avoid using these addresses. Apps/tools should avoid mixing app-provided and implementation-provided addresses for buffers created with `VK_BUFFER_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT`, to avoid address space allocation conflicts.
To destroy a buffer, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroyBuffer(
    VkDevice device,
    VkBuffer buffer,
    const VkAllocationCallbacks* pAllocator);
```

- `device` is the logical device that destroys the buffer.
- `buffer` is the buffer to destroy.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.

### Valid Usage

- VUID-vkDestroyBuffer-buffer-00922
  All submitted commands that refer to `buffer`, either directly or via a `VkBufferView`, **must** have completed execution

### Valid Usage (Implicit)

- VUID-vkDestroyBuffer-device-parameter
  `device` **must** be a valid `VkDevice` handle

- VUID-vkDestroyBuffer-buffer-parameter
  If `buffer` is not `VK_NULL_HANDLE`, `buffer` **must** be a valid `VkBuffer` handle

- VUID-vkDestroyBuffer-pAllocator-null
  `pAllocator` **must** be `NULL`

- VUID-vkDestroyBuffer-buffer-parent
  If `buffer` is a valid handle, it **must** have been created, allocated, or retrieved from `device`

### Host Synchronization

- Host access to `buffer` **must** be externally synchronized
12.2. Buffer Views

A buffer view represents a contiguous range of a buffer and a specific format to be used to interpret the data. Buffer views are used to enable shaders to access buffer contents using image operations. In order to create a valid buffer view, the buffer must have been created with at least one of the following usage flags:

- VK_BUFFER_USAGE_UNIFORM_TEXEL_BUFFER_BIT
- VK_BUFFER_USAGE_STORAGE_TEXEL_BUFFER_BIT

Buffer views are represented by VkBufferView handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkBufferView)
```

To create a buffer view, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateBufferView(
    VkDevice device,
    const VkBufferViewCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkBufferView* pView);
```

- device is the logical device that creates the buffer view.
- pCreateInfo is a pointer to a VkBufferViewCreateInfo structure containing parameters to be used to create the buffer view.
- pAllocator controls host memory allocation as described in the Memory Allocation chapter.
- pView is a pointer to a VkBufferView handle in which the resulting buffer view object is returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkCreateBufferView must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage

- VUID-vkCreateBufferView-device-09665
device must support at least one queue family with one of the VK_QUEUE_COMPUTE_BIT or VK_QUEUE_GRAPHICS_BIT capabilities

- VUID-vkCreateBufferView-device-05068
The number of buffer views currently allocated from device plus 1 must be less than or equal to the total number of buffer views requested via VkDeviceObjectReservationCreateInfo::bufferViewRequestCount specified when device was created
Valid Usage (Implicit)

- **VUID-vkCreateBufferView-device-parameter**
  
  *device* must be a valid *VkDevice* handle

- **VUID-vkCreateBufferView-pCreateInfo-parameter**
  
  *pCreateInfo* must be a valid pointer to a valid *VkBufferViewCreateInfo* structure

- **VUID-vkCreateBufferView-pAllocator-null**
  
  *pAllocator* must be NULL

- **VUID-vkCreateBufferView-pView-parameter**
  
  *pView* must be a valid pointer to a *VkBufferView* handle

Return Codes

**Success**

- **VK_SUCCESS**

**Failure**

- **VK_ERROR_OUT_OF_HOST_MEMORY**

- **VK_ERROR_OUT_OF_DEVICE_MEMORY**

The *VkBufferViewCreateInfo* structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkBufferViewCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkBufferViewCreateFlags flags;
    VkBuffer buffer;
    VkFormat format;
    VkDeviceSize offset;
    VkDeviceSize range;
} VkBufferViewCreateInfo;
```

- **sType** is a *VkStructureType* value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **flags** is reserved for future use.
- **buffer** is a *VkBuffer* on which the view will be created.
- **format** is a *VkFormat* describing the format of the data elements in the buffer.
- **offset** is an offset in bytes from the base address of the buffer. Accesses to the buffer view from shaders use addressing that is relative to this starting offset.
- **range** is a size in bytes of the buffer view. If **range** is equal to **VK_WHOLE_SIZE**, the range from **offset** to the end of the buffer is used. If **VK_WHOLE_SIZE** is used and the remaining size of the
buffer is not a multiple of the texel block size of format, the nearest smaller multiple is used.

The buffer view has a buffer view usage identifying which descriptor types can be created from it. This usage is equal to the VkBufferCreateInfo::usage value used to create buffer.

### Valid Usage

- **VUID-VkBufferViewCreateInfo-offset-00925**
  - *offset must* be less than the size of *buffer*

- **VUID-VkBufferViewCreateInfo-range-00928**
  - If *range* is not equal to VK_WHOLE_SIZE, *range must* be greater than 0

- **VUID-VkBufferViewCreateInfo-range-00929**
  - If *range* is not equal to VK_WHOLE_SIZE, *range must* be an integer multiple of the texel block size of *format*

- **VUID-VkBufferViewCreateInfo-range-00930**
  - If *range* is not equal to VK_WHOLE_SIZE, the number of texel buffer elements given by \( \left\lfloor \frac{\text{range}}{\text{texel block size}} \right\rfloor \times (\text{texels per block}) \) where texel block size and texels per block are as defined in the Compatible Formats table for *format*, *must* be less than or equal to VkPhysicalDeviceLimits::maxTexelBufferElements

- **VUID-VkBufferViewCreateInfo-offset-00931**
  - If *range* is not equal to VK_WHOLE_SIZE, the sum of *offset* and *range* must be less than or equal to the size of *buffer*

- **VUID-VkBufferViewCreateInfo-range-04059**
  - If *range* is equal to VK_WHOLE_SIZE, the number of texel buffer elements given by \( \left\lfloor \frac{\text{size} - \text{offset}}{\text{texel block size}} \right\rfloor \times (\text{texels per block}) \) where *size* is the size of *buffer*, and texel block size and texels per block are as defined in the Compatible Formats table for *format*, *must* be less than or equal to VkPhysicalDeviceLimits::maxTexelBufferElements

- **VUID-VkBufferViewCreateInfo-buffer-00932**
  - *buffer must* have been created with a usage value containing at least one of VK_BUFFER_USAGE_UNIFORM_TEXEL_BUFFER_BIT or VK_BUFFER_USAGE_STORAGE_TEXEL_BUFFER_BIT

- **VUID-VkBufferViewCreateInfo-format-08778**
  - If the *buffer view usage* contains VK_BUFFER_USAGE_UNIFORM_TEXEL_BUFFER_BIT, then *format features of format must* contain VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT

- **VUID-VkBufferViewCreateInfo-format-08779**
  - If the *buffer view usage* contains VK_BUFFER_USAGE_STORAGE_TEXEL_BUFFER_BIT, then *format features of format must* contain VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT

- **VUID-VkBufferViewCreateInfo-buffer-00935**
  - If *buffer* is non-sparse then it *must* be bound completely and contiguously to a single VkDeviceMemory object

- **VUID-VkBufferViewCreateInfo-offset-02749**
  - If the texelBufferAlignment feature is not enabled, *offset must* be a multiple of VkPhysicalDeviceLimits::minTexelBufferOffsetAlignment

- **VUID-VkBufferViewCreateInfo-buffer-02750**
  - If *buffer* is non-sparse then it *must* be bound completely and contiguously to a single VkDeviceMemory object
If the `texelBufferAlignment` feature is enabled and if `buffer` was created with `usage` containing `VK_BUFFER_USAGE_STORAGE_TEXEL_BUFFER_BIT`, `offset` must be a multiple of the lesser of `VkPhysicalDeviceTexelBufferAlignmentProperties::storageTexelBufferOffsetAlignmentBytes` or, if `VkPhysicalDeviceTexelBufferAlignmentProperties::storageTexelBufferOffsetSingleTexelAlignment` is `VK_TRUE`, the size of a texel of the requested `format`. If the size of a texel is a multiple of three bytes, then the size of a single component of `format` is used instead.

- VUID-VkBufferViewCreateInfo-buffer-02751
  If the `texelBufferAlignment` feature is enabled and if `buffer` was created with `usage` containing `VK_BUFFER_USAGE_UNIFORM_TEXEL_BUFFER_BIT`, `offset` must be a multiple of the lesser of `VkPhysicalDeviceTexelBufferAlignmentProperties::uniformTexelBufferOffsetAlignmentBytes` or, if `VkPhysicalDeviceTexelBufferAlignmentProperties::uniformTexelBufferOffsetSingleTexelAlignment` is `VK_TRUE`, the size of a texel of the requested `format`. If the size of a texel is a multiple of three bytes, then the size of a single component of `format` is used instead.

Valid Usage (Implicit)

- VUID-VkBufferViewCreateInfo-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_BUFFER_VIEW_CREATE_INFO`

- VUID-VkBufferViewCreateInfo-pNext-pNext
  `pNext` must be `NULL`

- VUID-VkBufferViewCreateInfo-flags-zerobitmask
  `flags` must be `0`

- VUID-VkBufferViewCreateInfo-buffer-parameter
  `buffer` must be a valid `VkBuffer` handle

- VUID-VkBufferViewCreateInfo-format-parameter
  `format` must be a valid `VkFormat` value

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkBufferViewCreateFlags;
```

`VkBufferViewCreateFlags` is a bitmask type for setting a mask, but is currently reserved for future use.

To destroy a buffer view, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroyBufferView(
    VkDevice device,
    VkBufferView bufferView,
    const VkAllocationCallbacks* pAllocator);
```
• **device** is the logical device that destroys the buffer view.
• **bufferView** is the buffer view to destroy.
• **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.

### Valid Usage

- VUID-vkDestroyBufferView-bufferView-00936
  All submitted commands that refer to **bufferView** must have completed execution

### Valid Usage (Implicit)

- VUID-vkDestroyBufferView-device-parameter
device must be a valid **VkDevice** handle
- VUID-vkDestroyBufferView-bufferView-parameter
  If **bufferView** is not **VK_NULL_HANDLE**, **bufferView** must be a valid **VkBufferView** handle
- VUID-vkDestroyBufferView-pAllocator-null
  pAllocator must be NULL
- VUID-vkDestroyBufferView-bufferView-parent
  If **bufferView** is a valid handle, it must have been created, allocated, or retrieved from **device**

### Host Synchronization

- Host access to **bufferView** must be externally synchronized

#### 12.2.1. Buffer View Format Features

Valid uses of a **VkBufferView** may depend on the buffer view's **format features**, defined below. Such constraints are documented in the affected valid usage statement.

- The buffer view's set of **format features** is the value of **VkFormatProperties::bufferFeatures** found by calling **vkGetPhysicalDeviceFormatProperties** on the same **format** as **VkBufferViewCreateInfo::format**.

#### 12.3. Images

Images represent multidimensional - up to 3 - arrays of data which can be used for various purposes (e.g. attachments, textures), by binding them to a graphics or compute pipeline via descriptor sets, or by directly specifying them as parameters to certain commands.

Images are represented by **VkImage** handles:
To create images, call:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkImage)

VkResult vkCreateImage(
    VkDevice device,             // Provided by VK_VERSION_1_0
    const VkImageCreateInfo* pCreateInfo,      // Provided by VK_VERSION_1_0
    const VkAllocationCallbacks* pAllocator,    // Provided by VK_VERSION_1_0
    VkImage* pImage)       // Provided by VK_VERSION_1_0
```

- `device` is the logical device that creates the image.
- `pCreateInfo` is a pointer to a `VkImageCreateInfo` structure containing parameters to be used to create the image.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pImage` is a pointer to a `VkImage` handle in which the resulting image object is returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkCreateImage` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage

- **VUID-vkCreateImage-device-09666**
  `device` must support at least one queue family with one of the `VK_QUEUE_TRANSFER_BIT`, `VK_QUEUE_COMPUTE_BIT`, or `VK_QUEUE_GRAPHICS_BIT` capabilities

- **VUID-vkCreateImage-device-05068**
  The number of images currently allocated from `device` plus 1 must be less than or equal to the total number of images requested via `VkDeviceObjectReservationCreateInfo::imageRequestCount` specified when `device` was created

### Valid Usage (Implicit)

- **VUID-vkCreateImage-device-parameter**
  `device` must be a valid `VkDevice` handle

- **VUID-vkCreateImage-pCreateInfo-parameter**
  `pCreateInfo` must be a valid pointer to a valid `VkImageCreateInfo` structure

- **VUID-vkCreateImage-pAllocator-null**
  `pAllocator` must be `NULL`

- **VUID-vkCreateImage-pImage-parameter**
  `pImage` must be a valid pointer to a `VkImage` handle
Return Codes

Success
• VK_SUCCESS

Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkImageCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VK_VERSION_1_0
VkImageCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkImageCreateFlags flags;
    VkImageType imageType;
    VkFormat format;
    VkExtent3D extent;
    uint32_t mipLevels;
    uint32_t arrayLayers;
    VkSampleCountFlagBits samples;
    VkImageTiling tiling;
    VkImageUsageFlags usage;
    VkSharingMode sharingMode;
    uint32_t queueFamilyIndexCount;
    const uint32_t* pQueueFamilyIndices;
    VkImageLayout initialLayout;
} VkImageCreateInfo;
```

• **sType** is a VkStructureType value identifying this structure.
• **pNext** is NULL or a pointer to a structure extending this structure.
• **flags** is a bitmask of VkImageCreateFlagBits describing additional parameters of the image.
• **imageType** is a VkImageType value specifying the basic dimensionality of the image. Layers in array textures do not count as a dimension for the purposes of the image type.
• **format** is a VkFormat describing the format and type of the texel blocks that will be contained in the image.
• **extent** is a VkExtent3D describing the number of data elements in each dimension of the base level.
• **mipLevels** describes the number of levels of detail available for minified sampling of the image.
• **arrayLayers** is the number of layers in the image.
• **samples** is a VkSampleCountFlagBits value specifying the number of samples per texel.
• **tiling** is a VkImageTiling value specifying the tiling arrangement of the texel blocks in memory.
• **usage** is a bitmask of `VkImageUsageFlagBits` describing the intended usage of the image.

• **sharingMode** is a `VkSharingMode` value specifying the sharing mode of the image when it will be accessed by multiple queue families.

• **queueFamilyIndexCount** is the number of entries in the `pQueueFamilyIndices` array.

• **pQueueFamilyIndices** is a pointer to an array of queue families that will access this image. It is ignored if `sharingMode` is not `VK_SHARING_MODE_CONCURRENT`.

• **initialLayout** is a `VkImageLayout` value specifying the initial `VkImageLayout` of all image subresources of the image. See Image Layouts.

Images created with **tiling** equal to `VK_IMAGE_TILING_LINEAR` have further restrictions on their limits and capabilities compared to images created with **tiling** equal to `VK_IMAGE_TILING_OPTIMAL`. Creation of images with tiling `VK_IMAGE_TILING_LINEAR` may not be supported unless other parameters meet all of the constraints:

- **imageType** is `VK_IMAGE_TYPE_2D`
- **format** is not a depth/stencil format
- **mipLevels** is 1
- **arrayLayers** is 1
- **samples** is `VK_SAMPLE_COUNT_1_BIT`
- **usage** only includes `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` and/or `VK_IMAGE_USAGE_TRANSFER_DST_BIT`

Images created with one of the **formats that require a sampler Y’CbCr conversion**, have further restrictions on their limits and capabilities compared to images created with other formats. Creation of images with a format requiring **Y’CbCr** conversion may not be supported unless other parameters meet all of the constraints:

- **imageType** is `VK_IMAGE_TYPE_2D`
- **mipLevels** is 1
- **arrayLayers** is 1, unless the `ycbcrImageArrays` feature is enabled, or otherwise indicated by `VkImageFormatProperties::maxArrayLayers`, as returned by `vkGetPhysicalDeviceImageFormatProperties`
- **samples** is `VK_SAMPLE_COUNT_1_BIT`

Implementations **may** support additional limits and capabilities beyond those listed above.

To determine the set of valid **usage** bits for a given format, call `vkGetPhysicalDeviceFormatProperties`.

If the size of the resultant image would exceed `maxResourceSize`, then `vkCreateImage` **must** fail and return `VK_ERROR_OUT_OF_DEVICE_MEMORY`. This failure **may** occur even when all image creation parameters satisfy their valid usage requirements.

---

**Note**

For images created without `VK_IMAGE_CREATE_EXTENDED_USAGE_BIT` a usage bit is valid
if it is supported for the format the image is created with.

For images created with VK_IMAGE_CREATE_EXTENDED_USAGE_BIT a usage bit is valid if it is supported for at least one of the formats a VkImageView created from the image can have (see Image Views for more detail).

Image Creation Limits

Valid values for some image creation parameters are limited by a numerical upper bound or by inclusion in a bitset. For example, VkImageCreateInfo::arrayLayers is limited by imageCreateMaxArrayLayers, defined below; and VkImageCreateInfo::samples is limited by imageCreateSampleCounts, also defined below.

Several limiting values are defined below, as well as assisting values from which the limiting values are derived. The limiting values are referenced by the relevant valid usage statements of VkImageCreateInfo.

- Let uint64_t imageCreateDrmFormatModifiers[] be the set of Linux DRM format modifiers that the resultant image may have.
  - If tiling is not VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT, then imageCreateDrmFormatModifiers is empty.
  - If VkImageCreateInfo::pNext contains VkImageDrmFormatModifierExplicitCreateInfoEXT, then imageCreateDrmFormatModifiers contains exactly one modifier, VkImageDrmFormatModifierExplicitCreateInfoEXT::drmFormatModifier.
  - If VkImageCreateInfo::pNext contains VkImageDrmFormatModifierListCreateInfoEXT, then imageCreateDrmFormatModifiers contains the entire array VkImageDrmFormatModifierListCreateInfoEXT::pDrmFormatModifiers.

- Let VkBool32 imageCreateMaybeLinear indicate if the resultant image may be linear.
  - If tiling is VK_IMAGE_TILING_LINEAR, then imageCreateMaybeLinear is VK_TRUE.
  - If tiling is VK_IMAGE_TILING_OPTIMAL, then imageCreateMaybeLinear is VK_FALSE.
  - If tiling is VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT, then imageCreateMaybeLinear is VK_TRUE if and only if imageCreateDrmFormatModifiers contains DRM_FORMAT_MOD_LINEAR.

- Let VkFormatFeatureFlags imageCreateFormatFeatures be the set of valid format features available during image creation.
  - If tiling is VK_IMAGE_TILING_LINEAR, then imageCreateFormatFeatures is the value of VkFormatProperties::linearTilingFeatures found by calling vkGetPhysicalDeviceFormatProperties with parameter format equal to VkImageCreateInfo::format.
  - If tiling is VK_IMAGE_TILING_OPTIMAL, and if the pNext chain includes no VkExternalFormatQNX structure with non-zero externalFormat, then imageCreateFormatFeatures is the value of VkFormatProperties::optimalTilingFeatures found by calling vkGetPhysicalDeviceFormatProperties with parameter format equal to VkImageCreateInfo::format.
If `tiling` is `VK_IMAGE_TILING_OPTIMAL`, and if the `pNext` chain includes a `VkExternalFormatQNX` structure with non-zero `externalFormat`, then `imageCreateFormatFeatures` is the value of `VkScreenBufferFormatPropertiesQNX::formatFeatures` obtained by `vkGetScreenBufferPropertiesQNX` with a matching `externalFormat` value.

If `tiling` is `VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT`, then the value of `imageCreateFormatFeatures` is found by calling `vkGetPhysicalDeviceFormatProperties2` with `VkImageFormatProperties::format` equal to `VkImageCreateInfo::format` and with `VkDrmFormatModifierPropertiesListEXT` chained into `VkFormatProperties2`; by collecting all members of the returned array `VkDrmFormatModifierPropertiesListEXT::pDrmFormatModifierProperties` whose `drmFormatModifier` belongs to `imageCreateDrmFormatModifiers`; and by taking the bitwise intersection, over the collected array members, of `drmFormatModifierTilingFeatures`.

(The resultant `imageCreateFormatFeatures` may be empty).

Let `VkImageFormatProperties2 imageCreateImageFormatPropertiesList[]` be defined as follows.

If `VkImageCreateInfo::pNext` contains no `VkExternalFormatQNX` structure with non-zero `externalFormat`, then `imageCreateImageFormatPropertiesList` is the list of structures obtained by calling `vkGetPhysicalDeviceImageFormatProperties2`, possibly multiple times, as follows:

- The parameters `VkPhysicalDeviceImageFormatInfo2::format`, `imageType`, `tiling`, `usage`, and `flags` must be equal to those in `VkImageCreateInfo`.
- If `VkImageCreateInfo::pNext` contains a `VkExternalMemoryImageCreateInfo` structure whose `handleTypes` is not 0, then `VkPhysicalDeviceImageFormatInfo2::pNext` must contain a `VkPhysicalDeviceExternalImageFormatInfo` structure whose `handleType` is not 0; and `vkGetPhysicalDeviceImageFormatProperties2` must be called for each handle type in `VkExternalMemoryImageCreateInfo::handleTypes`, successively setting `VkPhysicalDeviceExternalImageFormatInfo::handleType` on each call.
- If `VkImageCreateInfo::pNext` contains no `VkExternalMemoryImageCreateInfo` structure, or contains a structure whose `handleTypes` is 0, then `VkPhysicalDeviceImageFormatInfo2::pNext` must either contain no `VkPhysicalDeviceExternalImageFormatInfo` structure, or contain a structure whose `handleType` is 0.

If `tiling` is `VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT`, then:

- `VkPhysicalDeviceImageFormatInfo2::pNext` must contain a `VkPhysicalDeviceImageDrmFormatModifierInfoEXT` structure where `sharingMode` is equal to `VkImageCreateInfo::sharingMode`;
- if `sharingMode` is `VK_SHARING_MODE_CONCURRENT`, then `queueFamilyIndexCount` and `pQueueFamilyIndices` must be equal to those in `VkImageCreateInfo`;
- if `flags` contains `VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT`, then the `VkImageFormatListCreateInfo` structure included in the `pNext` chain of `VkPhysicalDeviceImageFormatInfo2` must be equivalent to the one included in the `pNext` chain of `VkImageCreateInfo`;

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• **vkGetPhysicalDeviceImageFormatProperties2** must be called for each modifier in `imageCreateDrmFormatModifiers`, successively setting `VkPhysicalDeviceImageDrmFormatModifierInfoEXT::drmFormatModifier` on each call.

• If tiling is not **VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT**, then `VkPhysicalDeviceImageFormatInfo2::pNext` must contain no `VkPhysicalDeviceImageDrmFormatModifierInfoEXT` structure.

• If any call to **vkGetPhysicalDeviceImageFormatProperties2** returns an error, then `imageCreateImageFormatPropertiesList` is defined to be the empty list.

• Let `uint32_t imageCreateMaxMipLevels` be the minimum value of `VkImageFormatProperties::maxMipLevels` in `imageCreateImageFormatPropertiesList`. The value is undefined if `imageCreateImageFormatPropertiesList` is empty.

• Let `uint32_t imageCreateMaxArrayLayers` be the minimum value of `VkImageFormatProperties::maxArrayLayers` in `imageCreateImageFormatPropertiesList`. The value is undefined if `imageCreateImageFormatPropertiesList` is empty.

• Let `VkExtent3D imageCreateMaxExtent` be the component-wise minimum over all `VkImageFormatProperties::maxExtent` values in `imageCreateImageFormatPropertiesList`. The value is undefined if `imageCreateImageFormatPropertiesList` is empty.

• Let `VkSampleCountFlags imageCreateSampleCounts` be the intersection of each `VkImageFormatProperties::sampleCounts` in `imageCreateImageFormatPropertiesList`. The value is undefined if `imageCreateImageFormatPropertiesList` is empty.

### Valid Usage

• **VUID-VkImageCreateInfo-imageCreateMaxMipLevels-02251**
  Each of the following values (as described in Image Creation Limits) must not be undefined: `imageCreateMaxMipLevels`, `imageCreateMaxArrayLayers`, `imageCreateMaxExtent`, and `imageCreateSampleCounts`.

• **VUID-VkImageCreateInfo-sharingMode-00941**
  If `sharingMode` is **VK_SHARING_MODE_CONCURRENT**, `pQueueFamilyIndices` must be a valid pointer to an array of `queueFamilyIndexCount uint32_t` values.

• **VUID-VkImageCreateInfo-sharingMode-00942**
  If `sharingMode` is **VK_SHARING_MODE_CONCURRENT**, `queueFamilyIndexCount` must be greater than 1.

• **VUID-VkImageCreateInfo-sharingMode-01420**
  If `sharingMode` is **VK_SHARING_MODE_CONCURRENT**, each element of `pQueueFamilyIndices` must be unique and must be less than `pQueueFamilyPropertyCount` returned by either `vkGetPhysicalDeviceQueueFamilyProperties` or `vkGetPhysicalDeviceQueueFamilyProperties2` for the `physicalDevice` that was used to create `device`.

• **VUID-VkImageCreateInfo-format-00943**
  `format` must not be **VK_FORMAT_UNDEFINED**.
• VUID-VkImageCreateInfo-extent-00944
  extent.width must be greater than 0

• VUID-VkImageCreateInfo-extent-00945
  extent.height must be greater than 0

• VUID-VkImageCreateInfo-extent-00946
  extent.depth must be greater than 0

• VUID-VkImageCreateInfo-mipLevels-00947
  mipLevels must be greater than 0

• VUID-VkImageCreateInfo-arrayLayers-00948
  arrayLayers must be greater than 0

• VUID-VkImageCreateInfo-flags-00949
  If flags contains VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT, imageType must be
  VK_IMAGE_TYPE_2D

• VUID-VkImageCreateInfo-flags-08865
  If flags contains VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT, extent.width and extent.height
  must be equal

• VUID-VkImageCreateInfo-flags-08866
  If flags contains VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT, arrayLayers must be greater than or equal to 6

• VUID-VkImageCreateInfo-flags-00950
  If flags contains VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT, imageType must be
  VK_IMAGE_TYPE_3D

• VUID-VkImageCreateInfo-flags-09403
  If flags contains VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT, flags must not include
  VK_IMAGE_CREATE_SPARSE_ALIASED_BIT, VK_IMAGE_CREATE_SPARSE_BINDING_BIT, or
  VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT

• VUID-VkImageCreateInfo-extent-02252
  extent.width must be less than or equal to imageCreateMaxExtent.width (as defined in Image Creation Limits)

• VUID-VkImageCreateInfo-extent-02253
  extent.height must be less than or equal to imageCreateMaxExtent.height (as defined in Image Creation Limits)

• VUID-VkImageCreateInfo-extent-02254
  extent.depth must be less than or equal to imageCreateMaxExtent.depth (as defined in Image Creation Limits)

• VUID-VkImageCreateInfo-imageType-00956
  If imageType is VK_IMAGE_TYPE_1D, both extent.height and extent.depth must be 1

• VUID-VkImageCreateInfo-imageType-00957
  If imageType is VK_IMAGE_TYPE_2D, extent.depth must be 1

• VUID-VkImageCreateInfo-mipLevels-00958
  mipLevels must be less than or equal to the number of levels in the complete mipmap chain based on extent.width, extent.height, and extent.depth
mipLevels must be less than or equal to imageCreateMaxMipLevels (as defined in Image Creation Limits)

arrayLayers must be less than or equal to imageCreateMaxArrayLayers (as defined in Image Creation Limits)

If imageType is VK_IMAGE_TYPE_3D, arrayLayers must be 1

If samples is not VK_SAMPLE_COUNT_1_BIT, then imageType must be VK_IMAGE_TYPE_2D, flags must not contain VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT, mipLevels must be equal to 1, and imageCreateMaybeLinear (as defined in Image Creation Limits) must be VK_FALSE,

If usage includes VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT, then bits other than VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT, VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT, and VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT must not be set

If usage includes VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT, VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT, VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT, or VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT, extent.width must be less than or equal to VkPhysicalDeviceLimits::maxFramebufferWidth

If usage includes VK_IMAGEUSAGE_TRANSIENT_ATTACHMENT_BIT, usage must also contain at least one of VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT, VK_IMAGEUSAGE_DEPTH_STENCIL_ATTACHMENT_BIT, or VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT

samples must be a valid VkSampleCountFlagBits value that is set in imageCreateSampleCounts (as defined in Image Creation Limits)

If the shaderStorageImageMultisample feature is not enabled, and usage contains VK_IMAGE_USAGE_STORAGE_BIT, samples must be VK_SAMPLE_COUNT_1_BIT

flags must not contain VK_IMAGE_CREATE_SPARSE_BINDING_BIT, VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT, VK_IMAGE_CREATE_SPARSE_ALIASED_BIT, or VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT

If the protectedMemory feature is not enabled, flags must not contain VK_IMAGE_CREATE_PROTECTED_BIT
If the `pNext` chain includes a `VkExternalMemoryImageCreateInfo` structure, its `handleTypes` member must only contain bits that are also in `VkExternalImageFormatProperties::externalMemoryProperties.compatibleHandleTypes`, as returned by `vkGetPhysicalDeviceImageFormatProperties2` with `format`, `imageType`, `tiling`, `usage`, and `flags` equal to those in this structure, and with a `VkPhysicalDeviceExternalImageFormatInfo` structure included in the `pNext` chain, with a `handleType` equal to any one of the handle types specified in `VkExternalMemoryImageCreateInfo::handleTypes`.

If `flags` contains `VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT`, then `format` must be a compressed image format.

If `flags` contains `VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT`, then `flags` must also contain `VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT`.

`initialLayout` must be `VK_IMAGE_LAYOUT_UNDEFINED` or `VK_IMAGE_LAYOUT_PREINITIALIZED`.

If the `pNext` chain includes a `VkExternalMemoryImageCreateInfo` or `VkExternalMemoryImageCreateInfoNV` structure whose `handleTypes` member is not 0, `initialLayout` must be `VK_IMAGE_LAYOUT_UNDEFINED`.

If the image `format` is one of the formats that require a sampler Y'CbCr conversion, `mipLevels` must be 1.

If the image `format` is one of the formats that require a sampler Y'CbCr conversion, `samples` must be `VK_SAMPLE_COUNT_1_BIT`.

If the image `format` is one of the formats that require a sampler Y'CbCr conversion, `imageType` must be `VK_IMAGE_TYPE_2D`.

If `format` is a multi-planar format, and if `imageCreateFormatFeatures` (as defined in Image Creation Limits) does not contain `VK_FORMAT_FEATURE_DISJOINT_BIT`, then `flags` must not contain `VK_IMAGE_CREATE_DISJOINT_BIT`.

If `format` is not a multi-planar format, and `flags` does not include `VK_IMAGE_CREATE_ALIAS_BIT`, `flags` must not contain `VK_IMAGE_CREATE_DISJOINT_BIT`.

If `format` has a _422 or _420 suffix, `extent.width` must be a multiple of 2.

If `format` has a _420 suffix, `extent.height` must be a multiple of 2.

If `tiling` is `VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT`, then the `pNext` chain must include
exactly one of \texttt{VkImageDrmFormatModifierListCreateInfoEXT} or \\
\texttt{VkImageDrmFormatModifierExplicitCreateInfoEXT} structures

\begin{itemize}
\item \textbf{VUID-VkImageCreateInfo-pNext-02262}
  If the \texttt{pNext} chain includes a \texttt{VkImageDrmFormatModifierListCreateInfoEXT} or \\
  \texttt{VkImageDrmFormatModifierExplicitCreateInfoEXT} structure, then \texttt{tiling} must be \\
  \texttt{VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT}

\item \textbf{VUID-VkImageCreateInfo-tiling-02353}
  If \texttt{tiling} is \texttt{VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT} and \texttt{flags} contains \\
  \texttt{VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT}, then the \texttt{pNext} chain must include a \\
  \texttt{VkImageFormatListCreateInfo} structure with non-zero \texttt{viewFormatCount}

\item \textbf{VUID-VkImageCreateInfo-flags-01533}
  If \texttt{flags} contains \texttt{VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT} \texttt{format} must \\
  be a depth or depth/stencil format

\item \textbf{VUID-VkImageCreateInfo-pNext-08951}
  If the \texttt{pNext} chain includes a \texttt{VkExternalMemoryImageCreateInfo} structure whose \\
  \texttt{handleTypes} member includes \texttt{VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX}, \\
  \texttt{imageType} must be \texttt{VK_IMAGE_TYPE_2D}

\item \textbf{VUID-VkImageCreateInfo-pNext-08952}
  If the \texttt{pNext} chain includes a \texttt{VkExternalMemoryImageCreateInfo} structure whose \\
  \texttt{handleTypes} member includes \texttt{VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX}, \\
  \texttt{mipLevels} must either be 1 or equal to the number of levels in the complete mipmap chain \\
  based on \texttt{extent.width}, \texttt{extent.height}, and \texttt{extent.depth}

\item \textbf{VUID-VkImageCreateInfo-pNext-08953}
  If the \texttt{pNext} chain includes a \texttt{VkExternalFormatQNX} structure whose \texttt{externalFormat} \\
  member is not 0, \texttt{flags} must not include \texttt{VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT}

\item \textbf{VUID-VkImageCreateInfo-pNext-08954}
  If the \texttt{pNext} chain includes a \texttt{VkExternalFormatQNX} structure whose \texttt{externalFormat} \\
  member is not 0, \texttt{usage} must not include any usages except \texttt{VK_IMAGE_USAGE_SAMPLED_BIT}

\item \textbf{VUID-VkImageCreateInfo-pNext-08955}
  If the \texttt{pNext} chain includes a \texttt{VkExternalFormatQNX} structure whose \texttt{externalFormat} \\
  member is not 0, \texttt{tiling} must be \texttt{VK_IMAGE_TILING_OPTIMAL}

\item \textbf{VUID-VkImageCreateInfo-format-02795}
  If \texttt{format} is a depth-stencil format, \texttt{usage} includes \\
  \texttt{VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT}, and the \texttt{pNext} chain includes a \\
  \texttt{VkImageStencilUsageCreateInfo} structure, then its \texttt{VkImageStencilUsageCreateInfo} \\
  ::\texttt{stencilUsage} member must also include \texttt{VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT}

\item \textbf{VUID-VkImageCreateInfo-format-02796}
  If \texttt{format} is a depth-stencil format, \texttt{usage} does not include \\
  \texttt{VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT}, and the \texttt{pNext} chain includes a \\
  \texttt{VkImageStencilUsageCreateInfo} structure, then its \texttt{VkImageStencilUsageCreateInfo} \\
  ::\texttt{stencilUsage} member must also not include \\
  \texttt{VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT}

\item \textbf{VUID-VkImageCreateInfo-format-02797}
\end{itemize}
If `format` is a depth-stencil format, `usage` includes `VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT`, and the `pNext` chain includes a `VkImageStencilUsageCreateInfo` structure, then its `VkImageStencilUsageCreateInfo::stencilUsage` member must also include `VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT`.

- **VUID-VkImageCreateInfo-format-02798**
  If `format` is a depth-stencil format, `usage` does not include `VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT`, and the `pNext` chain includes a `VkImageStencilUsageCreateInfo` structure, then its `VkImageStencilUsageCreateInfo::stencilUsage` member must also not include `VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT`.

- **VUID-VkImageCreateInfo-Format-02536**
  If `format` is a depth-stencil format and the `pNext` chain includes a `VkImageStencilUsageCreateInfo` structure with its `stencilUsage` member including `VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT`, `extent.width` must be less than or equal to `VkPhysicalDeviceLimits::maxFramebufferWidth`.

- **VUID-VkImageCreateInfo-format-02537**
  If `format` is a depth-stencil format and the `pNext` chain includes a `VkImageStencilUsageCreateInfo` structure with its `stencilUsage` member including `VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT`, `extent.height` must be less than or equal to `VkPhysicalDeviceLimits::maxFramebufferHeight`.

- **VUID-VkImageCreateInfo-format-02538**
  If the `shaderStorageImageMultisample` feature is not enabled, `format` is a depth-stencil format and the `pNext` chain includes a `VkImageStencilUsageCreateInfo` structure with its `stencilUsage` including `VK_IMAGE_USAGE_STORAGE_BIT`, `samples` must be `VK_SAMPLE_COUNT_1_BIT`.

- **VUID-VkImageCreateInfo-imageType-02082**
  If `usage` includes `VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`, `imageType` must be `VK_IMAGE_TYPE_2D`.

- **VUID-VkImageCreateInfo-samples-02083**
  If `usage` includes `VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`, `samples` must be `VK_SAMPLE_COUNT_1_BIT`.

- **VUID-VkImageCreateInfo-pNext-06722**
  If a `VkImageFormatListCreateInfo` structure was included in the `pNext` chain and `VkImageFormatListCreateInfo::viewFormatCount` is not zero, then each format in `VkImageFormatListCreateInfo::pViewFormats` must either be compatible with the `format` as described in the compatibility table or, if `flags` contains `VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT`, be an uncompressed format that is size-compatible with `format`.

- **VUID-VkImageCreateInfo-flags-04738**
  If `flags` does not contain `VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT` and the `pNext` chain includes a `VkImageFormatListCreateInfo` structure, then `VkImageFormatListCreateInfo::viewFormatCount` must be 0 or 1.
Valid Usage (Implicit)

- **VUID-VkImageCreateInfo-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_IMAGE_CREATE_INFO`

- **VUID-VkImageCreateInfo-pNext-pNext**
  - Each `pNext` member of any structure (including this one) in the `pNext` chain must be either `NULL` or a pointer to a valid instance of `VkExternalFormatQNX`, `VkExternalMemoryImageCreateInfo`, `VkImageDrmFormatModifierExplicitCreateInfoEXT`, `VkImageDrmFormatModifierListCreateInfoEXT`, `VkImageDataCreateInfo`, or `VkImageStencilUsageCreateInfo`, or `VkImageSwapchainCreateInfoKHR`

- **VUID-VkImageCreateInfo-sType-unique**
  - The `sType` value of each struct in the `pNext` chain must be unique

- **VUID-VkImageCreateInfo-flags-parameter**
  - `flags` must be a valid combination of `VkImageCreateFlagBits` values

- **VUID-VkImageCreateInfo-imageType-parameter**
  - `imageType` must be a valid `VkImageType` value

- **VUID-VkImageCreateInfo-format-parameter**
  - `format` must be a valid `VkFormat` value

- **VUID-VkImageCreateInfo-samples-parameter**
  - `samples` must be a valid `VkSampleCountFlagBits` value

- **VUID-VkImageCreateInfo-tiling-parameter**
  - `tiling` must be a valid `VkImageTiling` value

- **VUID-VkImageCreateInfo-usage-parameter**
  - `usage` must be a valid combination of `VkImageUsageFlagBits` values

- **VUID-VkImageCreateInfo-usage-requiredbitmask**
  - `usage` must not be `0`

- **VUID-VkImageCreateInfo-sharingMode-parameter**
  - `sharingMode` must be a valid `VkSharingMode` value

- **VUID-VkImageCreateInfo-initialLayout-parameter**
  - `initialLayout` must be a valid `VkImageLayout` value

The `VkImageStencilUsageCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkImageStencilUsageCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkImageUsageFlags stencilUsage;
} VkImageStencilUsageCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
• `pNext` is `NULL` or a pointer to a structure extending this structure.

• `stencilUsage` is a bitmask of `VkImageUsageFlagBits` describing the intended usage of the stencil aspect of the image.

If the `pNext` chain of `VkImageCreateInfo` includes a `VkImageStencilUsageCreateInfo` structure, then that structure includes the usage flags specific to the stencil aspect of the image for an image with a depth-stencil format.

This structure specifies image usages which only apply to the stencil aspect of a depth/stencil format image. When this structure is included in the `pNext` chain of `VkImageCreateInfo`, the stencil aspect of the image must only be used as specified by `stencilUsage`. When this structure is not included in the `pNext` chain of `VkImageCreateInfo`, the stencil aspect of an image must only be used as specified by `VkImageCreateInfo::usage`. Use of other aspects of an image are unaffected by this structure.

This structure can also be included in the `pNext` chain of `VkPhysicalDeviceImageFormatInfo2` to query additional capabilities specific to image creation parameter combinations including a separate set of usage flags for the stencil aspect of the image using `vkGetPhysicalDeviceImageFormatProperties2`. When this structure is not included in the `pNext` chain of `VkPhysicalDeviceImageFormatInfo2` then the implicit value of `stencilUsage` matches that of `VkPhysicalDeviceImageFormatInfo2::usage`.

---

**Valid Usage**

- [VUID-VkImageStencilUsageCreateInfo-stencilUsage-02539](#)
  
  If `stencilUsage` includes `VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT`, it must not include bits other than `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT` or `VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT`.

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**Valid Usage (Implicit)**

- [VUID-VkImageStencilUsageCreateInfo-sType-sType](#)
  
  `sType` must be `VK_STRUCTURE_TYPE_IMAGE_STENCIL_USAGE_CREATE_INFO`.

- [VUID-VkImageStencilUsageCreateInfo-stencilUsage-parameter](#)
  
  `stencilUsage` must be a valid combination of `VkImageUsageFlagBits` values.

- [VUID-VkImageStencilUsageCreateInfo-stencilUsage-requiredbitmask](#)
  
  `stencilUsage` must not be `0`.

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To define a set of external memory handle types that may be used as backing store for an image, add a `VkExternalMemoryImageCreateInfo` structure to the `pNext` chain of the `VkImageCreateInfo` structure. The `VkExternalMemoryImageCreateInfo` structure is defined as:
typedef struct VkExternalMemoryImageCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkExternalMemoryHandleTypeFlags handleTypes;
} VkExternalMemoryImageCreateInfo;

Note
A VkExternalMemoryImageCreateInfo structure with a non-zero handleTypes field must be included in the creation parameters for an image that will be bound to memory that is either exported or imported.

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **handleTypes** is zero or a bitmask of VkExternalMemoryHandleTypeFlagBits specifying one or more external memory handle types.

Valid Usage (Implicit)

- VUID-VkExternalMemoryImageCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_IMAGE_CREATE_INFO

- VUID-VkExternalMemoryImageCreateInfo-handleTypes-parameter
  handleTypes must be a valid combination of VkExternalMemoryHandleTypeFlagBits values

To create an image with an QNX Screen external format, add a VkExternalFormatQNX structure in the pNext chain of VkImageCreateInfo. VkExternalFormatQNX is defined as:

typedef struct VkExternalFormatQNX {
    VkStructureType sType;
    void* pNext;
    uint64_t externalFormat;
} VkExternalFormatQNX;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **externalFormat** is an implementation-defined identifier for the external format

If externalFormat is zero, the effect is as if the VkExternalFormatQNX structure was not present. Otherwise, the image will have the specified external format.
Valid Usage

- VUID-VkExternalFormatQNX-externalFormat-08956
  
  `externalFormat` must be 0 or a value returned in the `externalFormat` member of `VkScreenBufferFormatPropertiesQNX` by an earlier call to `vkGetScreenBufferPropertiesQNX`.

Valid Usage (Implicit)

- VUID-VkExternalFormatQNX-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_EXTERNAL_FORMAT_QNX`.

If the `pNext` chain of `VkImageCreateInfo` includes a `VkImageSwapchainCreateInfoKHR` structure, then that structure includes a swapchain handle indicating that the image will be bound to memory from that swapchain.

The `VkImageSwapchainCreateInfoKHR` structure is defined as:

```c
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain
typedef struct VkImageSwapchainCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkSwapchainKHR swapchain;
} VkImageSwapchainCreateInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `swapchain` is `VK_NULL_HANDLE` or a handle of a swapchain that the image will be bound to.

Valid Usage

- VUID-VkImageSwapchainCreateInfoKHR-swapchain-00995
  
  If `swapchain` is not `VK_NULL_HANDLE`, the fields of `VkImageCreateInfo` must match the implied image creation parameters of the swapchain.

Valid Usage (Implicit)

- VUID-VkImageSwapchainCreateInfoKHR-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_IMAGE_SWAPCHAIN_CREATE_INFO_KHR`.

- VUID-VkImageSwapchainCreateInfoKHR-swapchain-parameter
  
  If `swapchain` is not `VK_NULL_HANDLE`, `swapchain` must be a valid `VkSwapchainKHR` handle.
If the `pNext` chain of `VkImageCreateInfo` includes a `VkImageFormatListCreateInfo` structure, then that structure contains a list of all formats that can be used when creating views of this image.

The `VkImageFormatListCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkImageFormatListCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t viewFormatCount;
    const VkFormat* pViewFormats;
} VkImageFormatListCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `viewFormatCount` is the number of entries in the `pViewFormats` array.
- `pViewFormats` is a pointer to an array of `VkFormat` values specifying all formats which can be used when creating views of this image.

If `viewFormatCount` is zero, `pViewFormats` is ignored and the image is created as if the `VkImageFormatListCreateInfo` structure were not included in the `pNext` chain of `VkImageCreateInfo`.

### Valid Usage

- VUID-VkImageFormatListCreateInfo-viewFormatCount-09540
  If `viewFormatCount` is not 0, each element of `pViewFormats` must not be `VK_FORMAT_UNDEFINED`

### Valid Usage (Implicit)

- VUID-VkImageFormatListCreateInfo-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_IMAGE_FORMAT_LIST_CREATE_INFO`

- VUID-VkImageFormatListCreateInfo-pViewFormats-parameter
  If `viewFormatCount` is not 0, `pViewFormats` must be a valid pointer to an array of `viewFormatCount` valid `VkFormat` values

If the `pNext` chain of `VkImageCreateInfo` includes a `VkImageDrmFormatModifierListCreateInfoEXT` structure, then the image will be created with one of the Linux DRM format modifiers listed in the structure. The choice of modifier is implementation-dependent.

The `VkImageDrmFormatModifierListCreateInfoEXT` structure is defined as:
// Provided by VK_EXT_image_drm_format_modifier

typedef struct VkImageDrmFormatModifierListCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    uint32_t drmFormatModifierCount;
    const uint64_t* pDrmFormatModifiers;
} VkImageDrmFormatModifierListCreateInfoEXT;

• **sType** is a **VkStructureType** value identifying this structure.

• **pNext** is **NULL** or a pointer to a structure extending this structure.

• **drmFormatModifierCount** is the length of the **pDrmFormatModifiers** array.

• **pDrmFormatModifiers** is a pointer to an array of **Linux DRM format modifiers**.

**Valid Usage**

• **VUID-VkImageDrmFormatModifierListCreateInfoEXT-pDrmFormatModifiers-02263**

  Each *modifier* in *pDrmFormatModifiers* **must** be compatible with the parameters in **VkImageCreateInfo** and its **pNext** chain, as determined by querying **VkPhysicalDeviceImageFormatInfo2** extended with **VkPhysicalDeviceImageDrmFormatModifierInfoEXT**

**Valid Usage (Implicit)**

• **VUID-VkImageDrmFormatModifierListCreateInfoEXT-sType-sType**

  **sType** **must** be **VK_STRUCTURE_TYPE_IMAGE_DRM_FORMAT_MODIFIER_LIST_CREATE_INFO_EXT**

• **VUID-VkImageDrmFormatModifierListCreateInfoEXT-pDrmFormatModifiers-parameter**

  **pDrmFormatModifiers** **must** be a valid pointer to an array of **drmFormatModifierCount** uint64_t values

• **VUID-VkImageDrmFormatModifierListCreateInfoEXT-drmFormatModifierCount-arraylength**

  **drmFormatModifierCount** **must** be greater than **0**

If the **pNext** chain of **VkImageCreateInfo** includes a **VkImageDrmFormatModifierExplicitCreateInfoEXT** structure, then the image will be created with the **Linux DRM format modifier** and memory layout defined by the structure.

The **VkImageDrmFormatModifierExplicitCreateInfoEXT** structure is defined as:
typedef struct VkImageDrmFormatModifierExplicitCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    uint64_t drmFormatModifier;
    uint32_t drmFormatModifierPlaneCount;
    const VkSubresourceLayout* pPlaneLayouts;
} VkImageDrmFormatModifierExplicitCreateInfoEXT;

- **sType** is a *VkStructureType* value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **drmFormatModifier** is the *Linux DRM format modifier* with which the image will be created.
- **drmFormatModifierPlaneCount** is the number of *memory planes* in the image (as reported by *VkDrmFormatModifierPropertiesEXT*) as well as the length of the *pPlaneLayouts* array.
- **pPlaneLayouts** is a pointer to an array of *VkSubresourceLayout* structures describing the image's *memory planes*.

The *i*th member of *pPlaneLayouts* describes the layout of the image's *i*th *memory plane* (that is, *VK_IMAGE_ASPECT_MEMORY_PLANE_i_BIT_EXT*). In each element of *pPlaneLayouts*, the implementation *must* ignore *size*. The implementation calculates the size of each plane, which the application *can* query with *vkGetImageSubresourceLayout*.

When creating an image with *VkImageDrmFormatModifierExplicitCreateInfoEXT*, it is the application's responsibility to satisfy all valid usage requirements. However, the implementation *must* validate that the provided *pPlaneLayouts*, when combined with the provided *drmFormatModifier* and other creation parameters in *VkImageCreateInfo* and its *pNext* chain, produce a valid image. (This validation is necessarily implementation-dependent and outside the scope of Vulkan, and therefore not described by valid usage requirements). If this validation fails, then *vkCreateImage* returns *VK_ERROR_INVALID_DRM_FORMAT_MODIFIER_PLANE_LAYOUT_EXT*.

### Valid Usage

- **VUID-VkImageDrmFormatModifierExplicitCreateInfoEXT-drmFormatModifier-02264**
  - *drmFormatModifier must* be compatible with the parameters in *VkImageCreateInfo* and its *pNext* chain, as determined by querying *VkPhysicalDeviceImageFormatInfo2* extended with *VkPhysicalDeviceImageDrmFormatModifierInfoEXT*

- **VUID-VkImageDrmFormatModifierExplicitCreateInfoEXT-drmFormatModifierPlaneCount-02265**
  - *drmFormatModifierPlaneCount must* be equal to the *VkDrmFormatModifierPropertiesEXT::*drmFormatModifierPlaneCount* associated with *VkImageCreateInfo::*format* and *drmFormatModifier*, as found by querying *VkDrmFormatModifierPropertiesListEXT*

- **VUID-VkImageDrmFormatModifierExplicitCreateInfoEXT-size-02267**
  - For each element of *pPlaneLayouts*, *size must* be 0

- **VUID-VkImageDrmFormatModifierExplicitCreateInfoEXT-arrayPitch-02268**
For each element of `pPlaneLayouts`, `arrayPitch` must be 0 if `VkImageCreateInfo::arrayLayers` is 1.

- VUID-VkImageDrmFormatModifierExplicitCreateInfoEXT-depthPitch-02269
  For each element of `pPlaneLayouts`, `depthPitch` must be 0 if `VkImageCreateInfo::extent.depth` is 1.

**Valid Usage (Implicit)**

- VUID-VkImageDrmFormatModifierExplicitCreateInfoEXT-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_IMAGE_DRM_FORMAT_MODIFIER_EXPLICIT_CREATE_INFO_EXT`.

- VUID-VkImageDrmFormatModifierExplicitCreateInfoEXT-pPlaneLayouts-parameter
  `pPlaneLayouts` must be a valid pointer to an array of `drmFormatModifierPlaneCount VkSubresourceLayout` structures.

- VUID-VkImageDrmFormatModifierExplicitCreateInfoEXT-drmFormatModifierPlaneCount-arraylength
  `drmFormatModifierPlaneCount` must be greater than 0.

Bits which can be set in:

- `VkImageViewUsageCreateInfo::usage`
- `VkImageStencilUsageCreateInfo::stencilUsage`
- `VkImageCreateInfo::usage`

specify intended usage of an image, and are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkImageUsageFlagBits {
    VK_IMAGE_USAGE_TRANSFER_SRC_BIT = 0x00000001,
    VK_IMAGE_USAGE_TRANSFER_DST_BIT = 0x00000002,
    VK_IMAGE_USAGE_SAMPLED_BIT = 0x00000004,
    VK_IMAGE_USAGE_STORAGE_BIT = 0x00000008,
    VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT = 0x00000010,
    VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT = 0x00000020,
    VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT = 0x00000040,
    VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT = 0x00000080,
    // Provided by VK_KHR_fragment_shading_rate
    VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR = 0x00000100,
} VkImageUsageFlagBits;
```

- `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` specifies that the image can be used as the source of a transfer command.
- `VK_IMAGE_USAGE_TRANSFER_DST_BIT` specifies that the image can be used as the destination of a transfer command.
- `VK_IMAGE_USAGE_SAMPLED_BIT` specifies that the image can be used to create a `VkImageView` suitable
for occupying a VkDescriptorSet slot either of type VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE or
VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER, and be sampled by a shader.

- VK_IMAGE_USAGE_STORAGE_BIT specifies that the image can be used to create a VkImageView suitable
  for occupying a VkDescriptorSet slot of type VK_DESCRIPTOR_TYPE_STORAGE_IMAGE.
- VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT specifies that the image can be used to create a VkImageView suitable for use as a color or resolve attachment in a VkFramebuffer.
- VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT specifies that the image can be used to create a VkImageView suitable for use as a depth/stencil or depth/stencil resolve attachment in a VkFramebuffer.
- VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT specifies that implementations may support using
  memory allocations with the VK_MEMORY_PROPERTY_LAZILY_ALLOCATED_BIT to back an image with
  this usage. This bit can be set for any image that can be used to create a VkImageView suitable for
  use as a color, resolve, depth/stencil, or input attachment.
- VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT specifies that the image can be used to create a VkImageView suitable for occupying VkDescriptorSet slot of type
  VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT; be read from a shader as an input attachment; and be
  used as an input attachment in a framebuffer.
- VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR specifies that the image can be used
  to create a VkImageView suitable for use as a fragment shading rate attachment

// Provided by VK_VERSION_1_0
typedef VkFlags VkImageUsageFlags;

VkImageUsageFlags is a bitmask type for setting a mask of zero or more VkImageUsageFlagBits.

When creating a VkImageView one of the following VkImageUsageFlagBits must be set:

- VK_IMAGE_USAGE_SAMPLED_BIT
- VK_IMAGE_USAGE_STORAGE_BIT
- VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT
- VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT
- VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT
- VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT
- VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

Bits which can be set in VkImageCreateInfo::flags, specifying additional parameters of an image, are:
typedef enum VkImageCreateFlagBits {
    VK_IMAGE_CREATE_SPARSE_BINDING_BIT = 0x00000001,
    VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT = 0x00000002,
    VK_IMAGE_CREATE_SPARSE_ALIASED_BIT = 0x00000004,
    VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT = 0x00000008,
    VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT = 0x00000010,
    // Provided by VK_VERSION_1_1
    VK_IMAGE_CREATE_ALIAS_BIT = 0x00000400,
    // Provided by VK_VERSION_1_1
    VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT = 0x00000040,
    // Provided by VK_VERSION_1_1
    VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT = 0x00000020,
    // Provided by VK_VERSION_1_1
    VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT = 0x00000080,
    // Provided by VK_VERSION_1_1
    VK_IMAGE_CREATE_EXTENDED_USAGE_BIT = 0x00000100,
    // Provided by VK_VERSION_1_1
    VK_IMAGE_CREATE_PROTECTED_BIT = 0x00000800,
    // Provided by VK_VERSION_1_1
    VK_IMAGE_CREATE_DISJOINT_BIT = 0x00000200,
    // Provided by VK_EXT_sample_locations
    VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT = 0x00001000,
} VkImageCreateFlagBits;

• **VK_IMAGE_CREATE_SPARSE_BINDING_BIT** specifies that the image will be backed using sparse memory binding. This flag is not supported in Vulkan SC [SCID-8].

• **VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT** specifies that the image can be partially backed using sparse memory binding. Images created with this flag must also be created with the **VK_IMAGE_CREATE_SPARSE_BINDING_BIT** flag. This flag is not supported in Vulkan SC [SCID-8].

• **VK_IMAGE_CREATE_SPARSE_ALIASED_BIT** specifies that the image will be backed using sparse memory binding with memory ranges that might also simultaneously be backing another image (or another portion of the same image). Images created with this flag must also be created with the **VK_IMAGE_CREATE_SPARSE_BINDING_BIT** flag. This flag is not supported in Vulkan SC [SCID-8].

• **VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT** specifies that the image can be used to create a VkImageView with a different format from the image. For multi-planar formats, **VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT** specifies that a VkImageView can be created of a plane of the image.

• **VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT** specifies that the image can be used to create a VkImageView of type **VK_IMAGE_VIEW_TYPE_CUBE** or **VK_IMAGE_VIEW_TYPE_CUBE_ARRAY**.

• **VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT** specifies that the image can be used to create a VkImageView of type **VK_IMAGE_VIEW_TYPE_2D** or **VK_IMAGE_VIEW_TYPE_2D_ARRAY**.

• **VK_IMAGE_CREATE_PROTECTED_BIT** specifies that the image is a protected image.

• **VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT** specifies that the image can be used with a non-zero value of the **splitInstanceBindRegionCount** member of a
**VkBindImageMemoryDeviceGroupInfo** structure passed into **vkBindImageMemory2**. This flag also has the effect of making the image use the standard sparse image block dimensions. This flag is not supported in Vulkan SC [SCID-8].

- **VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT** specifies that the image having a compressed format can be used to create a **VkImageView** with an uncompressed format where each texel in the image view corresponds to a compressed texel block of the image.

- **VK_IMAGE_CREATE_EXTENDED_USAGE_BIT** specifies that the image can be created with usage flags that are not supported for the format the image is created with but are supported for at least one format a **VkImageView** created from the image can have.

- **VK_IMAGE_CREATE_DISJOINT_BIT** specifies that an image with a multi-planar format must have each plane separately bound to memory, rather than having a single memory binding for the whole image; the presence of this bit distinguishes a disjoint image from an image without this bit set.

- **VK_IMAGE_CREATE_ALIAS_BIT** specifies that two images created with the same creation parameters and aliased to the same memory can interpret the contents of the memory consistently with each other, subject to the rules described in the Memory Aliasing section. This flag further specifies that each plane of a disjoint image can share an in-memory non-linear representation with single-plane images, and that a single-plane image can share an in-memory non-linear representation with a plane of a multi-planar disjoint image, according to the rules in Compatible Formats of Planes of Multi-Planar Formats. If the **pNext** chain includes a **VkExternalMemoryImageCreateInfo** structure whose **handleTypes** member is not 0, it is as if **VK_IMAGE_CREATE_ALIAS_BIT** is set.

- **VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT** specifies that an image with a depth or depth/stencil format can be used with custom sample locations when used as a depth/stencil attachment.

See Sparse Resource Features and Sparse Physical Device Features for more details.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkImageCreateFlags;
```

**VkImageCreateFlags** is a bitmask type for setting a mask of zero or more **VkImageCreateFlagBits**.

Possible values of **VkImageCreateInfo::imageType**, specifying the basic dimensionality of an image, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkImageType {  
    VK_IMAGE_TYPE_1D = 0,
    VK_IMAGE_TYPE_2D = 1,  
    VK_IMAGE_TYPE_3D = 2,
} VkImageType;
```

- **VK_IMAGE_TYPE_1D** specifies a one-dimensional image.
• **VK_IMAGE_TYPE_2D** specifies a two-dimensional image.

• **VK_IMAGE_TYPE_3D** specifies a three-dimensional image.

Possible values of `VkImageCreateInfo::tiling`, specifying the tiling arrangement of texel blocks in an image, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkImageTiling {
    VK_IMAGE_TILING_OPTIMAL = 0,
    VK_IMAGE_TILING_LINEAR = 1,
    // Provided by VK_EXT_image_drm_format_modifier
    VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT = 1000158000,
} VkImageTiling;
```

• **VK_IMAGE_TILING_OPTIMAL** specifies optimal tiling (texels are laid out in an implementation-dependent arrangement, for more efficient memory access).

• **VK_IMAGE_TILING_LINEAR** specifies linear tiling (texels are laid out in memory in row-major order, possibly with some padding on each row).

• **VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT** indicates that the image's tiling is defined by a Linux DRM format modifier. The modifier is specified at image creation with `VkImageDrmFormatModifierListCreateInfoEXT` or `VkImageDrmFormatModifierExplicitCreateInfoEXT`, and can be queried with `vkGetImageDrmFormatModifierPropertiesEXT`.

To query the memory layout of an image subresource, call:

```c
// Provided by VK_VERSION_1_0
void vkGetImageSubresourceLayout(
    VkDevice device,
    VkImage image,
    const VkImageSubresource* pSubresource,
    VkSubresourceLayout* pLayout);
```

• **device** is the logical device that owns the image.

• **image** is the image whose layout is being queried.

• **pSubresource** is a pointer to a `VkImageSubresource` structure selecting a specific image subresource from the image.

• **pLayout** is a pointer to a `VkSubresourceLayout` structure in which the layout is returned.

If the image is linear, then the returned layout is valid for host access.

If the image's tiling is **VK_IMAGE_TILING_LINEAR** and its format is a multi-planar format, then `vkGetImageSubresourceLayout` describes one **format plane** of the image. If the image's tiling is **VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT**, then `vkGetImageSubresourceLayout` describes one **memory plane** of the image. If the image's tiling is **VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT** and the image is...
non-linear, then the returned layout has an implementation-dependent meaning; the vendor of the image's DRM format modifier may provide documentation that explains how to interpret the returned layout.

\texttt{vkGetImageSubresourceLayout} is invariant for the lifetime of a single image. However, the subresource layout of images in Android hardware buffer or QNX Screen buffer external memory is not known until the image has been bound to memory, so applications must not call \	exttt{vkGetImageSubresourceLayout} for such an image before it has been bound.

### Valid Usage

- VUID-\texttt{vkGetImageSubresourceLayout-image-07790}
  - image must have been created with tiling equal to \texttt{VK_IMAGE_TILING_LINEAR} or \texttt{VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT}

- VUID-\texttt{vkGetImageSubresourceLayout-aspectMask-00997}
  - The \texttt{aspectMask} member of \texttt{pSubresource must} only have a single bit set

- VUID-\texttt{vkGetImageSubresourceLayout-mipLevel-01716}
  - The \texttt{mipLevel} member of \texttt{pSubresource must} be less than the \texttt{mipLevels} specified in image

- VUID-\texttt{vkGetImageSubresourceLayout-arrayLayer-01717}
  - The \texttt{arrayLayer} member of \texttt{pSubresource must} be less than the \texttt{arrayLayers} specified in image

- VUID-\texttt{vkGetImageSubresourceLayout-format-08886}
  - If \texttt{format} of the \texttt{image} is a color format that is not a multi-planar image format, and \texttt{tiling} of the \texttt{image} is \texttt{VK_IMAGE_TILING_LINEAR} or \texttt{VK_IMAGE_TILING_OPTIMAL}, the \texttt{aspectMask} member of \texttt{pSubresource must} be \texttt{VK_IMAGE_ASPECT_COLOR_BIT}

- VUID-\texttt{vkGetImageSubresourceLayout-format-04462}
  - If \texttt{format} of the \texttt{image} has a depth component, the \texttt{aspectMask} member of \texttt{pSubresource must} contain \texttt{VK_IMAGE_ASPECT_DEPTH_BIT}

- VUID-\texttt{vkGetImageSubresourceLayout-format-04463}
  - If \texttt{format} of the \texttt{image} has a stencil component, the \texttt{aspectMask} member of \texttt{pSubresource must} contain \texttt{VK_IMAGE_ASPECT_STENCIL_BIT}

- VUID-\texttt{vkGetImageSubresourceLayout-format-04464}
  - If \texttt{format} of the \texttt{image} does not contain a stencil or depth component, the \texttt{aspectMask} member of \texttt{pSubresource must} not contain \texttt{VK_IMAGE_ASPECT_DEPTH_BIT} or \texttt{VK_IMAGE_ASPECT_STENCIL_BIT}

- VUID-\texttt{vkGetImageSubresourceLayout-tiling-08717}
  - If the \texttt{tiling} of the \texttt{image} is \texttt{VK_IMAGE_TILING_LINEAR} and has a multi-planar image format, then the \texttt{aspectMask} member of \texttt{pSubresource must} be a single valid multi-planar aspect mask bit

- VUID-\texttt{vkGetImageSubresourceLayout-tiling-09433}
  - If the \texttt{tiling} of the \texttt{image} is \texttt{VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT}, then the \texttt{aspectMask} member of \texttt{pSubresource must} be \texttt{VK_IMAGE_ASPECT_MEMORY_PLANE_i_BIT_EXT} and the index \texttt{i must} be less than the \texttt{VkDrmFormatModifierPropertiesEXT::drmFormatModifierPlaneCount} associated with the image's \texttt{format} and \texttt{VkImageDrmFormatModifierPropertiesEXT}
Valid Usage (Implicit)

- VUID-vkGetImageSubresourceLayout-device-parameter
  
  device must be a valid VkDevice handle

- VUID-vkGetImageSubresourceLayout-image-parameter
  
  image must be a valid VkImage handle

- VUID-vkGetImageSubresourceLayout-pSubresource-parameter
  
  pSubresource must be a valid pointer to a valid VkImageSubresource structure

- VUID-vkGetImageSubresourceLayout-pLayout-parameter
  
  pLayout must be a valid pointer to a VkSubresourceLayout structure

- VUID-vkGetImageSubresourceLayout-image-parent
  
  image must have been created, allocated, or retrieved from device

The VkImageSubresource structure is defined as:

```c
#pragma once

// Provided by VK_VERSION_1_0
typedef struct VkImageSubresource {
    VkImageAspectFlags aspectMask;
    uint32_t mipLevel;
    uint32_t arrayLayer;
} VkImageSubresource;
```

- aspectMask is a VkImageAspectFlags value selecting the image aspect.
- mipLevel selects the mipmap level.
- arrayLayer selects the array layer.

Valid Usage (Implicit)

- VUID-VkImageSubresource-aspectMask-parameter
  
  aspectMask must be a valid combination of VkImageAspectFlagBits values

- VUID-VkImageSubresource-aspectMask-requiredbitmask
  
  aspectMask must not be 0

Information about the layout of the image subresource is returned in a VkSubresourceLayout structure:
// Provided by VK_VERSION_1_0

typedef struct VkSubresourceLayout {
    VkDeviceSize offset;
    VkDeviceSize size;
    VkDeviceSize rowPitch;
    VkDeviceSize arrayPitch;
    VkDeviceSize depthPitch;
} VkSubresourceLayout;

- **offset** is the byte offset from the start of the image or the plane where the image subresource begins.
- **size** is the size in bytes of the image subresource. **size** includes any extra memory that is required based on **rowPitch**.
- **rowPitch** describes the number of bytes between each row of texels in an image.
- **arrayPitch** describes the number of bytes between each array layer of an image.
- **depthPitch** describes the number of bytes between each slice of 3D image.

If the image is **linear**, then **rowPitch**, **arrayPitch** and **depthPitch** describe the layout of the image subresource in linear memory. For uncompressed formats, **rowPitch** is the number of bytes between texels with the same x coordinate in adjacent rows (y coordinates differ by one). **arrayPitch** is the number of bytes between texels with the same x and y coordinate in adjacent array layers of the image (array layer values differ by one). **depthPitch** is the number of bytes between texels with the same x and y coordinate in adjacent slices of a 3D image (z coordinates differ by one). Expressed as an addressing formula, the starting byte of a texel in the image subresource has address:

\[
\text{address}(x,y,z,\text{layer}) = \text{layer} \times \text{arrayPitch} + z \times \text{depthPitch} + y \times \text{rowPitch} + x \times \text{elementSize} + \text{offset}
\]

For compressed formats, the **rowPitch** is the number of bytes between compressed texel blocks in adjacent rows. **arrayPitch** is the number of bytes between compressed texel blocks in adjacent array layers. **depthPitch** is the number of bytes between compressed texel blocks in adjacent slices of a 3D image.

\[
\text{address}(x,y,z,\text{layer}) = \text{layer} \times \text{arrayPitch} + z \times \text{depthPitch} + y \times \text{rowPitch} + x \times \text{compressedTexelBlockByteSize} + \text{offset};
\]

The value of **arrayPitch** is undefined for images that were not created as arrays. **depthPitch** is defined only for 3D images.

If the image has a **single-plane** color format and its tiling is **VK_IMAGE_TILING_LINEAR**, then the **aspectMask** member of **VkImageSubresource** must be **VK_IMAGE_ASPECT_COLOR_BIT**.

If the image has a depth/stencil format and its tiling is **VK_IMAGE_TILING_LINEAR**, then **aspectMask**
must be either VK_IMAGE_ASPECT_DEPTH_BIT or VK_IMAGE_ASPECT_STENCIL_BIT. On implementations that store depth and stencil aspects separately, querying each of these image subresource layouts will return a different offset and size representing the region of memory used for that aspect. On implementations that store depth and stencil aspects interleaved, the same offset and size are returned and represent the interleaved memory allocation.

If the image has a multi-planar format and its tiling is VK_IMAGE_TILING_LINEAR, then the aspectMask member of VkImageSubresource must be VK_IMAGE_ASPECT_PLANE_0_BIT, VK_IMAGE_ASPECT_PLANE_1_BIT, or (for 3-plane formats only) VK_IMAGE_ASPECT_PLANE_2_BIT. Querying each of these image subresource layouts will return a different offset and size representing the region of memory used for that plane. If the image is disjoint, then the offset is relative to the base address of the plane. If the image is non-disjoint, then the offset is relative to the base address of the image.

If the image’s tiling is VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT, then the aspectMask member of VkImageSubresource must be one of VK_IMAGE_ASPECT_MEMORY_PLANE_0_BIT_EXT, where the maximum allowed plane index i is defined by the VkDrmFormatModifierPropertiesEXT::drmFormatModifierPlaneCount associated with the image's VkImageCreateInfo::format and modifier. The memory range used by the subresource is described by offset and size. If the image is disjoint, then the offset is relative to the base address of the memory plane. If the image is non-disjoint, then the offset is relative to the base address of the image. If the image is non-linear, then rowPitch, arrayPitch, and depthPitch have an implementation-dependent meaning.

If an image was created with VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT, then the image has a Linux DRM format modifier. To query the modifier, call:

```c
// Provided by VK_EXT_image_drm_format_modifier
VkResult vkGetImageDrmFormatModifierPropertiesEXT(
    VkDevice device,       
    VkImage image,         
    VkImageDrmFormatModifierPropertiesEXT* pProperties);
```

- device is the logical device that owns the image.
- image is the queried image.
- pProperties is a pointer to a VkImageDrmFormatModifierPropertiesEXT structure in which properties of the image's DRM format modifier are returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkGetImageDrmFormatModifierPropertiesEXT must not return VK_ERROR_OUT_OF_HOST_MEMORY.

**Valid Usage**

- VUID-vkGetImageDrmFormatModifierPropertiesEXT-image-02272 image must have been created with tiling equal to VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT
Valid Usage (Implicit)

- VUID-vkGetImageDrmFormatModifierPropertiesEXT-device-parameter
  device must be a valid VkDevice handle

- VUID-vkGetImageDrmFormatModifierPropertiesEXT-image-parameter
  image must be a valid VkImage handle

- VUID-vkGetImageDrmFormatModifierPropertiesEXT-pProperties-parameter
  pProperties must be a valid pointer to a VkImageDrmFormatModifierPropertiesEXT structure

- VUID-vkGetImageDrmFormatModifierPropertiesEXT-image-parent
  image must have been created, allocated, or retrieved from device

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY

The VkImageDrmFormatModifierPropertiesEXT structure is defined as:

```c
// Provided by VK_EXT_image_drm_format_modifier
typedef struct VK_IMAGE_DRM_FORMAT_MODIFIER_PROPERTIES_EXT {
    VkStructureType sType;
    void* pNext;
    uint64_t drmFormatModifier;
} VkImageDrmFormatModifierPropertiesEXT;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **drmFormatModifier** returns the image’s Linux DRM format modifier.

If the image was created with VkImageDrmFormatModifierListCreateInfoEXT, then the returned drmFormatModifier must belong to the list of modifiers provided at time of image creation in VkImageDrmFormatModifierListCreateInfoEXT::pDrmFormatModifiers. If the image was created with VkImageDrmFormatModifierExplicitCreateInfoEXT, then the returned drmFormatModifier must be the modifier provided at time of image creation in VkImageDrmFormatModifierExplicitCreateInfoEXT::drmFormatModifier.

Valid Usage (Implicit)

- VUID-VkImageDrmFormatModifierPropertiesEXT-sType-sType
**sType** must be `VK_STRUCTURE_TYPE_IMAGE_DRM_FORMAT_MODIFIER_PROPERTIES_EXT`

- VUID-VkImageDrmFormatModifierPropertiesEXT-pNext-pNext
  - `pNext` must be `NULL`

To destroy an image, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroyImage(
    VkDevice device,
    VkImage image,
    const VkAllocationCallbacks* pAllocator);
```

- **device** is the logical device that destroys the image.
- **image** is the image to destroy.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.

### Valid Usage

- VUID-vkDestroyImage-image-01000
  All submitted commands that refer to **image**, either directly or via a `VkImageView`, **must** have completed execution

- VUID-vkDestroyImage-image-04882
  **image** **must** not have been acquired from `vkGetSwapchainImagesKHR`

### Valid Usage (Implicit)

- VUID-vkDestroyImage-device-parameter
  **device** **must** be a valid `VkDevice` handle

- VUID-vkDestroyImage-image-parameter
  If **image** is not `VK_NULL_HANDLE`, **image** **must** be a valid `VkImage` handle

- VUID-vkDestroyImage-pAllocator-null
  **pAllocator** **must** be `NULL`

- VUID-vkDestroyImage-image-parent
  If **image** is a valid handle, it **must** have been created, allocated, or retrieved from **device**

### Host Synchronization

- Host access to **image** **must** be externally synchronized
12.3.1. Image Format Features

Valid uses of a `VkImage` may depend on the image’s `format features`, defined below. Such constraints are documented in the affected valid usage statement.

- If the image was created with `VK_IMAGE_TILING_LINEAR`, then its set of `format features` is the value of `VkFormatProperties::linearTilingFeatures` found by calling `vkGetPhysicalDeviceFormatProperties` on the same `format` as `VkImageCreateInfo::format`.

- If the image was created with `VK_IMAGE_TILING_OPTIMAL`, but without a QNX Screen Buffer external format then its set of `format features` is the value of `VkFormatProperties::optimalTilingFeatures` found by calling `vkGetPhysicalDeviceFormatProperties` on the same `format` as `VkImageCreateInfo::format`.

- If the image was created with an QNX Screen buffer external format, then its set of `format features` is the value of `VkScreenBufferFormatPropertiesQNX::formatFeatures` found by calling `vkGetScreenBufferPropertiesQNX` on the QNX Screen buffer that was imported to the `VkDeviceMemory` to which the image is bound.

- If the image was created with `VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT`, then:
  - The image’s DRM format modifier is the value of `VkImageDrmFormatModifierPropertiesEXT::drmFormatModifier` found by calling `vkGetImageDrmFormatModifierPropertiesEXT`.
  - Let `VkDrmFormatModifierPropertiesListEXT::pDrmFormatModifierProperties` be the array found by calling `vkGetPhysicalDeviceFormatProperties2` on the same `format` as `VkImageCreateInfo::format`.
  - Let `VkDrmFormatModifierPropertiesEXT prop` be the array element whose `drmFormatModifier` member is the value of the image’s DRM format modifier.
  - Then the image’s set of `format features` is the value of `prop::drmFormatModifierTilingFeatures`.

12.3.2. Image Mip Level Sizing

A complete mipmap chain is the full set of mip levels, from the largest mip level provided, down to the minimum mip level size.

Conventional Images

For conventional images, the dimensions of each successive mip level, $n+1$, are:

$$width_{n+1} = \max(\lfloor width_n / 2 \rfloor, 1)$$

$$height_{n+1} = \max(\lfloor height_n / 2 \rfloor, 1)$$

$$depth_{n+1} = \max(\lfloor depth_n / 2 \rfloor, 1)$$

where $width_n$, $height_n$, and $depth_n$ are the dimensions of the next larger mip level, $n$. 
The minimum mip level size is:

- 1 for one-dimensional images,
- 1x1 for two-dimensional images, and
- 1x1x1 for three-dimensional images.

The number of levels in a complete mipmap chain is:

$$\left\lfloor \log_2(\max(width_0, height_0, depth_0)) \right\rfloor + 1$$

where $width_0$, $height_0$, and $depth_0$ are the dimensions of the largest (most detailed) mip level, $0$.

### 12.4. Image Layouts

Images are stored in implementation-dependent opaque layouts in memory. Each layout has limitations on what kinds of operations are supported for image subresources using the layout. At any given time, the data representing an image subresource in memory exists in a particular layout which is determined by the most recent layout transition that was performed on that image subresource. Applications have control over which layout each image subresource uses, and can transition an image subresource from one layout to another. Transitions can happen with an image memory barrier, included as part of a `vkCmdPipelineBarrier` or a `vkCmdWaitEvents` command buffer command (see Image Memory Barriers), or as part of a subpass dependency within a render pass (see VkSubpassDependency).

Image layout is per-image subresource. Separate image subresources of the same image can be in different layouts at the same time, with the exception that depth and stencil aspects of a given image subresource can only be in different layouts if the separateDepthStencilLayouts feature is enabled.

**Note**

Each layout may offer optimal performance for a specific usage of image memory. For example, an image with a layout of `VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL` may provide optimal performance for use as a color attachment, but be unsupported for use in transfer commands. Applications can transition an image subresource from one layout to another in order to achieve optimal performance when the image subresource is used for multiple kinds of operations. After initialization, applications need not use any layout other than the general layout, though this may produce suboptimal performance on some implementations.

Upon creation, all image subresources of an image are initially in the same layout, where that layout is selected by the `VkImageCreateInfo::initialLayout` member. The `initialLayout` must be either `VK_IMAGE_LAYOUT_UNDEFINED` or `VK_IMAGE_LAYOUT_PREINITIALIZED`. If it is `VK_IMAGE_LAYOUT_PREINITIALIZED`, then the image data can be preinitialized by the host while using this layout, and the transition away from this layout will preserve that data. If it is `VK_IMAGE_LAYOUT_UNDEFINED`, then the contents of the data are considered to be undefined, and the transition away from this layout is not guaranteed to preserve that data. For either of these initial
layouts, any image subresources must be transitioned to another layout before they are accessed by the device.

Host access to image memory is only well-defined for linear images and for image subresources of those images which are currently in either the VK_IMAGE_LAYOUT_PREINITIALIZED or VK_IMAGE_LAYOUT_GENERAL layout. Calling vkGetImageSubresourceLayout for a linear image returns a subresource layout mapping that is valid for either of those image layouts.

The set of image layouts consists of:

```c
// Provided by VK_VERSION_1_0
typedef enum VkImageLayout {
    VK_IMAGE_LAYOUT_UNDEFINED = 0,
    VK_IMAGE_LAYOUT_GENERAL = 1,
    VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL = 2,
    VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL = 3,
    VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL = 4,
    VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL = 5,
    VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL = 6,
    VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL = 7,
    VK_IMAGE_LAYOUT_PREINITIALIZED = 8,
    // Provided by VK_VERSION_1_1
    VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL = 1000117000,
    // Provided by VK_VERSION_1_1
    VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL = 1000117001,
    // Provided by VK_VERSION_1_2
    VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL = 1000241000,
    // Provided by VK_VERSION_1_2
    VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL = 1000241001,
    // Provided by VK_VERSION_1_2
    VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL = 1000241002,
    // Provided by VK_VERSION_1_2
    VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL = 1000241003,
    // Provided by VK_KHR_swapchain
    VK_IMAGE_LAYOUT_PRESENT_SRC_KHR = 1000001002,
    // Provided by VK_KHR_shared_presentable_image
    VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR = 1000111000,
    // Provided by VK_KHR_fragment_shading_rate
    VK_IMAGE_LAYOUT_FRAGMENT_SHADING_RATE_ATTACHMENT_OPTIMAL_KHR = 1000164003,
    // Provided by VK_KHR_synchronization2
    VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR = VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL

} VkImageLayout;
```

The type(s) of device access supported by each layout are:

- **VK_IMAGE_LAYOUT_UNDEFINED** specifies that the layout is unknown. Image memory cannot be
transitioned into this layout. This layout can be used as the initialLayout member of VkImageCreateInfo. This layout can be used in place of the current image layout in a layout transition, but doing so will cause the contents of the image’s memory to be undefined.

- **VK_IMAGE_LAYOUT_PREINITIALIZED** specifies that an image’s memory is in a defined layout and can be populated by data, but that it has not yet been initialized by the driver. Image memory cannot be transitioned into this layout. This layout can be used as the initialLayout member of VkImageCreateInfo. This layout is intended to be used as the initial layout for an image whose contents are written by the host, and hence the data can be written to memory immediately, without first executing a layout transition. Currently, **VK_IMAGE_LAYOUT_PREINITIALIZED** is only useful with linear images because there is not a standard layout defined for **VK_IMAGE_TILING_OPTIMAL** images.

- **VK_IMAGE_LAYOUT_GENERAL** supports all types of device access.

- **VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL** specifies a layout that must only be used with attachment accesses in the graphics pipeline.

- **VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL** specifies a layout allowing read only access as an attachment, or in shaders as a sampled image, combined image/sampler, or input attachment.

- **VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL** must only be used as a color or resolve attachment in a VkFramebuffer. This layout is valid only for image subresources of images created with the **VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT** usage bit enabled.

- **VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL** specifies a layout for both the depth and stencil aspects of a depth/stencil format image allowing read and write access as a depth/stencil attachment. It is equivalent to **VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL** and **VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL**.

- **VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL** specifies a layout for both the depth and stencil aspects of a depth/stencil format image allowing read only access as a depth/stencil attachment or in shaders as a sampled image, combined image/sampler, or input attachment. It is equivalent to **VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL** and **VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL**.

- **VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL** specifies a layout for depth/stencil format images allowing read and write access to the stencil aspect as a stencil attachment, and read only access to the depth aspect as a depth attachment or in shaders as a sampled image, combined image/sampler, or input attachment. It is equivalent to **VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL**.

- **VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL** specifies a layout for depth/stencil format images allowing read and write access to the stencil aspect as a stencil attachment or in shaders as a sampled image, combined image/sampler, or input attachment. It is equivalent to **VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL**.

- **VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL** specifies a layout for the depth aspect of a depth/stencil format image allowing read and write access as a depth attachment.

- **VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL** specifies a layout for the depth aspect of a depth/stencil format image allowing read-only access as a depth attachment or in shaders as a sampled image, combined image/sampler, or input attachment.
• **VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL** specifies a layout for the stencil aspect of a depth/stencil format image allowing read and write access as a stencil attachment.

• **VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL** specifies a layout for the stencil aspect of a depth/stencil format image allowing read-only access as a stencil attachment or in shaders as a sampled image, combined image/sampler, or input attachment.

• **VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL** specifies a layout allowing read-only access in a shader as a sampled image, combined image/sampler, or input attachment. This layout is valid only for image subresources of images created with the **VK_IMAGE_USAGE_SAMPLED_BIT** or **VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT** usage bits enabled.

• **VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL** must only be used as a source image of a transfer command (see the definition of **VK_PIPELINE_STAGE_TRANSFER_BIT**). This layout is valid only for image subresources of images created with the **VK_IMAGE_USAGE_TRANSFER_SRC_BIT** usage bit enabled.

• **VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL** must only be used as a destination image of a transfer command. This layout is valid only for image subresources of images created with the **VK_IMAGE_USAGE_TRANSFER_DST_BIT** usage bit enabled.

• **VK_IMAGE_LAYOUT_PRESENT_SRC_KHR** must only be used for presenting a presentable image for display.

• **VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR** is valid only for shared presentable images, and must be used for any usage the image supports.

• **VK_IMAGE_LAYOUT_FRAGMENT_SHADING_RATE_ATTACHMENT_OPTIMAL_KHR** must only be used as a fragment shading rate attachment or This layout is valid only for image subresources of images created with the **VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR** usage bit enabled.

The layout of each image subresource is not a state of the image subresource itself, but is rather a property of how the data in memory is organized, and thus for each mechanism of accessing an image in the API the application must specify a parameter or structure member that indicates which image layout the image subresource(s) are considered to be in when the image will be accessed. For transfer commands, this is a parameter to the command (see Clear Commands and Copy Commands). For use as a framebuffer attachment, this is a member in the substructures of the **VkRenderPassCreateInfo** (see Render Pass). For use in a descriptor set, this is a member in the **VkDescriptorImageInfo** structure (see Descriptor Set Updates).

### 12.4.1. Image Layout Matching Rules

At the time that any command buffer command accessing an image executes on any queue, the layouts of the image subresources that are accessed must all match exactly the layout specified via the API controlling those accesses, except in case of accesses to an image with a depth/stencil format performed through descriptors referring to only a single aspect of the image, where the following relaxed matching rules apply:

• Descriptors referring just to the depth aspect of a depth/stencil image only need to match in the image layout of the depth aspect, thus **VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL** and **VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL** are considered to match.

• Descriptors referring just to the stencil aspect of a depth/stencil image only need to match in the...
image layout of the stencil aspect, thus **VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL** and
**VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL** are considered to match.

When performing a layout transition on an image subresource, the old layout value **must** either
equal the current layout of the image subresource (at the time the transition executes), or else be
**VK_IMAGE_LAYOUT_UNDEFINED** (implying that the contents of the image subresource need not be
preserved). The new layout used in a transition **must** not be **VK_IMAGE_LAYOUT_UNDEFINED** or
**VK_IMAGE_LAYOUT_PREINITIALIZED**.

The image layout of each image subresource of a depth/stencil image created with
**VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT** is dependent on the last sample
locations used to render to the image subresource as a depth/stencil attachment, thus applications
**must** provide the same sample locations that were last used to render to the given image
subresource whenever a layout transition of the image subresource happens, otherwise the
contents of the depth aspect of the image subresource become undefined.

In addition, depth reads from a depth/stencil attachment referring to an image subresource range
of a depth/stencil image created with **VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT**
using different sample locations than what have been last used to perform depth writes to the
image subresources of the same image subresource range return undefined values.

Similarly, depth writes to a depth/stencil attachment referring to an image subresource range of
a depth/stencil image created with **VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT**
using different sample locations than what have been last used to perform depth writes to the
image subresources of the same image subresource range make the contents of the depth aspect of those
image subresources undefined.

### 12.5. Image Views

Image objects are not directly accessed by pipeline shaders for reading or writing image data.
Instead, **image views** representing contiguous ranges of the image subresources and containing
additional metadata are used for that purpose. Views **must** be created on images of compatible
types, and **must** represent a valid subset of image subresources.

Image views are represented by **VkImageView** handles:

```cpp
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkImageView)
```

**VK_REMAINING_ARRAY_LAYERS** is a special constant value used for image views to indicate that all
remaining array layers in an image after the base layer should be included in the view.

```cpp
#define VK_REMAINING_ARRAY_LAYERS (~0U)
```

**VK_REMAINING_MIP_LEVELS** is a special constant value used for image views to indicate that all
remaining mipmap levels in an image after the base level should be included in the view.
The types of image views that **can** be created are:

```c
typedef enum VkImageViewType {
    VK_IMAGE_VIEW_TYPE_1D = 0,
    VK_IMAGE_VIEW_TYPE_2D = 1,
    VK_IMAGE_VIEW_TYPE_3D = 2,
    VK_IMAGE_VIEW_TYPE_CUBE = 3,
    VK_IMAGE_VIEW_TYPE_1D_ARRAY = 4,
    VK_IMAGE_VIEW_TYPE_2D_ARRAY = 5,
    VK_IMAGE_VIEW_TYPE_CUBE_ARRAY = 6,
} VkImageViewType;
```

To create an image view, call:

```c
VkResult vkCreateImageView(
    VkDevice device,
    const VkImageViewCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkImageView* pView);
```

- **device** is the logical device that creates the image view.
- **pCreateInfo** is a pointer to a `VkImageViewCreateInfo` structure containing parameters to be used to create the image view.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.
- **pView** is a pointer to a `VkImageView` handle in which the resulting image view object is returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkCreateImageView` **must** not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

## Valid Usage

- VUID-vkCreateImageView-device-09667
  **device** must support at least one queue family with one of the `VK_QUEUE_COMPUTE_BIT`, or `VK_QUEUE_GRAPHICS_BIT` capabilities

- VUID-vkCreateImageView-image-09179
  `VkImageViewCreateInfo::image` must have been created from **device**

- VUID-vkCreateImageView-device-05068
  The number of image views currently allocated from **device** plus 1 **must** be less than or
equal to the total number of image views requested via VkDeviceObjectReservationCreateInfo::imageViewRequestCount specified when device was created

- VUID-vkCreateImageView-subresourceRange-05063
  If VkImageViewCreateInfo::subresourceRange.layerCount is not VK_REMAINING_ARRAY_LAYERS and is greater than 1, or if VkImageViewCreateInfo::subresourceRange.layerCount is VK_REMAINING_ARRAY_LAYERS and the remaining number of layers in VkImageViewCreateInfo::image is greater than 1, the number of image views with more than one array layer currently allocated from device plus 1 must be less than or equal to the total number of image views requested via VkDeviceObjectReservationCreateInfo::layeredImageViewRequestCount specified when device was created

### Valid Usage (Implicit)

- VUID-vkCreateImageView-device-parameter
device must be a valid VkDevice handle
- VUID-vkCreateImageView-pCreateInfo-parameter
  pCreateInfo must be a valid pointer to a valid VkImageViewCreateInfo structure
- VUID-vkCreateImageView-pAllocator-null
  pAllocator must be NULL
- VUID-vkCreateImageView-pView-parameter
  pView must be a valid pointer to a VkImageView handle

### Return Codes

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkImageViewCreateInfo structure is defined as:
typedef struct VkImageViewCreateInfo {
  VkStructureType sType;
  const void* pNext;
  VkImageViewCreateFlags flags;
  VkImage image;
  VkImageViewType viewType;
 VkFormat format;
  VkComponentMapping components;
  VkImageSubresourceRange subresourceRange;
} VkImageViewCreateInfo;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• flags is a bitmask of VkImageViewCreateFlagBits specifying additional parameters of the image view.
• image is a VkImage on which the view will be created.
• viewType is a VkImageViewType value specifying the type of the image view.
• format is a VkFormat specifying the format and type used to interpret texel blocks of the image.
• components is a VkComponentMapping structure specifying a remapping of color components (or of depth or stencil components after they have been converted into color components).
• subresourceRange is a VkImageSubresourceRange structure selecting the set of mipmap levels and array layers to be accessible to the view.

Some of the image creation parameters are inherited by the view. In particular, image view creation inherits the implicit parameter usage specifying the allowed usages of the image view that, by default, takes the value of the corresponding usage parameter specified in VkImageCreateInfo at image creation time. The implicit usage can be overridden by adding a VkImageViewUsageCreateInfo structure to the pNext chain, but the view usage must be a subset of the image usage. If image has a depth-stencil format and was created with a VkImageStencilUsageCreateInfo structure included in the pNext chain of VkImageCreateInfo, the usage is calculated based on the subresource.aspectMask provided:

• If aspectMask includes only VK_IMAGE_ASPECT_STENCIL_BIT, the implicit usage is equal to VkImageStencilUsageCreateInfo::stencilUsage.
• If aspectMask includes only VK_IMAGE_ASPECT_DEPTH_BIT, the implicit usage is equal to VkImageCreateInfo::usage.
• If both aspects are included in aspectMask, the implicit usage is equal to the intersection of VkImageCreateInfo::usage and VkImageStencilUsageCreateInfo::stencilUsage.

If image was created with the VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT flag, and if the format of the image is not multi-planar, format can be different from the image’s format, but if image was created without the VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT flag and they are not equal they must be compatible. Image format compatibility is defined in the Format Compatibility Classes section.
Views of compatible formats will have the same mapping between texel coordinates and memory locations irrespective of the format, with only the interpretation of the bit pattern changing.

If image was created with a multi-planar format, and the image view's aspectMask is one of VK_IMAGE_ASPECT_PLANE_0_BIT, VK_IMAGE_ASPECT_PLANE_1_BIT or VK_IMAGE_ASPECT_PLANE_2_BIT, the view's aspect mask is considered to be equivalent to VK_IMAGE_ASPECT_COLOR_BIT when used as a framebuffer attachment.

**Note**

Values intended to be used with one view format may not be exactly preserved when written or read through a different format. For example, an integer value that happens to have the bit pattern of a floating point denorm or NaN may be flushed or canonicalized when written or read through a view with a floating point format. Similarly, a value written through a signed normalized format that has a bit pattern exactly equal to \(-2^b\) may be changed to \(-2^b + 1\) as described in Conversion from Normalized Fixed-Point to Floating-Point.

If image was created with the VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT flag, format must be compatible with the image's format as described above; or must be an uncompressed format, in which case it must be size-compatible with the image's format. In this case, the resulting image view's texel dimensions equal the dimensions of the selected mip level divided by the compressed texel block size and rounded up.

The VkComponentMapping components member describes a remapping from components of the image to components of the vector returned by shader image instructions. This remapping must be the identity swizzle for storage image descriptors, input attachment descriptors, framebuffer attachments, and any VkImageView used with a combined image sampler that enables sampler Y'CbCr conversion.

If the image view is to be used with a sampler which supports sampler Y'CbCr conversion, an identically defined object of type VkSamplerYcbcrConversion to that used to create the sampler must be passed to vkCreateImageView in a VkSamplerYcbcrConversionInfo included in the pNext chain of VkImageViewCreateInfo. Conversely, if a VkSamplerYcbcrConversion object is passed to vkCreateImageView, an identically defined VkSamplerYcbcrConversion object must be used when sampling the image.

If the image has a multi-planar format, subresourceRange.aspectMask is VK_IMAGE_ASPECT_COLOR_BIT, and usage includes VK_IMAGE_USAGE_SAMPLED_BIT, then the format must be identical to the image format and the sampler to be used with the image view must enable sampler Y'CbCr conversion.

If image was created with the VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT and the image has a multi-planar format, and if subresourceRange.aspectMask is VK_IMAGE_ASPECT_PLANE_0_BIT, VK_IMAGE_ASPECT_PLANE_1_BIT, or VK_IMAGE_ASPECT_PLANE_2_BIT, format must be compatible with the corresponding plane of the image, and the sampler to be used with the image view must not enable sampler Y'CbCr conversion. The width and height of the single-plane image view must be derived from the multi-planar image's dimensions in the manner listed for plane compatibility for the plane.

Any view of an image plane will have the same mapping between texel coordinates and memory
locations as used by the components of the color aspect, subject to the formulae relating texel coordinates to lower-resolution planes as described in Chroma Reconstruction. That is, if an R or B plane has a reduced resolution relative to the G plane of the multi-planar image, the image view operates using the \((u_{\text{plane}}, v_{\text{plane}})\) unnormalized coordinates of the reduced-resolution plane, and these coordinates access the same memory locations as the \((u_{\text{color}}, v_{\text{color}})\) unnormalized coordinates of the color aspect for which chroma reconstruction operations operate on the same \((u_{\text{plane}}, v_{\text{plane}})\) or \((i_{\text{plane}}, j_{\text{plane}})\) coordinates.

### Table 13. Image type and image view type compatibility requirements

<table>
<thead>
<tr>
<th>Image View Type</th>
<th>Compatible Image Types</th>
</tr>
</thead>
<tbody>
<tr>
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<td>VK_IMAGE_TYPE_1D</td>
</tr>
<tr>
<td>VK_IMAGE_VIEW_TYPE_1D_ARRAY</td>
<td>VK_IMAGE_TYPE_1D</td>
</tr>
<tr>
<td>VK_IMAGE_VIEW_TYPE_2D</td>
<td>VK_IMAGE_TYPE_2D, VK_IMAGE_TYPE_3D</td>
</tr>
<tr>
<td>VK_IMAGE_VIEW_TYPE_2D_ARRAY</td>
<td>VK_IMAGE_TYPE_2D, VK_IMAGE_TYPE_3D</td>
</tr>
<tr>
<td>VK_IMAGE_VIEW_TYPE_CUBE</td>
<td>VK_IMAGE_TYPE_2D</td>
</tr>
<tr>
<td>VK_IMAGE_VIEW_TYPE_CUBE_ARRAY</td>
<td>VK_IMAGE_TYPE_2D</td>
</tr>
<tr>
<td>VK_IMAGE_VIEW_TYPE_3D</td>
<td>VK_IMAGE_TYPE_3D</td>
</tr>
</tbody>
</table>

### Valid Usage

- **VUID-VkImageViewCreateInfo-image-01003**
  If image was not created with VK_IMAGE>Create>CUBE_COMPATIBLE_BIT then viewType must not be VK_IMAGE_VIEW_TYPE_CUBE or VK_IMAGE_VIEW_TYPE_CUBE_ARRAY

- **VUID-VkImageViewCreateInfo-viewType-01004**
  If the imageCubeArray feature is not enabled, viewType must not be VK_IMAGE_VIEW_TYPE_CUBE_ARRAY

- **VUID-VkImageViewCreateInfo-image-06723**
  If image was created with VK_IMAGE_TYPE_3D but without VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT set then viewType must not be VK_IMAGE_VIEW_TYPE_2D_ARRAY

- **VUID-VkImageViewCreateInfo-image-06727**
  If image was created with VK_IMAGE_TYPE_3D but without VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT set then viewType must not be VK_IMAGE_VIEW_TYPE_2D

- **VUID-VkImageViewCreateInfo-image-04970**
  If image was created with VK_IMAGE_TYPE_3D and viewType is VK_IMAGE_VIEW_TYPE_2D or VK_IMAGE_VIEW_TYPE_2D_ARRAY then subresourceRange.levelCount must be 1

- **VUID-VkImageViewCreateInfo-image-04972**
  If image was created with a samples value not equal to VK_SAMPLE_COUNT_1_BIT then viewType must be either VK_IMAGE_VIEW_TYPE_2D or VK_IMAGE_VIEW_TYPE_2D_ARRAY

- **VUID-VkImageViewCreateInfo-image-04441**
  image must have been created with a usage value containing at least one of the usages defined in the valid image usage list for image views
• VUID-VkImageViewCreateInfo-None-02273
  The format features of the resultant image view must contain at least one bit

• VUID-VkImageViewCreateInfo-usage-02274
  If usage contains VK_IMAGE_USAGE_SAMPLED_BIT, then the format features of the resultant image view must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT

• VUID-VkImageViewCreateInfo-usage-02275
  If usage contains VK_IMAGE_USAGE_STORAGE_BIT, then the image view's format features must contain VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT

• VUID-VkImageViewCreateInfo-usage-02276
  If usage contains VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT, then the image view's format features must contain VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT

• VUID-VkImageViewCreateInfo-usage-08932
  If usage contains VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT, then the image view's format features must contain at least one of VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT or VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT

• VUID-VkImageViewCreateInfo-subresourceRange-01478
  subresourceRange.baseMipLevel must be less than the mipLevels specified in VkImageCreateInfo when image was created

• VUID-VkImageViewCreateInfo-subresourceRange-01718
  If subresourceRange.levelCount is not VK_REMAINING_MIP_LEVELS, subresourceRange.baseMipLevel + subresourceRange.levelCount must be less than or equal to the mipLevels specified in VkImageCreateInfo when image was created

• VUID-VkImageViewCreateInfo-image-01482
  If image is not a 3D image created with VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT set, or viewType is not VK_IMAGE_VIEW_TYPE_2D or VK_IMAGE_VIEW_TYPE_2D_ARRAY, subresourceRange.baseArrayLayer must be less than the arrayLayers specified in VkImageCreateInfo when image was created

• VUID-VkImageViewCreateInfo-subresourceRange-01483
  If subresourceRange.layerCount is not VK_REMAINING_ARRAY_LAYERS, image is not a 3D image created with VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT set, or viewType is not VK_IMAGE_VIEW_TYPE_2D or VK_IMAGE_VIEW_TYPE_2D_ARRAY, subresourceRange.baseArrayLayer must be less than the depth computed from baseMipLevel and extent.depth specified in VkImageCreateInfo when image was created, according to 621
the formula defined in Image Mip Level Sizing

- **VUID-VkImageViewCreateInfo-subresourceRange-02725**
  If `subresourceRange.layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, `image` is a 3D image created with `VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT` set, and `viewType` is `VK_IMAGE_VIEW_TYPE_2D` or `VK_IMAGE_VIEW_TYPE_2D_ARRAY`, `subresourceRange.layerCount` must be non-zero and `subresourceRange.baseArrayLayer + subresourceRange.layerCount` must be less than or equal to the depth computed from `baseMipLevel` and `extent.depth` specified in `VkImageCreateInfo` when `image` was created, according to the formula defined in Image Mip Level Sizing

- **VUID-VkImageViewCreateInfo-image-01761**
  If `image` was created with the `VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT` flag, but without the `VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT` flag, and if the format of the `image` is not a multi-planar format, `format` must be compatible with the `format` used to create `image`, as defined in Format Compatibility Classes

- **VUID-VkImageViewCreateInfo-image-01583**
  If `image` was created with the `VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT` flag, `format` must be compatible with, or must be an uncompressed format that is size-compatible with, the `format` used to create `image`

- **VUID-VkImageViewCreateInfo-image-07072**
  If `image` was created with the `VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT` flag and `format` is a non-compressed format, the `levelCount` member of `subresourceRange` must be 1

- **VUID-VkImageViewCreateInfo-image-09487**
  If `image` was created with the `VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT` flag, and `format` is a non-compressed format, then the `layerCount` member of `subresourceRange` must be 1

- **VUID-VkImageViewCreateInfo-pNext-01585**
  If a `VkImageFormatListCreateInfo` structure was included in the `pNext` chain of the `VkImageCreateInfo` structure used when creating `image` and `VkImageFormatListCreateInfo::viewFormatCount` is not zero then `format` must be one of the formats in `VkImageFormatListCreateInfo::pViewFormats`

- **VUID-VkImageViewCreateInfo-image-01586**
  If `image` was created with the `VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT` flag, if the `format` of the `image` is a multi-planar format, and if `subresourceRange.aspectMask` is one of the multi-planar aspect mask bits, then `format` must be compatible with the `VkFormat` for the plane of the `image format` indicated by `subresourceRange.aspectMask`, as defined in Compatible Formats of Planes of Multi-Planar Formats

- **VUID-VkImageViewCreateInfo-subresourceRange-07818**
  `subresourceRange.aspectMask` must only have at most 1 valid multi-planar aspect mask bit

- **VUID-VkImageViewCreateInfo-image-01762**
  If `image` was not created with the `VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT` flag, or if the `format` of the `image` is a multi-planar format and if `subresourceRange.aspectMask` is `VK_IMAGE_ASPECT_COLOR_BIT`, `format` must be identical to the `format` used to create `image`

- **VUID-VkImageViewCreateInfo-format-06415**
  If the image view requires a sampler Y′C′B′C′R conversion and `usage` contains
VK_IMAGE_USAGE_SAMPLED_BIT, then the pNext chain must include a 
VkSamplerYcbcrConversionInfo structure with a conversion value other than 
VK_NULL_HANDLE

- VUID-VkImageViewCreateInfo-format-04714
  If format has a _422 or _420 suffix then image must have been created with a width that is a multiple of 2

- VUID-VkImageViewCreateInfo-format-04715
  If format has a _420 suffix then image must have been created with a height that is a multiple of 2

- VUID-VkImageViewCreateInfo-pNext-01970
  If the pNext chain includes a VkSamplerYcbcrConversionInfo structure with a conversion value other than VK_NULL_HANDLE, all members of components must have the identity swizzle

- VUID-VkImageViewCreateInfo-pNext-06658
  If the pNext chain includes a VkSamplerYcbcrConversionInfo structure with a conversion value other than VK_NULL_HANDLE, format must be the same used in VkSamplerYcbcrConversionCreateInfo::format

- VUID-VkImageViewCreateInfo-image-01020
  If image is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

- VUID-VkImageViewCreateInfo-subResourceRange-01021
  viewType must be compatible with the type of image as shown in the view type compatibility table

- VUID-VkImageViewCreateInfo-image-08957
  If image has an QNX Screen external format, format must be VK_FORMAT_UNDEFINED

- VUID-VkImageViewCreateInfo-image-08958
  If image has an QNX Screen external format, the pNext chain must include a VkSamplerYcbcrConversionInfo structure with a conversion object created with the same external format as image

- VUID-VkImageViewCreateInfo-image-08959
  If image has an QNX Screen external format, all members of components must be the identity swizzle

- VUID-VkImageViewCreateInfo-image-02086
  If image was created with usage containing VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR, viewType must be VK_IMAGE_VIEW_TYPE_2D or VK_IMAGE_VIEW_TYPE_2D_ARRAY

- VUID-VkImageViewCreateInfo-usage-04550
  If the attachmentFragmentShadingRate feature is enabled, and the usage for the image view includes VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR, then the image view’s format features must contain VK_FORMAT_FEATURE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR

- VUID-VkImageViewCreateInfo-usage-04551
  If the attachmentFragmentShadingRate feature is enabled, the usage for the image view
includes `VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`, and `layeredShadingRateAttachments` is `VK_FALSE`, `subresourceRange.layerCount` must be 1

- **VUID-VkImageViewCreateInfo-pNext-02662**
  If the `pNext` chain includes a `VkImageViewUsageCreateInfo` structure, and `image` was not created with a `VkImageStencilUsageCreateInfo` structure included in the `pNext` chain of `VkImageCreateInfo`, its `usage` member must not include any bits that were not set in the `usage` member of the `VkImageCreateInfo` structure used to create `image`

- **VUID-VkImageViewCreateInfo-pNext-02663**
  If the `pNext` chain includes a `VkImageViewUsageCreateInfo` structure, `image` was created with a `VkImageStencilUsageCreateInfo` structure included in the `pNext` chain of `VkImageCreateInfo`, and `subresourceRange.aspectMask` includes `VK_IMAGE_ASPECT_STENCIL_BIT`, the `usage` member of the `VkImageViewUsageCreateInfo` structure must not include any bits that were not set in the `usage` member of the `VkImageCreateInfo` structure used to create `image`

- **VUID-VkImageViewCreateInfo-pNext-02664**
  If the `pNext` chain includes a `VkImageViewUsageCreateInfo` structure, `image` was created with a `VkImageStencilUsageCreateInfo` structure included in the `pNext` chain of `VkImageCreateInfo`, and `subresourceRange.aspectMask` includes bits other than `VK_IMAGE_ASPECT_STENCIL_BIT`, the `usage` member of the `VkImageViewUsageCreateInfo` structure must not include any bits that were not set in the `usage` member of the `VkImageCreateInfo` structure used to create `image`

- **VUID-VkImageViewCreateInfo-imageViewType-04973**
  If `viewType` is `VK_IMAGE_VIEW_TYPE_1D`, `VK_IMAGE_VIEW_TYPE_2D`, or `VK_IMAGE_VIEW_TYPE_3D`; and `subresourceRange.layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, then `subresourceRange.layerCount` must be 1

- **VUID-VkImageViewCreateInfo-imageViewType-04974**
  If `viewType` is `VK_IMAGE_VIEW_TYPE_1D`, `VK_IMAGE_VIEW_TYPE_2D`, or `VK_IMAGE_VIEW_TYPE_3D`; and `subresourceRange.layerCount` is `VK_REMAINING_ARRAY_LAYERS`, then the remaining number of layers must be 1

- **VUID-VkImageViewCreateInfo-viewType-02960**
  If `viewType` is `VK_IMAGE_VIEW_TYPE_CUBE` and `subresourceRange.layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, `subresourceRange.layerCount` must be 6

- **VUID-VkImageViewCreateInfo-viewType-02961**
  If `viewType` is `VK_IMAGE_VIEW_TYPE_CUBE_ARRAY` and `subresourceRange.layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, `subresourceRange.layerCount` must be a multiple of 6

- **VUID-VkImageViewCreateInfo-viewType-02962**
  If `viewType` is `VK_IMAGE_VIEW_TYPE_CUBE` and `subresourceRange.layerCount` is `VK_REMAINING_ARRAY_LAYERS`, the remaining number of layers must be 6

- **VUID-VkImageViewCreateInfo-viewType-02963**
  If `viewType` is `VK_IMAGE_VIEW_TYPE_CUBE_ARRAY` and `subresourceRange.layerCount` is `VK_REMAINING_ARRAY_LAYERS`, the remaining number of layers must be a multiple of 6

- **VUID-VkImageViewCreateInfo-subresourceRange-05064**
  If `subresourceRange.levelCount` is not `VK_REMAINING_MIP_LEVELS`, `subresourceRange.levelCount` must be less than or equal to
VkDeviceObjectReservationCreateInfo::maxImageViewMipLevels

- VUID-VkImageViewCreateInfo-subresourceRange-05200
  If subresourceRange.levelCount is VK_REMAINING_MIP_LEVELS, the remaining number of mip levels must be less than or equal to VkDeviceObjectReservationCreateInfo::maxImageViewMipLevels

- VUID-VkImageViewCreateInfo-subresourceRange-05065
  If subresourceRange.layerCount is not VK_REMAINING_ARRAY_LAYERS, subresourceRange.layerCount must be less than or equal to VkDeviceObjectReservationCreateInfo::maxImageViewArrayLayers

- VUID-VkImageViewCreateInfo-subresourceRange-05201
  If subresourceRange.layerCount is VK_REMAINING_ARRAY_LAYERS, the remaining number of layers must be less than or equal to VkDeviceObjectReservationCreateInfo::maxImageViewArrayLayers

- VUID-VkImageViewCreateInfo-subresourceRange-05066
  If subresourceRange.layerCount is not VK_REMAINING_ARRAY_LAYERS and is greater than 1, or if subresourceRange.layerCount is VK_REMAINING_ARRAY_LAYERS and the remaining number of layers is greater than 1, then if subresourceRange.levelCount is not VK_REMAINING_MIP_LEVELS, subresourceRange.levelCount must be less than or equal to VkDeviceObjectReservationCreateInfo::maxLayeredImageViewMipLevels

- VUID-VkImageViewCreateInfo-subresourceRange-05202
  If subresourceRange.layerCount is not VK_REMAINING_ARRAY_LAYERS and is greater than 1, or if subresourceRange.layerCount is VK_REMAINING_ARRAY_LAYERS and the remaining number of layers is greater than 1, then if subresourceRange.levelCount is VK_REMAINING_MIP_LEVELS, the remaining number of mip levels must be less than or equal to VkDeviceObjectReservationCreateInfo::maxLayeredImageViewMipLevels

- VUID-VkImageViewCreateInfo-subresourceRange-09594
  subresourceRange.aspectMask must be valid for the format the image was created with

Valid Usage (Implicit)

- VUID-VkImageViewCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_IMAGE_VIEW_CREATE_INFO

- VUID-VkImageViewCreateInfo-pNext-pNext
  Each pNext member of any structure (including this one) in the pNext chain must be either NULL or a pointer to a valid instance of VkImageViewASTCDecodeModeEXT, VkImageViewUsageCreateInfo, or VkSamplerYcbcrConversionInfo

- VUID-VkImageViewCreateInfo-sType-unique
  The sType value of each struct in the pNext chain must be unique

- VUID-VkImageViewCreateInfo-flags-zerobitmask
  flags must be 0

- VUID-VkImageViewCreateInfo-image-parameter
  image must be a valid VkImage handle
Bits which can be set in `VkImageViewCreateInfo::flags`, specifying additional parameters of an image view, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkImageViewCreateFlagBits {
} VkImageViewCreateFlagBits;
```

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkImageViewCreateFlags;
```

`VkImageViewCreateFlags` is a bitmask type for setting a mask of zero or more `VkImageViewCreateFlagBits`.

The set of usages for the created image view can be restricted compared to the parent image's usage flags by adding a `VkImageViewUsageCreateInfo` structure to the `pNext` chain of `VkImageViewCreateInfo`.

The `VkImageViewUsageCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkImageViewUsageCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkImageUsageFlags usage;
} VkImageViewUsageCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `usage` is a bitmask of `VkImageUsageFlagBits` specifying allowed usages of the image view.

When this structure is chained to `VkImageViewCreateInfo` the `usage` field overrides the implicit `usage` parameter inherited from image creation time and its value is used instead for the purposes of determining the valid usage conditions of `VkImageViewCreateInfo`. 
**Valid Usage (Implicit)**

- **VUID-VkImageViewUsageCreateInfo-sType-sType**  
  *sType* must be `VK_STRUCTURE_TYPE_IMAGE_VIEW_USAGE_CREATE_INFO`  

- **VUID-VkImageViewUsageCreateInfo-usage-parameter**  
  *usage* must be a valid combination of `VkImageUsageFlagBits` values  

- **VUID-VkImageViewUsageCreateInfo-usage-requiredbitmask**  
  *usage* must not be `0`

The `VkImageSubresourceRange` structure is defined as:

```
// Provided by VK_VERSION_1_0
typedef struct VkImageSubresourceRange {
    VkImageAspectFlags aspectMask;
    uint32_t baseMipLevel;
    uint32_t levelCount;
    uint32_t baseArrayLayer;
    uint32_t layerCount;
} VkImageSubresourceRange;
```

- **aspectMask** is a bitmask of `VkImageAspectFlagBits` specifying which aspect(s) of the image are included in the view.  
- **baseMipLevel** is the first mipmap level accessible to the view.  
- **levelCount** is the number of mipmap levels (starting from `baseMipLevel`) accessible to the view.  
- **baseArrayLayer** is the first array layer accessible to the view.  
- **layerCount** is the number of array layers (starting from `baseArrayLayer`) accessible to the view.

The number of mipmap levels and array layers **must** be a subset of the image subresources in the image. If an application wants to use all mip levels or layers in an image after the `baseMipLevel` or `baseArrayLayer`, it **can** set `levelCount` and `layerCount` to the special values `VK_REMAINING_MIP_LEVELS` and `VK_REMAINING_ARRAY_LAYERS` without knowing the exact number of mip levels or layers.

For cube and cube array image views, the layers of the image view starting at `baseArrayLayer` correspond to faces in the order +X, -X, +Y, -Y, +Z, -Z. For cube arrays, each set of six sequential layers is a single cube, so the number of cube maps in a cube map array view is `layerCount / 6`, and image array layer (`baseArrayLayer + i`) is face index `(i mod 6)` of cube `i / 6`. If the number of layers in the view, whether set explicitly in `layerCount` or implied by `VK_REMAINING_ARRAY_LAYERS`, is not a multiple of 6, the last cube map in the array **must** not be accessed.

**aspectMask** **must** be only `VK_IMAGE_ASPECT_COLOR_BIT`, `VK_IMAGE_ASPECT_DEPTH_BIT` or `VK_IMAGE_ASPECT_STENCIL_BIT` if `format` is a color, depth-only or stencil-only format, respectively, except if `format` is a multi-planar format. If using a depth/stencil format with both depth and stencil components, **aspectMask** **must** include at least one of `VK_IMAGE_ASPECT_DEPTH_BIT` and `VK_IMAGE_ASPECT_STENCIL_BIT`, and **can** include both.
When the `VkImageSubresourceRange` structure is used to select a subset of the slices of a 3D image's mip level in order to create a 2D or 2D array image view of a 3D image created with `VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT`, `baseArrayLayer` and `layerCount` specify the first slice index and the number of slices to include in the created image view. Such an image view can be used as a framebuffer attachment that refers only to the specified range of slices of the selected mip level. However, any layout transitions performed on such an attachment view during a render pass instance still apply to the entire subresource referenced which includes all the slices of the selected mip level.

When using an image view of a depth/stencil image to populate a descriptor set (e.g. for sampling in the shader, or for use as an input attachment), the `aspectMask` must only include one bit, which selects whether the image view is used for depth reads (i.e. using a floating-point sampler or input attachment in the shader) or stencil reads (i.e. using an unsigned integer sampler or input attachment in the shader). When an image view of a depth/stencil image is used as a depth/stencil framebuffer attachment, the `aspectMask` is ignored and both depth and stencil image subresources are used.

When creating a `VkImageView`, if sampler Y’C_bC_r conversion is enabled in the sampler, the `aspectMask` of a subresourceRange used by the `VkImageView` must be `VK_IMAGE_ASPECT_COLOR_BIT`.

When creating a `VkImageView`, if sampler Y’C_bC_r conversion is not enabled in the sampler and the image format is multi-planar, the image must have been created with `VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT`, and the `aspectMask` of the `VkImageView`'s subresourceRange must be `VK_IMAGE_ASPECT_PLANE_0_BIT`, `VK_IMAGE_ASPECT_PLANE_1_BIT` or `VK_IMAGE_ASPECT_PLANE_2_BIT`.

**Valid Usage**

- VUID-VkImageSubresourceRange-levelCount-01720
  If `levelCount` is not `VK_REMAINING_MIP_LEVELS`, it must be greater than 0

- VUID-VkImageSubresourceRange-layerCount-01721
  If `layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, it must be greater than 0

- VUID-VkImageSubresourceRange-aspectMask-01670
  If `aspectMask` includes `VK_IMAGE_ASPECT_COLOR_BIT`, then it must not include any of `VK_IMAGE_ASPECT_PLANE_0_BIT`, `VK_IMAGE_ASPECT_PLANE_1_BIT`, or `VK_IMAGE_ASPECT_PLANE_2_BIT`

- VUID-VkImageSubresourceRange-aspectMask-02278
  `aspectMask` must not include `VK_IMAGE_ASPECT_MEMORY_PLANE_i_BIT_EXT` for any index `i`

**Valid Usage (Implicit)**

- VUID-VkImageSubresourceRange-aspectMask-parameter
  `aspectMask` must be a valid combination of `VkImageAspectFlagBits` values

- VUID-VkImageSubresourceRange-aspectMask-requiredbitmask
  `aspectMask` must not be 0

Bits which can be set in an aspect mask to specify aspects of an image for purposes such as
identifying a subresource, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkImageAspectFlagBits {
    VK_IMAGE_ASPECT_COLOR_BIT = 0x00000001,
    VK_IMAGE_ASPECT_DEPTH_BIT = 0x00000002,
    VK_IMAGE_ASPECT_STENCIL_BIT = 0x00000004,
    VK_IMAGE_ASPECT_METADATA_BIT = 0x00000008,
    // Provided by VK_VERSION_1_1
    VK_IMAGE_ASPECT_PLANE_0_BIT = 0x00000010,
    // Provided by VK_VERSION_1_1
    VK_IMAGE_ASPECT_PLANE_1_BIT = 0x00000020,
    // Provided by VK_VERSION_1_1
    VK_IMAGE_ASPECT_PLANE_2_BIT = 0x00000040,
    // Provided by VK_EXT_image_drm_format_modifier
    VK_IMAGE_ASPECT_MEMORY_PLANE_0_BIT_EXT = 0x00000080,
    // Provided by VK_EXT_image_drm_format_modifier
    VK_IMAGE_ASPECT_MEMORY_PLANE_1_BIT_EXT = 0x00000100,
    // Provided by VK_EXT_image_drm_format_modifier
    VK_IMAGE_ASPECT_MEMORY_PLANE_2_BIT_EXT = 0x00000200,
    // Provided by VK_EXT_image_drm_format_modifier
    VK_IMAGE_ASPECT_MEMORY_PLANE_3_BIT_EXT = 0x00000400,
} VkImageAspectFlagBits;
```

- **VK_IMAGE_ASPECT_COLOR_BIT** specifies the color aspect.
- **VK_IMAGE_ASPECT_DEPTH_BIT** specifies the depth aspect.
- **VK_IMAGE_ASPECT_STENCIL_BIT** specifies the stencil aspect.
- **VK_IMAGE_ASPECT_METADATA_BIT** specifies the metadata aspect used for sparse resource operations.
- **VK_IMAGE_ASPECT_PLANE_0_BIT** specifies plane 0 of a multi-planar image format.
- **VK_IMAGE_ASPECT_PLANE_1_BIT** specifies plane 1 of a multi-planar image format.
- **VK_IMAGE_ASPECT_PLANE_2_BIT** specifies plane 2 of a multi-planar image format.
- **VK_IMAGE_ASPECT_MEMORY_PLANE_0_BIT_EXT** specifies memory plane 0.
- **VK_IMAGE_ASPECT_MEMORY_PLANE_1_BIT_EXT** specifies memory plane 1.
- **VK_IMAGE_ASPECT_MEMORY_PLANE_2_BIT_EXT** specifies memory plane 2.
- **VK_IMAGE_ASPECT_MEMORY_PLANE_3_BIT_EXT** specifies memory plane 3.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkImageAspectFlags;
```

**VkImageAspectFlags** is a bitmask type for setting a mask of zero or more **VkImageAspectFlagBits**.

The **VkComponentMapping** structure is defined as:
### VkComponentMapping

```c
typedef struct VkComponentMapping {
    VkComponentSwizzle r;
    VkComponentSwizzle g;
    VkComponentSwizzle b;
    VkComponentSwizzle a;
} VkComponentMapping;
```

- **r** is a `VkComponentSwizzle` specifying the component value placed in the R component of the output vector.
- **g** is a `VkComponentSwizzle` specifying the component value placed in the G component of the output vector.
- **b** is a `VkComponentSwizzle` specifying the component value placed in the B component of the output vector.
- **a** is a `VkComponentSwizzle` specifying the component value placed in the A component of the output vector.

### Valid Usage (Implicit)

- VUID-VkComponentMapping-r-parameter
  - `r` must be a valid `VkComponentSwizzle` value
- VUID-VkComponentMapping-g-parameter
  - `g` must be a valid `VkComponentSwizzle` value
- VUID-VkComponentMapping-b-parameter
  - `b` must be a valid `VkComponentSwizzle` value
- VUID-VkComponentMapping-a-parameter
  - `a` must be a valid `VkComponentSwizzle` value

Possible values of the members of `VkComponentMapping`, specifying the component values placed in each component of the output vector, are:

```c
typedef enum VkComponentSwizzle {
    VK_COMPONENT_SWIZZLE_IDENTITY = 0,
    VK_COMPONENT_SWIZZLE_ZERO = 1,
    VK_COMPONENT_SWIZZLE_ONE = 2,
    VK_COMPONENT_SWIZZLE_R = 3,
    VK_COMPONENT_SWIZZLE_G = 4,
    VK_COMPONENT_SWIZZLE_B = 5,
    VK_COMPONENT_SWIZZLE_A = 6,
} VkComponentSwizzle;
```

- **VK_COMPONENT_SWIZZLE_IDENTITY** specifies that the component is set to the identity swizzle.
• **VK_COMPONENT_SWIZZLE_ZERO** specifies that the component is set to zero.

• **VK_COMPONENT_SWIZZLE_ONE** specifies that the component is set to either 1 or 1.0, depending on whether the type of the image view format is integer or floating-point respectively, as determined by the Format Definition section for each VkFormat.

• **VK_COMPONENT_SWIZZLE_R** specifies that the component is set to the value of the R component of the image.

• **VK_COMPONENT_SWIZZLE_G** specifies that the component is set to the value of the G component of the image.

• **VK_COMPONENT_SWIZZLE_B** specifies that the component is set to the value of the B component of the image.

• **VK_COMPONENT_SWIZZLE_A** specifies that the component is set to the value of the A component of the image.

Setting the identity swizzle on a component is equivalent to setting the identity mapping on that component. That is:

<table>
<thead>
<tr>
<th>Component</th>
<th>Identity Mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td>components.r</td>
<td>VK_COMPONENT_SWIZZLE_R</td>
</tr>
<tr>
<td>components.g</td>
<td>VK_COMPONENT_SWIZZLE_G</td>
</tr>
<tr>
<td>components.b</td>
<td>VK_COMPONENT_SWIZZLE_B</td>
</tr>
<tr>
<td>components.a</td>
<td>VK_COMPONENT_SWIZZLE_A</td>
</tr>
</tbody>
</table>

If the `pNext` chain includes a `VkImageViewASTCDecodeModeEXT` structure, then that structure includes a parameter specifying the decode mode for image views using ASTC compressed formats.

The `VkImageViewASTCDecodeModeEXT` structure is defined as:

```c
// Provided by VK_EXT_astc_decode_mode
typedef struct VkImageViewASTCDecodeModeEXT {
    VkStructureType sType;
    const void* pNext;
    VkFormat decodeMode;
} VkImageViewASTCDecodeModeEXT;
```

• `sType` is a `VkStructureType` value identifying this structure.

• `pNext` is NULL or a pointer to a structure extending this structure.

• `decodeMode` is the intermediate format used to decode ASTC compressed formats.

**Valid Usage**

• VUID-VkImageViewASTCDecodeModeEXT-decodeMode-02230 `decodeMode` **must** be one of `VK_FORMAT_R16G16B16A16_SFLOAT`, `VK_FORMAT_R8G8B8A8_UNORM`, or `VK_FORMAT_E5B9G9R9_UFLOAT_PACK32`
If the `decodeModeSharedExponent` feature is not enabled, `decodeMode` must not be `VK_FORMAT_E5B9G9R9_UFLOAT_PACK32`.

If `decodeMode` is `VK_FORMAT_R8G8B8A8_UNORM` the image view must not include blocks using any of the ASTC HDR modes.

If `format` uses sRGB encoding then the `decodeMode` has no effect.

**Valid Usage (Implicit)**

- `VUID-VkImageViewASTCDecodeModeEXT-sType-sType`
  
  `sType` must be `VK_STRUCTURE_TYPE_IMAGE_VIEW_ASTC_DECODE_MODE_EXT`

- `VUID-VkImageViewASTCDecodeModeEXT-decodeMode-parameter`
  
  `decodeMode` must be a valid `VkFormat` value

To destroy an image view, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroyImageView(
  VkDevice device,
  VkImageView imageView,
  const VkAllocationCallbacks* pAllocator);
```

- `device` is the logical device that destroys the image view.
- `imageView` is the image view to destroy.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.

**Valid Usage**

- `VUID-vkDestroyImageView-imageView-01026`
  
  All submitted commands that refer to `imageView` must have completed execution

**Valid Usage (Implicit)**

- `VUID-vkDestroyImageView-device-parameter`
  
  `device` must be a valid `VkDevice` handle

- `VUID-vkDestroyImageView-imageView-parameter`
  
  If `imageView` is not `VK_NULL_HANDLE`, `imageView` must be a valid `VkImageView` handle

- `VUID-vkDestroyImageView-pAllocator-null`
pAllocator must be NULL

- VUID-vkDestroyImageView-imageView-parent
  If imageView is a valid handle, it must have been created, allocated, or retrieved from device.

### Host Synchronization

- Host access to imageView must be externally synchronized.

#### 12.5.1. Image View Format Features

Valid uses of a VkImageView may depend on the image view's format features, defined below. Such constraints are documented in the affected valid usage statement.

- If VkImageViewCreateInfo::image was created with VK_IMAGE_TILING_LINEAR, then the image view's set of format features is the value of VkFormatProperties::linearTilingFeatures found by calling vkGetPhysicalDeviceFormatProperties on the same format as VkImageViewCreateInfo::format.

- If VkImageViewCreateInfo::image was created with VK_IMAGE_TILING_OPTIMAL, or a QNX Screen buffer external format, then the image view's set of format features is the value of VkFormatProperties::optimalTilingFeatures found by calling vkGetPhysicalDeviceFormatProperties on the same format as VkImageViewCreateInfo::format.

- If VkImageViewCreateInfo::image was created with a QNX Screen buffer external format, then the image view's set of format features is the value of VkScreenBufferFormatPropertiesQNX::formatFeatures found by calling vkGetScreenBufferPropertiesQNX on the QNX Screen buffer that was imported to the VkDeviceMemory to which the VkImageViewCreateInfo::image is bound.

- If VkImageViewCreateInfo::image was created with VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT, then:
  - The image's DRM format modifier is the value of VkImageDrmFormatModifierPropertiesEXT::drmFormatModifier found by calling vkGetImageDrmFormatModifierPropertiesEXT.
  - Let VkDrmFormatModifierPropertiesListEXT::pDrmFormatModifierProperties be the array found by calling vkGetPhysicalDeviceFormatProperties2 on the same format as VkImageViewCreateInfo::format.
  - Let VkDrmFormatModifierPropertiesEXT prop be the array element whose drmFormatModifier member is the value of the image's DRM format modifier.
  - Then the image view's set of format features is prop::drmFormatModifierTilingFeatures.

#### 12.6. Resource Memory Association

Resources are initially created as virtual allocations with no backing memory. Device memory is allocated separately (see Device Memory) and then associated with the resource. This association is
done differently for sparse and non-sparse resources.

Resources created with any of the sparse creation flags are considered sparse resources. Resources created without these flags are non-sparse. The details on resource memory association for sparse resources is described in Sparse Resources.

Non-sparse resources must be bound completely and contiguously to a single VkDeviceMemory object before the resource is passed as a parameter to any of the following operations:

- creating image or buffer views
- updating descriptor sets
- recording commands in a command buffer

Once bound, the memory binding is immutable for the lifetime of the resource.

In a logical device representing more than one physical device, buffer and image resources exist on all physical devices but can be bound to memory differently on each. Each such replicated resource is an instance of the resource. For sparse resources, each instance can be bound to memory arbitrarily differently. For non-sparse resources, each instance can either be bound to the local or a peer instance of the memory, or for images can be bound to rectangular regions from the local and/or peer instances. When a resource is used in a descriptor set, each physical device interprets the descriptor according to its own instance's binding to memory.

**Note**

There are no new copy commands to transfer data between physical devices. Instead, an application can create a resource with a peer mapping and use it as the source or destination of a transfer command executed by a single physical device to copy the data from one physical device to another.

To determine the memory requirements for a buffer resource, call:

```c
// Provided by VK_VERSION_1_0
void vkGetBufferMemoryRequirements(
    VkDevice device,            // device must be a valid VkDevice handle
    VkBuffer buffer,            // device, buffer, pMemoryRequirements
    VkMemoryRequirements*       // a pointer to a VkMemoryRequirements structure in which the memory requirements of the buffer object are returned.
)
```

Valid Usage (Implicit)

- VUID-vkGetBufferMemoryRequirements-device-parameter
- device must be a valid VkDevice handle
To determine the memory requirements for an image resource which is not created with the `VK_IMAGE_CREATE_DISJOINT_BIT` flag set, call:

```c
// Provided by VK_VERSION_1_0
void vkGetImageMemoryRequirements(
    VkDevice device,
    VkImage image,
    VkMemoryRequirements* pMemoryRequirements);
```

- `device` is the logical device that owns the image.
- `image` is the image to query.
- `pMemoryRequirements` is a pointer to a `VkMemoryRequirements` structure in which the memory requirements of the image object are returned.

### Valid Usage

- **VUID-vkGetImageMemoryRequirements-image-01588**
  *image* must not have been created with the `VK_IMAGE_CREATE_DISJOINT_BIT` flag set

- **VUID-vkGetImageMemoryRequirements-image-08960**
  If `image` was created with the `VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX` external memory handle type, then `image` must be bound to memory

### Valid Usage (Implicit)

- **VUID-vkGetImageMemoryRequirements-device-parameter**
  `device` must be a valid `VkDevice` handle

- **VUID-vkGetImageMemoryRequirements-image-parameter**
  `image` must be a valid `VkImage` handle

- **VUID-vkGetImageMemoryRequirements-pMemoryRequirements-parameter**
  `pMemoryRequirements` must be a valid pointer to a `VkMemoryRequirements` structure

- **VUID-vkGetImageMemoryRequirements-image-parent**
  `image` must have been created, allocated, or retrieved from `device`

The `VkMemoryRequirements` structure is defined as:
typedef struct VkMemoryRequirements {
    VkDeviceSize size;
    VkDeviceSize alignment;
    uint32_t memoryTypeBits;
} VkMemoryRequirements;

- **size** is the size, in bytes, of the memory allocation **required** for the resource.
- **alignment** is the alignment, in bytes, of the offset within the allocation **required** for the resource.
- **memoryTypeBits** is a bitmask and contains one bit set for every supported memory type for the resource. Bit $i$ is set if and only if the memory type $i$ in the VkPhysicalDeviceMemoryProperties structure for the physical device is supported for the resource.

The implementation guarantees certain properties about the memory requirements returned by vkGetBufferMemoryRequirements and vkGetImageMemoryRequirements:

- The **memoryTypeBits** member always contains at least one bit set.
- If buffer is a VkBuffer not created with the VK_BUFFER_CREATE_SPARSE_BINDING_BIT or VK_BUFFER_CREATE_PROTECTED_BIT bits set, or if image is a linear image that was not created with the VK_IMAGE_CREATE_PROTECTED_BIT bit set, then the **memoryTypeBits** member always contains at least one bit set corresponding to a VkMemoryType with a propertyFlags that has both the VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT bit and the VK_MEMORY_PROPERTY_HOST_COHERENT_BIT bit set. In other words, mappable coherent memory can always be attached to these objects.
- If buffer was created with VkExternalMemoryBufferCreateInfo::handleTypes set to 0 or image was created with VkExternalMemoryImageCreateInfo::handleTypes set to 0, the **memoryTypeBits** member always contains at least one bit set corresponding to a VkMemoryType with a propertyFlags that has the VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT bit set.
- The **memoryTypeBits** member is identical for all VkBuffer objects created with the same value for the **flags** and usage members in the VkBufferCreateInfo structure and the handleTypes member of the VkExternalMemoryBufferCreateInfo structure passed to vkCreateBuffer. Further, if usage1 and usage2 of type VkBufferUsageFlags are such that the bits set in usage2 are a subset of the bits set in usage1, and they have the same **flags** and VkExternalMemoryBufferCreateInfo::handleTypes, then the bits set in memoryTypeBits returned for usage1 must be a subset of the bits set in memoryTypeBits returned for usage2, for all values of **flags**.
- The **alignment** member is a power of two.
- The **alignment** member is identical for all VkBuffer objects created with the same combination of values for the usage and **flags** members in the VkBufferCreateInfo structure passed to vkCreateBuffer.
- The **alignment** member satisfies the buffer descriptor offset alignment requirements associated with the VkBuffer’s usage:
  - If usage included VK_BUFFER_USAGE_UNIFORM_TEXEL_BUFFER_BIT or VK_BUFFER_USAGE_STORAGE_TEXEL_BUFFER_BIT, alignment must be an integer multiple of VkPhysicalDeviceLimits::minTexelBufferOffsetAlignment.
If usage included VK_BUFFER_USAGE_UNIFORM_BUFFER_BIT, alignment must be an integer multiple of VkPhysicalDeviceLimits::minUniformBufferOffsetAlignment.

If usage included VK_BUFFER_USAGE_STORAGE_BUFFER_BIT, alignment must be an integer multiple of VkPhysicalDeviceLimits::minStorageBufferOffsetAlignment.

• For images created with a color format, the memoryTypeBits member is identical for all VkImage objects created with the same combination of values for the tiling member, the VK_IMAGE_CREATE_SPARSE_BINDING_BIT bit of the flags member, the VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT bit of the flags member, handleTypes member of VkExternalMemoryImageCreateInfo, and the VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT of the usage member in the VkImageCreateInfo structure passed to vkCreateImage.

• For images created with a depth/stencil format, the memoryTypeBits member is identical for all VkImage objects created with the same combination of values for the format member, the tiling member, the VK_IMAGE_CREATE_SPARSE_BINDING_BIT bit of the flags member, the VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT bit of the flags member, handleTypes member of VkExternalMemoryImageCreateInfo, and the VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT of the usage member in the VkImageCreateInfo structure passed to vkCreateImage.

• If the memory requirements are for a VkImage, the memoryTypeBits member must not refer to a VkMemoryType with a propertyFlags that has the VK_MEMORY_PROPERTY_LAZILY_ALLOCATED_BIT bit set if the image did not have VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT bit set in the usage member of the VkImageCreateInfo structure passed to vkCreateImage.

• If the memory requirements are for a VkBuffer, the memoryTypeBits member must not refer to a VkMemoryType with a propertyFlags that has the VK_MEMORY_PROPERTY_LAZILY_ALLOCATED_BIT bit set.

Note
The implication of this requirement is that lazily allocated memory is disallowed for buffers in all cases.

• The size member is identical for all VkBuffer objects created with the same combination of creation parameters specified in VkBufferCreateInfo and its pNext chain.

• The size member is identical for all VkImage objects created with the same combination of creation parameters specified in VkImageCreateInfo and its pNext chain.

Note
This, however, does not imply that they interpret the contents of the bound memory identically with each other. That additional guarantee, however, can be explicitly requested using VK_IMAGE_CREATE_ALIAS_BIT.

To determine the memory requirements for a buffer resource, call:

```c
// Provided by VK_VERSION_1_1
void vkGetBufferMemoryRequirements2(
    VkDevice device,
    const VkBufferMemoryRequirementsInfo2* pInfo,
    VkMemoryRequirements2* pMemoryRequirements);```

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• **device** is the logical device that owns the buffer.

• **pInfo** is a pointer to a `VkBufferMemoryRequirementsInfo2` structure containing parameters required for the memory requirements query.

• **pMemoryRequirements** is a pointer to a `VkMemoryRequirements2` structure in which the memory requirements of the buffer object are returned.

### Valid Usage (Implicit)

- VUID-vkGetBufferMemoryRequirements2-device-parameter
  - `device` must be a valid `VkDevice` handle

- VUID-vkGetBufferMemoryRequirements2-pInfo-parameter
  - `pInfo` must be a valid pointer to a valid `VkBufferMemoryRequirementsInfo2` structure

- VUID-vkGetBufferMemoryRequirements2-pMemoryRequirements-parameter
  - `pMemoryRequirements` must be a valid pointer to a `VkMemoryRequirements2` structure

The `VkBufferMemoryRequirementsInfo2` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkBufferMemoryRequirementsInfo2 {
    VkStructureType sType;
    const void*pNext;
    VkBuffer buffer;
} VkBufferMemoryRequirementsInfo2;
```

- **sType** is a `VkStructureType` value identifying this structure.

- **pNext** is `NULL` or a pointer to a structure extending this structure.

- **buffer** is the buffer to query.

### Valid Usage (Implicit)

- VUID-VkBufferMemoryRequirementsInfo2-sType-sType
  - `sType` must be `VK_STRUCTURE_TYPE_BUFFER_MEMORY_REQUIREMENTS_INFO_2`

- VUID-VkBufferMemoryRequirementsInfo2-pNext-pNext
  - `pNext` must be `NULL`

- VUID-VkBufferMemoryRequirementsInfo2-buffer-parameter
  - `buffer` must be a valid `VkBuffer` handle

To determine the memory requirements for an image resource, call:
```c
void vkGetImageMemoryRequirements2(
    VkDevice device, const VkImageMemoryRequirementsInfo2* pInfo,
    VkMemoryRequirements2* pMemoryRequirements);
```

- `device` is the logical device that owns the image.
- `pInfo` is a pointer to a `VkImageMemoryRequirementsInfo2` structure containing parameters required for the memory requirements query.
- `pMemoryRequirements` is a pointer to a `VkMemoryRequirements2` structure in which the memory requirements of the image object are returned.

### Valid Usage (Implicit)

- **VUID-vkGetImageMemoryRequirements2-device-parameter**
  `device` **must** be a valid `VkDevice` handle
- **VUID-vkGetImageMemoryRequirements2-pInfo-parameter**
  `pInfo` **must** be a valid pointer to a valid `VkImageMemoryRequirementsInfo2` structure
- **VUID-vkGetImageMemoryRequirements2-pMemoryRequirements-parameter**
  `pMemoryRequirements` **must** be a valid pointer to a `VkMemoryRequirements2` structure

The `VkImageMemoryRequirementsInfo2` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkImageMemoryRequirementsInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkImage image;
} VkImageMemoryRequirementsInfo2;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `image` is the image to query.

### Valid Usage

- **VUID-VkImageMemoryRequirementsInfo2-image-01589**
  If `image` was created with a **multi-planar** format and the `VK_IMAGE_CREATE_DISJOINT_BIT` flag, there **must** be a `VkImagePlaneMemoryRequirementsInfo` included in the `pNext` chain of the `VkImageMemoryRequirementsInfo2` structure
- **VUID-VkImageMemoryRequirementsInfo2-image-02279**
  If `image` was created with `VK_IMAGE_CREATE_DISJOINT_BIT` and with
VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT, then there must be a VkImagePlaneMemoryRequirementsInfo included in the pNext chain of the VkImageMemoryRequirementsInfo2 structure

- VUID-VkImageMemoryRequirementsInfo2-image-01590
If image was not created with the VK_IMAGE_CREATE_DISJOINT_BIT flag, there must not be a VkImagePlaneMemoryRequirementsInfo included in the pNext chain of the VkImageMemoryRequirementsInfo2 structure

- VUID-VkImageMemoryRequirementsInfo2-image-02280
If image was created with a single-plane format and with any tiling other than VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT, then there must not be a VkImagePlaneMemoryRequirementsInfo included in the pNext chain of the VkImageMemoryRequirementsInfo2 structure

- VUID-VkImageMemoryRequirementsInfo2-image-08961
If image was created with the VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX external memory handle type, then image must be bound to memory

Valid Usage (Implicit)

- VUID-VkImageMemoryRequirementsInfo2-sType-sType
sType must be VK_STRUCTURE_TYPE_IMAGE_MEMORY_REQUIREMENTS_INFO_2

- VUID-VkImageMemoryRequirementsInfo2-pNext-pNext
pNext must be NULL or a pointer to a valid instance of VkImagePlaneMemoryRequirementsInfo

- VUID-VkImageMemoryRequirementsInfo2-sType-unique
The sType value of each struct in the pNext chain must be unique

- VUID-VkImageMemoryRequirementsInfo2-image-parameter
image must be a valid VkImage handle

To determine the memory requirements for a plane of a disjoint image, add a VkImagePlaneMemoryRequirementsInfo structure to the pNext chain of the VkImageMemoryRequirementsInfo2 structure.

The VkImagePlaneMemoryRequirementsInfo structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkImagePlaneMemoryRequirementsInfo {
    VkStructureType sType;
    const void* pNext;
    VkImageAspectFlagBits planeAspect;
} VkImagePlaneMemoryRequirementsInfo;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
• `planeAspect` is a `VkImageAspectFlagBits` value specifying the aspect corresponding to the image plane to query.

### Valid Usage

- **VUID-VkImagePlaneMemoryRequirementsInfo-planeAspect-02281**
  If the image's tiling is `VK_IMAGE_TILING_LINEAR` or `VK_IMAGE_TILING_OPTIMAL`, then `planeAspect` must be a single valid multi-planar aspect mask bit.

- **VUID-VkImagePlaneMemoryRequirementsInfo-planeAspect-02282**
  If the image's tiling is `VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT`, then `planeAspect` must be a single valid memory plane for the image (that is, `aspectMask` must specify a plane index that is less than the `VkDrmFormatModifierPropertiesEXT::drmFormatModifierPlaneCount` associated with the image's format and `VkImageDrmFormatModifierPropertiesEXT::drmFormatModifier`).

### Valid Usage (Implicit)

- **VUID-VkImagePlaneMemoryRequirementsInfo-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_IMAGE_PLANE_MEMORY_REQUIREMENTS_INFO`.

- **VUID-VkImagePlaneMemoryRequirementsInfo-planeAspect-parameter**
  `planeAspect` must be a valid `VkImageAspectFlagBits` value.

The `VkMemoryRequirements2` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkMemoryRequirements2 {
    VkStructureType sType;
    void* pNext;
    VkMemoryRequirements memoryRequirements;
} VkMemoryRequirements2;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `memoryRequirements` is a `VkMemoryRequirements` structure describing the memory requirements of the resource.

### Valid Usage (Implicit)

- **VUID-VkMemoryRequirements2-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_MEMORY_REQUIREMENTS_2`.

- **VUID-VkMemoryRequirements2-pNext-pNext**
  `pNext` must be `NULL` or a pointer to a valid instance of `VkMemoryDedicatedRequirements`.

- **VUID-VkMemoryRequirements2-sType-unique**
The sType value of each struct in the pNext chain must be unique.

TheVkMemoryDedicatedRequirementsstructure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkMemoryDedicatedRequirements {
    VkStructureType sType;
    void* pNext;
    VkBool32 prefersDedicatedAllocation;
    VkBool32 requiresDedicatedAllocation;
} VkMemoryDedicatedRequirements;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **prefersDedicatedAllocation** specifies that the implementation would prefer a dedicated allocation for this resource. The application is still free to suballocate the resource but it may get better performance if a dedicated allocation is used.
- **requiresDedicatedAllocation** specifies that a dedicated allocation is required for this resource.

To determine the dedicated allocation requirements of a buffer or image resource, add a VkMemoryDedicatedRequirements structure to the pNext chain of the VkMemoryRequirements2 structure passed as the pMemoryRequirements parameter of vkGetBufferMemoryRequirements2 or vkGetImageMemoryRequirements2, respectively.

Constraints on the values returned for buffer resources are:

- **requiresDedicatedAllocation** may be VK_TRUE if the pNext chain of VkBufferCreateInfo for the call to vkCreateBuffer used to create the buffer being queried included a VkExternalMemoryBufferCreateInfo structure, and any of the handle types specified in VkExternalMemoryBufferCreateInfo::handleTypes requires dedicated allocation, as reported by vkGetPhysicalDeviceExternalBufferProperties in VkExternalBufferProperties::externalMemoryProperties.externalMemoryFeatures. Otherwise, requiresDedicatedAllocation will be VK_FALSE.

- When the implementation sets requiresDedicatedAllocation to VK_TRUE, it must also set prefersDedicatedAllocation to VK_TRUE.

- If VK_BUFFER_CREATE_SPARSE_BINDING_BIT was set in VkBufferCreateInfo::flags when buffer was created, then both prefersDedicatedAllocation and requiresDedicatedAllocation will be VK_FALSE.

Constraints on the values returned for image resources are:

- **requiresDedicatedAllocation** may be VK_TRUE if the pNext chain of VkImageCreateInfo for the call to vkCreateImage used to create the image being queried included a VkExternalMemoryImageCreateInfo structure, and any of the handle types specified in VkExternalMemoryImageCreateInfo::handleTypes requires dedicated allocation, as reported by vkGetPhysicalDeviceExternalImageFormatProperties in VkExternalImageFormatProperties::externalMemoryProperties.externalMemoryFeatures.
• `requiresDedicatedAllocation` may be `VK_TRUE` if the image’s tiling is `VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT`.

• `requiresDedicatedAllocation` will otherwise be `VK_FALSE`.

• If `VK_IMAGE_CREATE_SPARSE_BINDING_BIT` was set in `VkImageCreateInfo::flags` when image was created, then both `prefersDedicatedAllocation` and `requiresDedicatedAllocation` will be `VK_FALSE`.

Valid Usage (Implicit)

- VUID-VkMemoryDedicatedRequirements-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_MEMORY_DEDICATED_REQUIREMENTS`

To attach memory to a buffer object, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkBindBufferMemory(
    VkDevice device,                     // device,
    VkBuffer buffer,                     // buffer,
    VkDeviceMemory memory,               // memory,
    VkDeviceSize memoryOffset);         // memoryOffset);
```

- `device` is the logical device that owns the buffer and memory.
- `buffer` is the buffer to be attached to memory.
- `memory` is a `VkDeviceMemory` object describing the device memory to attach.
- `memoryOffset` is the start offset of the region of `memory` which is to be bound to the buffer. The number of bytes returned in the `VkMemoryRequirements::size` member in `memory`, starting from `memoryOffset` bytes, will be bound to the specified buffer.

`vkBindBufferMemory` is equivalent to passing the same parameters through `VkBindBufferMemoryInfo` to `vkBindBufferMemory2`.

If the `memory` was obtained by a memory import operation with `VkExternalMemoryBufferCreateInfo::handleTypes` assigned to `VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCI_BUF_BIT_NV`, the properties of `buffer` and the `memoryOffset` must be compatible with the attributes used to create `NvSciBufObj`, otherwise the implementation will return `VK_ERROR_VALIDATION_FAILED`.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkBindBufferMemory` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

Valid Usage

- VUID-vkBindBufferMemory-buffer-07459
  `buffer` must not have been bound to a memory object

- VUID-vkBindBufferMemory-buffer-01030
buffer must not have been created with any sparse memory binding flags

- VUID-vkBindBufferMemory-memoryOffset-01031
  memoryOffset must be less than the size of memory

- VUID-vkBindBufferMemory-memory-01035
  memory must have been allocated using one of the memory types allowed in the memoryTypeBits member of the VkMemoryRequirements structure returned from a call to vkGetBufferMemoryRequirements with buffer

- VUID-vkBindBufferMemory-memoryOffset-01036
  memoryOffset must be an integer multiple of the alignment member of the VkMemoryRequirements structure returned from a call to vkGetBufferMemoryRequirements with buffer

- VUID-vkBindBufferMemory-size-01037
  The size member of the VkMemoryRequirements structure returned from a call to vkGetBufferMemoryRequirements with buffer must be less than or equal to the size of memory minus memoryOffset

- VUID-vkBindBufferMemory-buffer-01444
  If buffer requires a dedicated allocation (as reported by vkGetBufferMemoryRequirements2 in VkMemoryDedicatedRequirements::requiresDedicatedAllocation for buffer), memory must have been allocated with VkMemoryDedicatedAllocateInfo::buffer equal to buffer

- VUID-vkBindBufferMemory-memory-01508
  If the VkMemoryAllocateInfo provided when memory was allocated included a VkMemoryDedicatedAllocateInfo structure in its pNext chain, and VkMemoryDedicatedAllocateInfo::buffer was not VK_NULL_HANDLE, then buffer must equal VkMemoryDedicatedAllocateInfo::buffer, and memoryOffset must be zero

- VUID-vkBindBufferMemory-None-01898
  If buffer was created with the VK_BUFFER_CREATE_PROTECTED_BIT bit set, the buffer must be bound to a memory object allocated with a memory type that reports VK_MEMORY_PROPERTY_PROTECTED_BIT

- VUID-vkBindBufferMemory-None-01899
  If buffer was created with the VK_BUFFER_CREATE_PROTECTED_BIT bit not set, the buffer must not be bound to a memory object allocated with a memory type that reports VK_MEMORY_PROPERTY_PROTECTED_BIT

- VUID-vkBindBufferMemory-memory-02726
  If the value of VkExportMemoryAllocateInfo::handleTypes used to allocate memory is not 0, it must include at least one of the handles set in VkExternalMemoryBufferCreateInfo::handleTypes when buffer was created

- VUID-vkBindBufferMemory-memory-02985
  If memory was allocated by a memory import operation, the external handle type of the imported memory must also have been set in VkExternalMemoryBufferCreateInfo::handleTypes when buffer was created

- VUID-vkBindBufferMemory-bufferDeviceAddress-03339
  If the VkPhysicalDeviceBufferDeviceAddressFeatures::bufferDeviceAddress feature is
enabled and buffer was created with the VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT bit set, memory must have been allocated with the VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_BIT bit set

- VUID-vkBindBufferMemory-bufferDeviceAddressCaptureReplay-09200
  If the VkPhysicalDeviceBufferDeviceAddressFeatures::bufferDeviceAddressCaptureReplay feature is enabled and buffer was created with the VK_BUFFER_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT bit set, memory must have been allocated with the VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT bit set

Valid Usage (Implicit)

- VUID-vkBindBufferMemory-device-parameter
device must be a valid VkDevice handle

- VUID-vkBindBufferMemory-buffer-parameter
buffer must be a valid VkBuffer handle

- VUID-vkBindBufferMemory-memory-parameter
memory must be a valid VkDeviceMemory handle

- VUID-vkBindBufferMemory-buffer-parent
buffer must have been created, allocated, or retrieved from device

- VUID-vkBindBufferMemory-memory-parent
memory must have been created, allocated, or retrieved from device

Host Synchronization

- Host access to buffer must be externally synchronized

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

To attach memory to buffer objects for one or more buffers at a time, call:
VkResult vkBindBufferMemory2(
    VkDevice device, 
    uint32_t bindInfoCount, 
    const VkBindBufferMemoryInfo* pBindInfos);

- **device** is the logical device that owns the buffers and memory.
- **bindInfoCount** is the number of elements in **pBindInfos**.
- **pBindInfos** is a pointer to an array of **bindInfoCount** **VkBindBufferMemoryInfo** structures describing buffers and memory to bind.

On some implementations, it **may** be more efficient to batch memory bindings into a single command.

If any of the memory binding operations described by **pBindInfos** fail, the **VkResult** returned by this command **must** be the return value of any one of the memory binding operations which did not return **VK_SUCCESS**.

**Note**

If the **vkBindBufferMemory2** command failed, and **bindInfoCount** was greater than one, then the buffers referenced by **pBindInfos** will be in an indeterminate state, and must not be used.

Applications should destroy these buffers.

If **VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations** is **VK_TRUE**, **vkBindBufferMemory2** **must** not return **VK_ERROR_OUT_OF_HOST_MEMORY**.

**Valid Usage (Implicit)**

- VUID-vkBindBufferMemory2-device-parameter
  - **device** **must** be a valid **VkDevice** handle

- VUID-vkBindBufferMemory2-pBindInfos-parameter
  - **pBindInfos** **must** be a valid pointer to an array of **bindInfoCount** valid **VkBindBufferMemoryInfo** structures

- VUID-vkBindBufferMemory2-bindInfoCount-arraylength
  - **bindInfoCount** **must** be greater than 0

**Return Codes**

**Success**

- **VK_SUCCESS**
**Failure**

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

`VkBindBufferMemoryInfo` contains members corresponding to the parameters of `vkBindBufferMemory`.

The `VkBindBufferMemoryInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkBindBufferMemoryInfo {
    VkStructureType sType;
    const void* pNext;
    VkBuffer buffer;
    VkDeviceMemory memory;
    VkDeviceSize memoryOffset;
} VkBindBufferMemoryInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `buffer` is the buffer to be attached to memory.
- `memory` is a `VkDeviceMemory` object describing the device memory to attach.
- `memoryOffset` is the start offset of the region of `memory` which is to be bound to the buffer. The number of bytes returned in the `VkMemoryRequirements::size` member in `memory`, starting from `memoryOffset` bytes, will be bound to the specified buffer.

**Valid Usage**

- VUID-VkBindBufferMemoryInfo-buffer-07459
  `buffer` must not have been bound to a memory object

- VUID-VkBindBufferMemoryInfo-buffer-01030
  `buffer` must not have been created with any sparse memory binding flags

- VUID-VkBindBufferMemoryInfo-memoryOffset-01031
  `memoryOffset` must be less than the size of `memory`

- VUID-VkBindBufferMemoryInfo-memory-01035
  `memory` must have been allocated using one of the memory types allowed in the `memoryTypeBits` member of the `VkMemoryRequirements` structure returned from a call to `vkGetBufferMemoryRequirements` with `buffer`

- VUID-VkBindBufferMemoryInfo-memoryOffset-01036
  `memoryOffset` must be an integer multiple of the `alignment` member of the `VkMemoryRequirements` structure returned from a call to `vkGetBufferMemoryRequirements` with `buffer`

- VUID-VkBindBufferMemoryInfo-size-01037
The size member of the VkMemoryRequirements structure returned from a call to vkGetBufferMemoryRequirements with buffer must be less than or equal to the size of memory minus memoryOffset.

- **VUID-VkBindBufferMemoryInfo-buffer-01444**
  If buffer requires a dedicated allocation (as reported by vkGetBufferMemoryRequirements2 in VkMemoryDedicatedRequirements::requiresDedicatedAllocation for buffer), memory must have been allocated with VkMemoryDedicatedAllocateInfo::buffer equal to buffer.

- **VUID-VkBindBufferMemoryInfo-memory-01508**
  If the VkMemoryAllocateInfo provided when memory was allocated included a VkMemoryDedicatedAllocateInfo structure in its pNext chain, and VkMemoryDedicatedAllocateInfo::buffer was not VK_NULL_HANDLE, then buffer must equal VkMemoryDedicatedAllocateInfo::buffer, and memoryOffset must be zero.

- **VUID-VkBindBufferMemoryInfo-None-01898**
  If buffer was created with the VK_BUFFER_CREATE_PROTECTED_BIT bit set, the buffer must be bound to a memory object allocated with a memory type that reports VK_MEMORY_PROPERTY_PROTECTED_BIT.

- **VUID-VkBindBufferMemoryInfo-None-01899**
  If buffer was created with the VK_BUFFER_CREATE_PROTECTED_BIT bit not set, the buffer must not be bound to a memory object allocated with a memory type that reports VK_MEMORY_PROPERTY_PROTECTED_BIT.

- **VUID-VkBindBufferMemoryInfo-memory-02726**
  If the value of VkExportMemoryAllocateInfo::handleTypes used to allocate memory is not 0, it must include at least one of the handles set in VkExternalMemoryBufferCreateInfo::handleTypes when buffer was created.

- **VUID-VkBindBufferMemoryInfo-memory-02985**
  If memory was allocated by a memory import operation, the external handle type of the imported memory must also have been set in VkExternalMemoryBufferCreateInfo::handleTypes when buffer was created.

- **VUID-VkBindBufferMemoryInfo-bufferDeviceAddress-03339**
  If the VkPhysicalDeviceBufferDeviceAddressFeatures::bufferDeviceAddress feature is enabled and buffer was created with the VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT bit set, memory must have been allocated with the VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_BIT bit set.

- **VUID-VkBindBufferMemoryInfo-bufferDeviceAddressCaptureReplay-09200**
  If the VkPhysicalDeviceBufferDeviceAddressFeatures::bufferDeviceAddressCaptureReplay feature is enabled and buffer was created with the VK_BUFFER_CREATE_DEVICE_ADDRESS_CAPTURE_RePLAY_BIT bit set, memory must have been allocated with the VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_CAPTURE_RePLAY_BIT bit set.

- **VUID-VkBindBufferMemoryInfo-pNext-01605**
  If the pNext chain includes a VkBindBufferMemoryDeviceGroupInfo structure, all instances of memory specified by VkBindBufferMemoryDeviceGroupInfo::pDeviceIndices must have been allocated.
Valid Usage (Implicit)

- **VUID-VkBindBufferMemoryInfo-sType-sType**
  
  *sType must be* `VK_STRUCTURE_TYPE_BIND_BUFFER_MEMORY_INFO`

- **VUID-VkBindBufferMemoryInfo-pNext-pNext**
  
  *pNext must be* `NULL` *or a pointer to a valid instance of* `VkBindBufferMemoryDeviceGroupInfo`

- **VUID-VkBindBufferMemoryInfo-sType-unique**
  
  The `sType` value of each struct in the `pNext` chain must be unique

- **VUID-VkBindBufferMemoryInfo-buffer-parameter**
  
  *buffer must be a valid* `VkBuffer` *handle*

- **VUID-VkBindBufferMemoryInfo-memory-parameter**
  
  *memory must be a valid* `VkDeviceMemory` *handle*

- **VUID-VkBindBufferMemoryInfo-commonparent**
  
  Both of `buffer`, and `memory must have been created, allocated, or retrieved from the same` `VkDevice`

The `VkBindBufferMemoryDeviceGroupInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkBindBufferMemoryDeviceGroupInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t deviceIndexCount;
    const uint32_t* pDeviceIndices;
} VkBindBufferMemoryDeviceGroupInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.

- `pNext` is `NULL` or a pointer to a structure extending this structure.

- `deviceIndexCount` is the number of elements in `pDeviceIndices`.

- `pDeviceIndices` is a pointer to an array of device indices.

If the `pNext` chain of `VkBindBufferMemoryInfo` includes a `VkBindBufferMemoryDeviceGroupInfo` structure, then that structure determines how memory is bound to buffers across multiple devices in a device group.

If `deviceIndexCount` is greater than zero, then on device index `i` the buffer is attached to the instance of `memory` on the physical device with device index `pDeviceIndices[i]`.

If `deviceIndexCount` is zero and `memory` comes from a memory heap with the `VK_MEMORY_HEAP_MULTI_INSTANCE_BIT` bit set, then it is as if `pDeviceIndices` contains consecutive indices from zero to the number of physical devices in the logical device, minus one. In other words, by default each physical device attaches to its own instance of `memory`.
If `deviceIndexCount` is zero and `memory` comes from a memory heap without the `VK_MEMORY_HEAP_MULTI_INSTANCE_BIT` bit set, then it is as if `pDeviceIndices` contains an array of zeros. In other words, by default each physical device attaches to instance zero.

### Valid Usage

- **VUID-VkBindBufferMemoryDeviceGroupInfo-deviceIndexCount-01606**
  
  `deviceIndexCount` must either be zero or equal to the number of physical devices in the logical device.

- **VUID-VkBindBufferMemoryDeviceGroupInfo-pDeviceIndices-01607**
  
  All elements of `pDeviceIndices` must be valid device indices.

### Valid Usage (Implicit)

- **VUID-VkBindBufferMemoryDeviceGroupInfo-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_BIND_BUFFER_MEMORY_DEVICE_GROUP_INFO`.

- **VUID-VkBindBufferMemoryDeviceGroupInfo-pDeviceIndices-parameter**
  
  If `deviceIndexCount` is not 0, `pDeviceIndices` must be a valid pointer to an array of `deviceIndexCount uint32_t` values.

To attach memory to a `VkImage` object created without the `VK_IMAGE_CREATE_DISJOINT_BIT` set, call:

```cpp
// Provided by VK_VERSION_1_0
VkResult vkBindImageMemory(
    VkDevice device, 
    VkImage image, 
    VkDeviceMemory memory, 
    VkDeviceSize memoryOffset);
```

- **`device`** is the logical device that owns the image and memory.
- **`image`** is the image.
- **`memory`** is the `VkDeviceMemory` object describing the device memory to attach.
- **`memoryOffset`** is the start offset of the region of `memory` which is to be bound to the image. The number of bytes returned in the `VkMemoryRequirements::size` member in `memory`, starting from `memoryOffset` bytes, will be bound to the specified image.

`vkBindImageMemory` is equivalent to passing the same parameters through `VkBindImageMemoryInfo` to `vkBindImageMemory2`.

If the `memory` is allocated by a memory import operation with `VkExternalMemoryBufferCreateInfo` `::handleTypes` assigned to `VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCI_BUF_BIT_NV`, the properties of `image` and the `memoryOffset` must be compatible with the attributes used to create `NvSciBufObj`, otherwise the implementation will return `VK_ERROR_VALIDATION_FAILED`. 

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If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkBindImageMemory` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

**Valid Usage**

- **VUID-vkBindImageMemory-image-07460**
  
  `image` must not have been bound to a memory object

- **VUID-vkBindImageMemory-image-01045**
  
  `image` must not have been created with any sparse memory binding flags

- **VUID-vkBindImageMemory-memoryOffset-01046**
  
  `memoryOffset` must be less than the size of `memory`

- **VUID-vkBindImageMemory-image-01445**
  
  If `image` requires a dedicated allocation (as reported by `vkGetImageMemoryRequirements2` in `VkMemoryDedicatedRequirements::requiresDedicatedAllocation` for `image`), `memory` must have been created with `VkMemoryDedicatedAllocateInfo::image` equal to `image`

- **VUID-vkBindImageMemory-memory-02628**
  
  If the `VkMemoryAllocateInfo` provided when `memory` was allocated included a `VkMemoryDedicatedAllocateInfo` structure in its `pNext` chain, and `VkMemoryDedicatedAllocateInfo::image` was not `VK_NULL_HANDLE`, then `image` must equal `VkMemoryDedicatedAllocateInfo::image` and `memoryOffset` must be zero

- **VUID-vkBindImageMemory-None-01901**
  
  If `image` was created with the `VK_IMAGE_CREATE_PROTECTED_BIT` bit set, the `image` must be bound to a memory object allocated with a memory type that reports `VK_MEMORY_PROPERTY_PROTECTED_BIT`

- **VUID-vkBindImageMemory-None-01902**
  
  If `image` was created with the `VK_IMAGE_CREATE_PROTECTED_BIT` bit not set, the `image` must not be bound to a memory object created with a memory type that reports `VK_MEMORY_PROPERTY_PROTECTED_BIT`

- **VUID-vkBindImageMemory-memory-02728**
  
  If the value of `VkExportMemoryAllocateInfo::handleTypes` used to allocate `memory` is not `0`, it must include at least one of the handles set in `VkExternalMemoryImageCreateInfo::handleTypes` when `image` was created

- **VUID-vkBindImageMemory-memory-02989**
  
  If `memory` was created by a memory import operation, the external handle type of the imported `memory` must also have been set in `VkExternalMemoryImageCreateInfo::handleTypes` when `image` was created

- **VUID-vkBindImageMemory-image-01608**
  
  `image` must not have been created with the `VK_IMAGE_CREATE_DISJOINT_BIT` set

- **VUID-vkBindImageMemory-memory-01047**
  
  `memory` must have been allocated using one of the memory types allowed in the `memoryTypeBits` member of the `VkMemoryRequirements` structure returned from a call to `vkGetImageMemoryRequirements` with `image`
memoryOffset must be an integer multiple of the alignment member of the VkMemoryRequirements structure returned from a call to vkGetImageMemoryRequirements with image.

The difference of the size of memory and memoryOffset must be greater than or equal to the size member of the VkMemoryRequirements structure returned from a call to vkGetImageMemoryRequirements with the same image.

Valid Usage (Implicit)

device must be a valid VkDevice handle
image must be a valid VkImage handle
memory must be a valid VkDeviceMemory handle
image must have been created, allocated, or retrieved from device
memory must have been created, allocated, or retrieved from device

Host Synchronization

Host access to image must be externally synchronized

Return Codes

Success

• VK_SUCCESS

Failure

• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY

To attach memory to image objects for one or more images at a time, call:
// Provided by VK_VERSION_1_1
VkResult _vkBindImageMemory2(
    VkDevice device,
    uint32_t bindInfoCount,
    const VkBindImageMemoryInfo* pBindInfos);

- **device** is the logical device that owns the images and memory.
- **bindInfoCount** is the number of elements in **pBindInfos**.
- **pBindInfos** is a pointer to an array of VkBindImageMemoryInfo structures, describing images and memory to bind.

On some implementations, it **may** be more efficient to batch memory bindings into a single command.

If any of the memory binding operations described by **pBindInfos** fail, the **VkResult** returned by this command **must** be the return value of any one of the memory binding operations which did not return **VK_SUCCESS**.

**Note**

If the _vkBindImageMemory2_ command failed, and **bindInfoCount** was greater than one, then the images referenced by **pBindInfos** will be in an indeterminate state, and must not be used.

Applications should destroy these images.

If **VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations** is **VK_TRUE**, _vkBindImageMemory2_ **must** not return **VK_ERROR_OUT_OF_HOST_MEMORY**.

---

**Valid Usage**

- VUID-vkBindImageMemory2-pBindInfos-02858
  If any **VkBindImageMemoryInfo::image** was created with **VK_IMAGE_CREATE_DISJOINT_BIT** then all planes of **VkBindImageMemoryInfo::image** **must** be bound individually in separate **pBindInfos**

- VUID-vkBindImageMemory2-pBindInfos-04006
  **pBindInfos** **must** not refer to the same image subresource more than once

---

**Valid Usage (Implicit)**

- VUID-vkBindImageMemory2-device-parameter
  **device** **must** be a valid **VkDevice** handle

- VUID-vkBindImageMemory2-pBindInfos-parameter
  **pBindInfos** **must** be a valid pointer to an array of **bindInfoCount** valid **VkBindImageMemoryInfo** structures
VkBindImageMemoryInfo contains members corresponding to the parameters of vkBindImageMemory.

The VkBindImageMemoryInfo structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkBindImageMemoryInfo {
    VkStructureType sType;
    const void* pNext;
    VkImage image;
    VkDeviceMemory memory;
    VkDeviceSize memoryOffset;
} VkBindImageMemoryInfo;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `image` is the image to be attached to memory.
- `memory` is a VkDeviceMemory object describing the device memory to attach.
- `memoryOffset` is the start offset of the region of memory which is to be bound to the image. The number of bytes returned in the VkMemoryRequirements::size member in `memory`, starting from `memoryOffset` bytes, will be bound to the specified image.

Valid Usage

- VUID-VkBindImageMemoryInfo-image-07460
  `image` must not have been bound to a memory object
- VUID-VkBindImageMemoryInfo-image-01045
  `image` must not have been created with any sparse memory binding flags
- VUID-VkBindImageMemoryInfo-memoryOffset-01046
  `memoryOffset` must be less than the size of `memory`
- VUID-VkBindImageMemoryInfo-image-01445
If \texttt{image} requires a dedicated allocation (as reported by \texttt{vkGetImageMemoryRequirements2} in \texttt{VkMemoryDedicatedRequirements::requiresDedicatedAllocation} for \texttt{image}), memory must have been created with \texttt{VkMemoryDedicatedAllocateInfo::image} equal to \texttt{image}

- VUID-VkBindImageMemoryInfo-memory-02628
  If the \texttt{VkMemoryAllocateInfo} provided when \texttt{memory} was allocated included a \texttt{VkMemoryDedicatedAllocateInfo} structure in its \texttt{pNext} chain, and \texttt{VkMemoryDedicatedAllocateInfo::image} was not \texttt{VK_NULL_HANDLE}, then \texttt{image} must equal \texttt{VkMemoryDedicatedAllocateInfo::image} and \texttt{memoryOffset} must be zero

- VUID-VkBindImageMemoryInfo-None-01901
  If \texttt{image} was created with the \texttt{VK_IMAGE_CREATE_PROTECTED_BIT} bit set, the image must be bound to a memory object allocated with a memory type that reports \texttt{VK_MEMORY_PROPERTY_PROTECTED_BIT}

- VUID-VkBindImageMemoryInfo-None-01902
  If \texttt{image} was created with the \texttt{VK_IMAGE_CREATE_PROTECTED_BIT} bit not set, the image must not be bound to a memory object created with a memory type that reports \texttt{VK_MEMORY_PROPERTY_PROTECTED_BIT}

- VUID-VkBindImageMemoryInfo-memory-02728
  If the value of \texttt{VkExportMemoryAllocateInfo::handleTypes} used to allocate \texttt{memory} is not 0, it must include at least one of the handles set in \texttt{VkExternalMemoryImageCreateInfo::handleTypes} when \texttt{image} was created

- VUID-VkBindImageMemoryInfo-memory-02989
  If \texttt{memory} was created by a memory import operation, the external handle type of the imported memory must also have been set in \texttt{VkExternalMemoryImageCreateInfo::handleTypes} when \texttt{image} was created

- VUID-VkBindImageMemoryInfo-pNext-01615
  If the \texttt{pNext} chain does not include a \texttt{VkBindImagePlaneMemoryInfo} structure, memory must have been allocated using one of the memory types allowed in the \texttt{memoryTypeBits} member of the \texttt{VkMemoryRequirements} structure returned from a call to \texttt{vkGetImageMemoryRequirements2} with \texttt{image}

- VUID-VkBindImageMemoryInfo-pNext-01616
  If the \texttt{pNext} chain does not include a \texttt{VkBindImagePlaneMemoryInfo} structure, \texttt{memoryOffset} must be an integer multiple of the \texttt{alignment} member of the \texttt{VkMemoryRequirements} structure returned from a call to \texttt{vkGetImageMemoryRequirements2} with \texttt{image}

- VUID-VkBindImageMemoryInfo-pNext-01617
  If the \texttt{pNext} chain does not include a \texttt{VkBindImagePlaneMemoryInfo} structure, the difference of the size of \texttt{memory} and \texttt{memoryOffset} must be greater than or equal to the \texttt{size} member of the \texttt{VkMemoryRequirements} structure returned from a call to \texttt{vkGetImageMemoryRequirements2} with the same \texttt{image}

- VUID-VkBindImageMemoryInfo-pNext-01618
  If the \texttt{pNext} chain includes a \texttt{VkBindImagePlaneMemoryInfo} structure, \texttt{image} must have been created with the \texttt{VK_IMAGE_CREATE_DISJOINT_BIT} bit set

- VUID-VkBindImageMemoryInfo-image-07736
If \texttt{image} was created with the \texttt{VK_IMAGE_CREATE_DISJOINT_BIT} bit set, then the \texttt{pNext} chain must include a \texttt{VkBindImagePlaneMemoryInfo} structure.

- **VUID-VkBindImageMemoryInfo-pNext-01619**
  If the \texttt{pNext} chain includes a \texttt{VkBindImagePlaneMemoryInfo} structure, memory must have been allocated using one of the memory types allowed in the \texttt{memoryTypeBits} member of the \texttt{VkMemoryRequirements} structure returned from a call to \texttt{vkGetImageMemoryRequirements2} with \texttt{image} and where \texttt{VkBindImagePlaneMemoryInfo::planeAspect} corresponds to the \texttt{VkImagePlaneMemoryRequirementsInfo::planeAspect} in the \texttt{VkImageMemoryRequirementsInfo2} structure's \texttt{pNext} chain.

- **VUID-VkBindImageMemoryInfo-pNext-01620**
  If the \texttt{pNext} chain includes a \texttt{VkBindImagePlaneMemoryInfo} structure, \texttt{memoryOffset} must be an integer multiple of the \texttt{alignment} member of the \texttt{VkMemoryRequirements} structure returned from a call to \texttt{vkGetImageMemoryRequirements2} with \texttt{image} and where \texttt{VkBindImagePlaneMemoryInfo::planeAspect} corresponds to the \texttt{VkImagePlaneMemoryRequirementsInfo::planeAspect} in the \texttt{VkImageMemoryRequirementsInfo2} structure's \texttt{pNext} chain.

- **VUID-VkBindImageMemoryInfo-pNext-01621**
  If the \texttt{pNext} chain includes a \texttt{VkBindImagePlaneMemoryInfo} structure, the difference of the size of \texttt{memory} and \texttt{memoryOffset} must be greater than or equal to the \texttt{size} member of the \texttt{VkMemoryRequirements} structure returned from a call to \texttt{vkGetImageMemoryRequirements2} with the same \texttt{image} and where \texttt{VkBindImagePlaneMemoryInfo::planeAspect} corresponds to the \texttt{VkImagePlaneMemoryRequirementsInfo::planeAspect} in the \texttt{VkImageMemoryRequirementsInfo2} structure's \texttt{pNext} chain.

- **VUID-VkBindImageMemoryInfo-pNext-01626**
  If the \texttt{pNext} chain includes a \texttt{VkBindImageMemoryDeviceGroupInfo} structure, all instances of \texttt{memory} specified by \texttt{VkBindImageMemoryDeviceGroupInfo::pDeviceIndices} must have been allocated.

- **VUID-VkBindImageMemoryInfo-image-01630**
  If \texttt{image} was created with a valid swapchain handle in \texttt{VkImageSwapchainCreateInfoKHR::swapchain}, then the \texttt{pNext} chain must include a \texttt{VkBindImageMemorySwapchainInfoKHR} structure containing the same swapchain handle.

- **VUID-VkBindImageMemoryInfo-pNext-01631**
  If the \texttt{pNext} chain includes a \texttt{VkBindImageMemorySwapchainInfoKHR} structure, memory must be \texttt{VK_NULL_HANDLE}.

- **VUID-VkBindImageMemoryInfo-pNext-01632**
  If the \texttt{pNext} chain does not include a \texttt{VkBindImageMemorySwapchainInfoKHR} structure, memory must be a valid \texttt{VkDeviceMemory} handle.

**Valid Usage (Implicit)**

- **VUID-VkBindImageMemoryInfo-sType-sType**
sType must be VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORY_INFO

- VUID-VkBindImageMemoryInfo-pNext-pNext
  Each pNext member of any structure (including this one) in the pNext chain must be either NULL or a pointer to a valid instance of VkBindImageMemoryDeviceGroupInfo, VkBindImageMemorySwapchainInfoKHR, or VkBindImagePlaneMemoryInfo

- VUID-VkBindImageMemoryInfo-sType-unique
  The sType value of each struct in the pNext chain must be unique

- VUID-VkBindImageMemoryInfo-image-parameter
  image must be a valid VkImage handle

- VUID-VkBindImageMemoryInfo-commonparent
  Both of image, and memory that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same VkDevice

The VkBindImageMemoryDeviceGroupInfo structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkBindImageMemoryDeviceGroupInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t deviceIndexCount;
    const uint32_t* pDeviceIndices;
    uint32_t splitInstanceBindRegionCount;
    const VkRect2D* pSplitInstanceBindRegions;
} VkBindImageMemoryDeviceGroupInfo;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- deviceIndexCount is the number of elements in pDeviceIndices.
- pDeviceIndices is a pointer to an array of device indices.
- splitInstanceBindRegionCount is the number of elements in pSplitInstanceBindRegions.
- pSplitInstanceBindRegions is a pointer to an array of VkRect2D structures describing which regions of the image are attached to each instance of memory.

If the pNext chain of VkBindImageMemoryInfo includes a VkBindImageMemoryDeviceGroupInfo structure, then that structure determines how memory is bound to images across multiple devices in a device group.

If deviceIndexCount is greater than zero, then on device index i image is attached to the instance of the memory on the physical device with device index pDeviceIndices[i].

In Vulkan SC, splitInstanceBindRegionCount must be zero because sparse allocations are not supported [SCID-8].

If splitInstanceBindRegionCount and deviceIndexCount are zero and the memory comes from a
memory heap with the VK_MEMORY_HEAP_MULTI_INSTANCE_BIT bit set, then it is as if pDeviceIndices contains consecutive indices from zero to the number of physical devices in the logical device, minus one. In other words, by default each physical device attaches to its own instance of the memory.

If splitInstanceBindRegionCount and deviceIndexCount are zero and the memory comes from a memory heap without the VK_MEMORY_HEAP_MULTI_INSTANCE_BIT bit set, then it is as if pDeviceIndices contains an array of zeros. In other words, by default each physical device attaches to instance zero.

Valid Usage

- VUID-VkBindImageMemoryDeviceGroupInfo-deviceIndexCount-01634
  
  deviceIndexCount **must** either be zero or equal to the number of physical devices in the logical device

- VUID-VkBindImageMemoryDeviceGroupInfo-pDeviceIndices-01635
  
  All elements of pDeviceIndices **must** be valid device indices

- VUID-VkBindImageMemoryDeviceGroupInfo-splitInstanceBindRegionCount-05067
  
  splitInstanceBindRegionCount **must** be zero

Valid Usage (Implicit)

- VUID-VkBindImageMemoryDeviceGroupInfo-sType-sType
  
  sType **must** be VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORY_DEVICE_GROUP_INFO

- VUID-VkBindImageMemoryDeviceGroupInfo-pDeviceIndices-parameter
  
  If deviceIndexCount is not 0, pDeviceIndices **must** be a valid pointer to an array of deviceIndexCount uint32_t values

- VUID-VkBindImageMemoryDeviceGroupInfo-pSplitInstanceBindRegions-parameter
  
  If splitInstanceBindRegionCount is not 0, pSplitInstanceBindRegions **must** be a valid pointer to an array of splitInstanceBindRegionCount VkRect2D structures

If the pNext chain of VkBindImageMemoryInfo includes a VkBindImageMemorySwapchainInfoKHR structure, then that structure includes a swapchain handle and image index indicating that the image will be bound to memory from that swapchain.

The VkBindImageMemorySwapchainInfoKHR structure is defined as:

```c
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain
typedef struct VkBindImageMemorySwapchainInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkSwapchainKHR swapchain;
    uint32_t imageIndex;
} VkBindImageMemorySwapchainInfoKHR;
```
• `sType` is a `VkStructureType` value identifying this structure.
• `pNext` is `NULL` or a pointer to a structure extending this structure.
• `swapchain` is `VK_NULL_HANDLE` or a swapchain handle.
• `imageIndex` is an image index within `swapchain`.

If `swapchain` is not `NULL`, the `swapchain` and `imageIndex` are used to determine the memory that the image is bound to, instead of `memory` and `memoryOffset`.

Memory can be bound to a swapchain and use the `pDeviceIndices` or `pSplitInstanceBindRegions` members of `VkBindImageMemoryDeviceGroupInfo`.

---

### Valid Usage

- `VUID-VkBindImageMemorySwapchainInfoKHR-imageIndex-01644`
  - `imageIndex` must be less than the number of images in `swapchain`

---

### Valid Usage (Implicit)

- `VUID-VkBindImageMemorySwapchainInfoKHR-sType-sType`
  - `sType` must be `VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORY_SWAPCHAIN_INFO_KHR`
- `VUID-VkBindImageMemorySwapchainInfoKHR-swapchain-parameter`
  - `swapchain` must be a valid `VkSwapchainKHR` handle

---

### Host Synchronization

- Host access to `swapchain` must be externally synchronized.

In order to bind `planes` of a disjoint image, add a `VkBindImagePlaneMemoryInfo` structure to the `pNext` chain of `VkBindImageMemoryInfo`.

The `VkBindImagePlaneMemoryInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkBindImagePlaneMemoryInfo {
    VkStructureType       sType;
    const void*            pNext;
    VkImageAspectFlagBits  planeAspect;
} VkBindImagePlaneMemoryInfo;
```

---

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `planeAspect` is a `VkImageAspectFlagBits` value specifying the aspect of the disjoint image plane to...
Valid Usage

- **VUID-VkBindImagePlaneMemoryInfo-planeAspect-02283**
  If the image's tiling is VK_IMAGE_TILING_LINEAR or VK_IMAGE_TILING_OPTIMAL, then `planeAspect` must be a single valid multi-planar aspect mask bit.

- **VUID-VkBindImagePlaneMemoryInfo-planeAspect-02284**
  If the image's tiling is VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT, then `planeAspect` must be a single valid memory plane for the image (that is, `aspectMask` must specify a plane index that is less than the `VkDrmFormatModifierPropertiesEXT::drmFormatModifierPlaneCount` associated with the image's format and `VkImageDrmFormatModifierPropertiesEXT::drmFormatModifier`).

Valid Usage (Implicit)

- **VUID-VkBindImagePlaneMemoryInfo-sType-sType**
  `sType` must be VK_STRUCTURE_TYPE_BIND_IMAGE_PLANE_MEMORY_INFO.

- **VUID-VkBindImagePlaneMemoryInfo-planeAspect-parameter**
  `planeAspect` must be a valid `VkImageAspectFlagBits` value.

Buffer-Image Granularity

The implementation-dependent limit `bufferImageGranularity` specifies a page-like granularity at which linear and non-linear resources must be placed in adjacent memory locations to avoid aliasing. Two resources which do not satisfy this granularity requirement are said to alias. `bufferImageGranularity` is specified in bytes, and must be a power of two. Implementations which do not impose a granularity restriction may report a `bufferImageGranularity` value of one.

**Note**

Despite its name, `bufferImageGranularity` is really a granularity between “linear” and “non-linear” resources.

Given resourceA at the lower memory offset and resourceB at the higher memory offset in the same `VkDeviceMemory` object, where one resource is linear and the other is non-linear (as defined in the Glossary), and the following:

- `resourceA.end = resourceA.memoryOffset + resourceA.size - 1`
- `resourceA.endPage = resourceA.end & ~(bufferImageGranularity-1)`
- `resourceB.start = resourceB.memoryOffset`
- `resourceB.startPage = resourceB.start & ~(bufferImageGranularity-1)`

The following property must hold:
That is, the end of the first resource (A) and the beginning of the second resource (B) must be on separate “pages” of size bufferImageGranularity. bufferImageGranularity may be different than the physical page size of the memory heap. This restriction is only needed when a linear resource and a non-linear resource are adjacent in memory and will be used simultaneously. The memory ranges of adjacent resources can be closer than bufferImageGranularity, provided they meet the alignment requirement for the objects in question.

Sparse block size in bytes and sparse image and buffer memory alignments must all be multiples of the bufferImageGranularity. Therefore, memory bound to sparse resources naturally satisfies the bufferImageGranularity.

### 12.7. Resource Sharing Mode

Buffer and image objects are created with a sharing mode controlling how they can be accessed from queues. The supported sharing modes are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkSharingMode {
    VK_SHARING_MODE_EXCLUSIVE = 0,
    VK_SHARING_MODE_CONCURRENT = 1,
} VkSharingMode;
```

- **VK_SHARING_MODE_EXCLUSIVE** specifies that access to any range or image subresource of the object will be exclusive to a single queue family at a time.
- **VK_SHARING_MODE_CONCURRENT** specifies that concurrent access to any range or image subresource of the object from multiple queue families is supported.

*Note*  
**VK_SHARING_MODE_CONCURRENT** may result in lower performance access to the buffer or image than **VK_SHARING_MODE_EXCLUSIVE**.

Ranges of buffers and image subresources of image objects created using **VK_SHARING_MODE_EXCLUSIVE** must only be accessed by queues in the queue family that has ownership of the resource. Upon creation, such resources are not owned by any queue family; ownership is implicitly acquired upon first use within a queue. Once a resource using **VK_SHARING_MODE_EXCLUSIVE** is owned by some queue family, the application must perform a queue family ownership transfer to make the memory contents of a range or image subresource accessible to a different queue family.

*Note*  
Images still require a layout transition from **VK_IMAGE_LAYOUT_UNDEFINED** or **VK_IMAGE_LAYOUT_PREINITIALIZED** before being used on the first queue.

A queue family can take ownership of an image subresource or buffer range of a resource created
with \texttt{VK\_SHARING\_MODE\_EXCLUSIVE}, without an ownership transfer, in the same way as for a resource that was just created; however, taking ownership in this way has the effect that the contents of the image subresource or buffer range are undefined.

Ranges of buffers and image subresources of image objects created using \texttt{VK\_SHARING\_MODE\_CONCURRENT} must only be accessed by queues from the queue families specified through the \texttt{queueFamilyIndexCount} and \texttt{pQueueFamilyIndices} members of the corresponding create info structures.

12.7.1. External Resource Sharing

Resources \textbf{should} only be accessed in the Vulkan instance that has exclusive ownership of their underlying memory. Only one Vulkan instance has exclusive ownership of a resource's underlying memory at a given time, regardless of whether the resource was created using \texttt{VK\_SHARING\_MODE\_EXCLUSIVE} or \texttt{VK\_SHARING\_MODE\_CONCURRENT}. Applications can transfer ownership of a resource's underlying memory only if the memory has been imported from or exported to another instance or external API using external memory handles. The semantics for transferring ownership outside of the instance are similar to those used for transferring ownership of \texttt{VK\_SHARING\_MODE\_EXCLUSIVE} resources between queues, and is also accomplished using \texttt{VkBufferMemoryBarrier} or \texttt{VkImageMemoryBarrier} operations. To make the contents of the underlying memory accessible in the destination instance or API, applications \textbf{must}

1. Release exclusive ownership from the source instance or API.
2. Ensure the release operation has completed using semaphores or fences.
3. Acquire exclusive ownership in the destination instance or API

Unlike queue family ownership transfers, the destination instance or API is not specified explicitly when releasing ownership, nor is the source instance or API specified when acquiring ownership. Instead, the image or memory barrier's \texttt{dstQueueFamilyIndex} or \texttt{srcQueueFamilyIndex} parameters are set to the reserved queue family index \texttt{VK\_QUEUE\_FAMILY\_EXTERNAL} or \texttt{VK\_QUEUE\_FAMILY\_FOREIGN\_EXT} to represent the external destination or source respectively.

Binding a resource to a memory object shared between multiple Vulkan instances or other APIs does not change the ownership of the underlying memory. The first entity to access the resource implicitly acquires ownership. An entity \textbf{can} also implicitly take ownership from another entity in the same way without an explicit ownership transfer. However, taking ownership in this way has the effect that the contents of the underlying memory are undefined.

Accessing a resource backed by memory that is owned by a particular instance or API has the same semantics as accessing a \texttt{VK\_SHARING\_MODE\_EXCLUSIVE} resource, with one exception: Implementations \textbf{must} ensure layout transitions performed on one member of a set of identical subresources of identical images that alias the same range of an underlying memory object affect the layout of all the subresources in the set.

As a corollary, writes to any image subresources in such a set \textbf{must} not make the contents of memory used by other subresources in the set undefined. An application \textbf{can} define the content of a subresource of one image by performing device writes to an identical subresource of another image provided both images are bound to the same region of external memory. Applications \textbf{may}
also add resources to such a set after the content of the existing set members has been defined without making the content undefined by creating a new image with the initial layout 
\texttt{VK_IMAGE_LAYOUT_UNDEFINED} and binding it to the same region of external memory as the existing images.

\begin{quote}
\textbf{Note}
Because layout transitions apply to all identical images aliasing the same region of external memory, the actual layout of the memory backing a new image as well as an existing image with defined content will not be undefined. Such an image is not usable until it acquires ownership of its memory from the existing owner. Therefore, the layout specified as part of this transition will be the true initial layout of the image. The undefined layout specified when creating it is a placeholder to simplify valid usage requirements.
\end{quote}

\section*{12.8. Memory Aliasing}

A range of a \texttt{VkDeviceMemory} allocation is \textit{aliased} if it is bound to multiple resources simultaneously, as described below, via \texttt{vkBindImageMemory}, \texttt{vkBindBufferMemory}, or by binding the memory to resources in multiple Vulkan instances or external APIs using external memory handle export and import mechanisms.

Consider two resources, resource\textsubscript{A} and resource\textsubscript{B}, bound respectively to memory range\textsubscript{A} and range\textsubscript{B}. Let paddedRange\textsubscript{A} and paddedRange\textsubscript{B} be, respectively, range\textsubscript{A} and range\textsubscript{B} aligned to \texttt{bufferImageGranularity}. If the resources are both linear or both non-linear (as defined in the \texttt{Glossary}), then the resources \textit{alias} the memory in the intersection of range\textsubscript{A} and range\textsubscript{B}. If one resource is linear and the other is non-linear, then the resources \textit{alias} the memory in the intersection of paddedRange\textsubscript{A} and paddedRange\textsubscript{B}.

Applications \textbf{can} alias memory, but use of multiple aliases is subject to several constraints.

\begin{quote}
\textbf{Note}
Memory aliasing \textbf{can} be useful to reduce the total device memory footprint of an application, if some large resources are used for disjoint periods of time.
\end{quote}

When a \texttt{non-linear}, non-\texttt{VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT} image is bound to an aliased range, all image subresources of the image \textit{overlap} the range. When a linear image is bound to an aliased range, the image subresources that (according to the image's advertised layout) include bytes from the aliased range overlap the range. When a \texttt{VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT} image has sparse image blocks bound to an aliased range, only image subresources including those sparse image blocks overlap the range, and when the memory bound to the image's mip tail overlaps an aliased range all image subresources in the mip tail overlap the range.

Buffers, and linear image subresources in either the \texttt{VK_IMAGE_LAYOUT_PREINITIALIZED} or \texttt{VK_IMAGE_LAYOUT_GENERAL} layouts, are \textit{host-accessible subresources}. That is, the host has a well-defined addressing scheme to interpret the contents, and thus the layout of the data in memory \textbf{can} be consistently interpreted across aliases if each of those aliases is a host-accessible subresource. Non-linear images, and linear image subresources in other layouts, are not host-accessible.
If two aliases are both host-accessible, then they interpret the contents of the memory in consistent ways, and data written to one alias can be read by the other alias.

If two aliases are both images that were created with identical creation parameters, both were created with the `VK_IMAGE_CREATE_ALIAS_BIT` flag set, and both are bound identically to memory except for `VkBindImageMemoryDeviceGroupInfo::pDeviceIndices` and `VkBindImageMemoryDeviceGroupInfo::pSplitInstanceBindRegions`, then they interpret the contents of the memory in consistent ways, and data written to one alias can be read by the other alias.

Additionally, if an individual plane of a multi-planar image and a single-plane image alias the same memory, then they also interpret the contents of the memory in consistent ways under the same conditions, but with the following modifications:

- Both must have been created with the `VK_IMAGE_CREATE_DISJOINT_BIT` flag.
- The single-plane image must have a `VkFormat` that is equivalent to that of the multi-planar image's individual plane.
- The single-plane image and the individual plane of the multi-planar image must be bound identically to memory except for `VkBindImageMemoryDeviceGroupInfo::pDeviceIndices` and `VkBindImageMemoryDeviceGroupInfo::pSplitInstanceBindRegions`.
- The width and height of the single-plane image are derived from the multi-planar image's dimensions in the manner listed for plane compatibility for the aliased plane.
- If either image's tiling is `VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT`, then both images must be linear.
- All other creation parameters must be identical.

Aliases created by binding the same memory to resources in multiple Vulkan instances or external APIs using external memory handle export and import mechanisms interpret the contents of the memory in consistent ways, and data written to one alias can be read by the other alias.

Otherwise, the aliases interpret the contents of the memory differently, and writes via one alias make the contents of memory partially or completely undefined to the other alias. If the first alias is a host-accessible subresource, then the bytes affected are those written by the memory operations according to its addressing scheme. If the first alias is not host-accessible, then the bytes affected are those overlapped by the image subresources that were written. If the second alias is a host-accessible subresource, the affected bytes become undefined. If the second alias is not host-accessible, all sparse image blocks (for sparse partially-resident images) or all image subresources (for non-sparse image and fully resident sparse images) that overlap the affected bytes become undefined.

If any image subresources are made undefined due to writes to an alias, then each of those image subresources must have its layout transitioned from `VK_IMAGE_LAYOUT_UNDEFINED` to a valid layout before it is used, or from `VK_IMAGE_LAYOUT_PREINITIALIZED` if the memory has been written by the host. If any sparse blocks of a sparse image have been made undefined, then only the image subresources containing them must be transitioned.

Use of an overlapping range by two aliases must be separated by a memory dependency using the appropriate access types if at least one of those uses performs writes, whether the aliases interpret
memory consistently or not. If buffer or image memory barriers are used, the scope of the barrier \textbf{must} contain the entire range and/or set of image subresources that overlap.

If two aliasing image views are used in the same framebuffer, then the render pass \textbf{must} declare the attachments using the \texttt{VK_ATTACHMENT_DESCRIPTION_MAY_ALIAS_BIT}, and follow the other rules listed in that section.

\begin{quote}
\textbf{Note}

Memory recycled via an application suballocator (i.e. without freeing and reallocating the memory objects) is not substantially different from memory aliasing. However, a suballocator usually waits on a fence before recycling a region of memory, and signaling a fence involves sufficient implicit dependencies to satisfy all the above requirements.
\end{quote}

\section*{12.8.1. Resource Memory Overlap}

Applications \textbf{can} safely access a resource concurrently as long as the memory locations do not overlap as defined in \texttt{Memory Location}. This includes aliased resources if such aliasing is well-defined. It also includes access from different queues and/or queue families if such concurrent access is supported by the resource. Transfer commands only access memory locations specified by the range of the transfer command.

\begin{quote}
\textbf{Note}

The intent is that buffers (or linear images) can be accessed concurrently, even when they share cache lines, but otherwise do not access the same memory range. The concept of a device cache line size is not exposed in the memory model.
\end{quote}
Chapter 13. Samplers

VkSampler objects represent the state of an image sampler which is used by the implementation to read image data and apply filtering and other transformations for the shader.

Samplers are represented by VkSampler handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkSampler)
```

To create a sampler object, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateSampler(
    VkDevice device,           // Logical device
    const VkSamplerCreateInfo* pCreateInfo, // Pointer to VkSamplerCreateInfo structure
    const VkAllocationCallbacks* pAllocator, // Host memory allocation control
    VkSampler* pSampler);       // Pointer to VkSampler handle
```

- **device** is the logical device that creates the sampler.
- **pCreateInfo** is a pointer to a VkSamplerCreateInfo structure specifying the state of the sampler object.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.
- **pSampler** is a pointer to a VkSampler handle in which the resulting sampler object is returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, `vkCreateSampler` must not return VK_ERROR_OUT_OF_HOST_MEMORY.

### Valid Usage

- **VUID-vkCreateSampler-device-09668**
  device must support at least one queue family with one of the VK_QUEUE_COMPUTE_BIT or VK_QUEUE_GRAPHICS_BIT capabilities

- **VUID-vkCreateSampler-maxSamplerAllocationCount-04110**
  There must be less than VkPhysicalDeviceLimits::maxSamplerAllocationCount VkSampler objects currently created on the device

- **VUID-vkCreateSampler-device-05068**
  The number of samplers currently allocated from device plus 1 must be less than or equal to the total number of samplers requested via VkDeviceObjectReservationCreateInfo::samplerRequestCount specified when device was created
Valid Usage (Implicit)

- VUID-vkCreateSampler-device-parameter
device must be a valid VkDevice handle

- VUID-vkCreateSampler-pCreateInfo-parameter
pCreateInfo must be a valid pointer to a valid VkSamplerCreateInfo structure

- VUID-vkCreateSampler-pAllocator-null
pAllocator must be NULL

- VUID-vkCreateSampler-pSampler-parameter
pSampler must be a valid pointer to a VkSampler handle

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkSamplerCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkSamplerCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkSamplerCreateFlags flags;
    VkFilter magFilter;
    VkFilter minFilter;
    VkSamplerMipmapMode mipmapMode;
    VkSamplerAddressMode addressModeU;
    VkSamplerAddressMode addressModeV;
    VkSamplerAddressMode addressModeW;
    float mipLodBias;
    VkBool32 anisotropyEnable;
    float maxAnisotropy;
    VkBool32 compareEnable;
    VkCompareOp compareOp;
    float minLod;
    float maxLod;
    VkBorderColor borderColor;
    VkBool32 unnormalizedCoordinates;
} VkSamplerCreateInfo;
```

- sType is a VkStructureType value identifying this structure.
pNext is NULL or a pointer to a structure extending this structure.

flags is a bitmask of VkSamplerCreateFlagBits describing additional parameters of the sampler.

magFilter is a VkFilter value specifying the magnification filter to apply to lookups.

minFilter is a VkFilter value specifying the minification filter to apply to lookups.

mipmapMode is a VkSamplerMipmapMode value specifying the mipmap filter to apply to lookups.

addressModeU is a VkSamplerAddressMode value specifying the addressing mode for U coordinates outside [0,1).

addressModeV is a VkSamplerAddressMode value specifying the addressing mode for V coordinates outside [0,1).

addressModeW is a VkSamplerAddressMode value specifying the addressing mode for W coordinates outside [0,1).

mipLodBias is the bias to be added to mipmap LOD calculation and bias provided by image sampling functions in SPIR-V, as described in the LOD Operation section.

anisotropyEnable is VK_TRUE to enable anisotropic filtering, as described in the Texel Anisotropic Filtering section, or VK_FALSE otherwise.

maxAnisotropy is the anisotropy value clamp used by the sampler when anisotropyEnable is VK_TRUE. If anisotropyEnable is VK_FALSE, maxAnisotropy is ignored.

compareEnable is VK_TRUE to enable comparison against a reference value during lookups, or VK_FALSE otherwise.

Note: Some implementations will default to shader state if this member does not match.

compareOp is a VkCompareOp value specifying the comparison operator to apply to fetched data before filtering as described in the Depth Compare Operation section.

minLod is used to clamp the minimum of the computed LOD value.

maxLod is used to clamp the maximum of the computed LOD value. To avoid clamping the maximum value, set maxLod to the constant VK_LOD_CLAMP_NONE.

borderColor is a VkBorderColor value specifying the predefined border color to use.

unnormalizedCoordinates controls whether to use unnormalized or normalized texel coordinates to address texels of the image. When set to VK_TRUE, the range of the image coordinates used to lookup the texel is in the range of zero to the image size in each dimension. When set to VK_FALSE the range of image coordinates is zero to one.

When unnormalizedCoordinates is VK_TRUE, images the sampler is used with in the shader have the following requirements:

The viewType must be either VK_IMAGE_VIEW_TYPE_1D or VK_IMAGE_VIEW_TYPE_2D.

The image view must have a single layer and a single mip level.

When unnormalizedCoordinates is VK_TRUE, image built-in functions in the shader that use the sampler have the following requirements:

The functions must not use projection.

The functions must not use offsets.
**Mapping of OpenGL to Vulkan filter modes**

The `magFilter` values of `VK_FILTER_NEAREST` and `VK_FILTER_LINEAR` directly correspond to `GL_NEAREST` and `GL_LINEAR` magnification filters. The `minFilter` and `mipmapMode` combine to correspond to the similarly named OpenGL minification filter of `GL_minFilter_MIPMAP_mipmapMode` (e.g., `minFilter` of `VK_FILTER_LINEAR` and `mipmapMode` of `VK_SAMPLER_MIPMAP_MODE_NEAREST` correspond to `GL_LINEAR_MIPMAP_NEAREST`).

There are no Vulkan filter modes that directly correspond to OpenGL minification filters of `GL_LINEAR` or `GL_NEAREST`, but they can be emulated using `VK_SAMPLER_MIPMAP_MODE_NEAREST`, `minLod = 0`, and `maxLod = 0.25`, and using `minFilter = VK_FILTER_LINEAR` or `minFilter = VK_FILTER_NEAREST`, respectively.

Note that using a `maxLod` of zero would cause magnification to always be performed, and the `magFilter` to always be used. This is valid, just not an exact match for OpenGL behavior. Clamping the maximum LOD to 0.25 allows the lambda value to be non-zero and minification to be performed, while still always rounding down to the base level. If the `minFilter` and `magFilter` are equal, then using a `maxLod` of zero also works.

The maximum number of sampler objects which can be simultaneously created on a device is implementation-dependent and specified by the `maxSamplerAllocationCount` member of the `VkPhysicalDeviceLimits` structure.

**Note**

For historical reasons, if `maxSamplerAllocationCount` is exceeded, some implementations may return `VK_ERROR_TOO_MANY_OBJECTS`. Exceeding this limit will result in undefined behavior, and an application should not rely on the use of the returned error code in order to identify when the limit is reached.

Since `VkSampler` is a non-dispatchable handle type, implementations may return the same handle for sampler state vectors that are identical. In such cases, all such objects would only count once against the `maxSamplerAllocationCount` limit.

**Valid Usage**

- VUID-VkSamplerCreateInfo-mipLodBias-01069
  The absolute value of `mipLodBias` must be less than or equal to `VkPhysicalDeviceLimits::maxSamplerLodBias`

- VUID-VkSamplerCreateInfo-maxLod-01973
  `maxLod` must be greater than or equal to `minLod`

- VUID-VkSamplerCreateInfo-anisotropyEnable-01070
  If the `samplerAnisotropy` feature is not enabled, `anisotropyEnable` must be `VK_FALSE`

- VUID-VkSamplerCreateInfo-anisotropyEnable-01071
  If `anisotropyEnable` is `VK_TRUE`, `maxAnisotropy` must be between 1.0 and `VkPhysicalDeviceLimits::maxSamplerAnisotropy`, inclusive
If sampler \( Y'CbCr \) conversion is enabled and the potential format features of the sampler \( Y'CbCr \) conversion do not support \( VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_SEPARATE_RECONSTRUCTION_FILTER_BIT \), `minFilter` and `magFilter` must be equal to the sampler \( Y'CbCr \) conversion's `chromaFilter`

If `unnormalizedCoordinates` is `VK_TRUE`, `minFilter` and `magFilter` must be equal.

If `unnormalizedCoordinates` is `VK_TRUE`, `mipmapMode` must be `VK_SAMPLER_MIPMAP_MODE_NEAREST`.

If `unnormalizedCoordinates` is `VK_TRUE`, `anisotropyEnable` must be `VK_FALSE`.

If `unnormalizedCoordinates` is `VK_TRUE`, `compareEnable` must be `VK_FALSE`.

If any of `addressModeU`, `addressModeV`, or `addressModeW` are `VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_BORDER`, `borderColor` must be a valid `VkBorderColor` value.

If sampler \( Y'CbCr \) conversion is enabled, `addressModeU`, `addressModeV`, and `addressModeW` must be `VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_EDGE`, `anisotropyEnable` must be `VK_FALSE`, and `unnormalizedCoordinates` must be `VK_FALSE`.

If sampler \( Y'CbCr \) conversion is enabled and the pNext chain includes a `VkSamplerReductionModeCreateInfo` structure, then the sampler reduction mode must be set to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`.

If `samplerFilterMinmax` is not enabled and the pNext chain includes a `VkSamplerReductionModeCreateInfo` structure, then the sampler reduction mode must be set to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`.

If `samplerMirrorClampToEdge` is not enabled, and if the \( \text{VK_KHR_sampler_mirror_clamp_to_edge} \) extension is not enabled, `addressModeU`, `addressModeV` and `addressModeW` must not be `VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE`.

If `compareEnable` is `VK_TRUE`, `compareOp` must be a valid `VkCompareOp` value.

If either `magFilter` or `minFilter` is `VK_FILTER_CUBIC_EXT`, `anisotropyEnable` must be `VK_FALSE`.
If \texttt{compareEnable} is \texttt{VK_TRUE}, the \texttt{reductionMode} member of \texttt{VkSamplerReductionModeCreateInfo} must be \texttt{VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE}.

If \texttt{borderColor} is one of \texttt{VK_BORDER_COLOR_FLOAT_CUSTOM_EXT} or \texttt{VK_BORDER_COLOR_INT_CUSTOM_EXT}, then a \texttt{VkSamplerCustomBorderColorCreateInfoEXT} must be included in the \texttt{pNext} chain.

If the \texttt{customBorderColors} feature is not enabled, \texttt{borderColor} must not be \texttt{VK_BORDER_COLOR_FLOAT_CUSTOM_EXT} or \texttt{VK_BORDER_COLOR_INT_CUSTOM_EXT}.

If \texttt{borderColor} is one of \texttt{VK_BORDER_COLOR_FLOAT_CUSTOM_EXT} or \texttt{VK_BORDER_COLOR_INT_CUSTOM_EXT}, and \texttt{VkSamplerCustomBorderColorCreateInfoEXT::format} is not \texttt{VK_FORMAT_UNDEFINED}, \texttt{VkSamplerCustomBorderColorCreateInfoEXT::customBorderColor} must be within the range of values representable in \texttt{format}.

The maximum number of samplers with custom border colors which can be simultaneously created on a device is implementation-dependent and specified by the \texttt{maxCustomBorderColorSamplers} member of the \texttt{VkPhysicalDeviceCustomBorderColorPropertiesEXT} structure.

\textbf{Valid Usage (Implicit)}

- \textbf{VUID-VkSamplerCreateInfo-sType-sType} \texttt{sType must be VK_STRUCTURE_TYPE_SAMPLER_CREATE_INFO}
- \textbf{VUID-VkSamplerCreateInfo-pNext-pNext} Each \texttt{pNext} member of any structure (including this one) in the \texttt{pNext} chain must be either \texttt{NULL} or a pointer to a valid instance of \texttt{VkSamplerCustomBorderColorCreateInfoEXT}, \texttt{VkSamplerReductionModeCreateInfo}, or \texttt{VkSamplerYcbcrConversionInfo}
- \textbf{VUID-VkSamplerCreateInfo-sType-unique} The \texttt{sType} value of each struct in the \texttt{pNext} chain must be unique
- \textbf{VUID-VkSamplerCreateInfo-flags-zerobitmask} \texttt{flags must be 0}
- \textbf{VUID-VkSamplerCreateInfo-magFilter-parameter} \texttt{magFilter must be a valid \texttt{VkFilter} value}
- \textbf{VUID-VkSamplerCreateInfo-minFilter-parameter} \texttt{minFilter must be a valid \texttt{VkFilter} value}
- \textbf{VUID-VkSamplerCreateInfo-mipmapMode-parameter} \texttt{mipmapMode must be a valid \texttt{VkSamplerMipmapMode} value}
- \textbf{VUID-VkSamplerCreateInfo-addressModeU-parameter} \texttt{addressModeU must be a valid \texttt{VkSamplerAddressMode} value}
**VK_LOD_CLAMP_NONE** is a special constant value used for `VkSamplerCreateInfo::maxLod` to indicate that maximum LOD clamping should not be performed.

```c
#define VK_LOD_CLAMP_NONE 1000.0F
```

Bits which **can** be set in `VkSamplerCreateInfo::flags`, specifying additional parameters of a sampler, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkSamplerCreateFlagBits {
} VkSamplerCreateFlagBits;
```

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkSamplerCreateFlags;
```

`VkSamplerCreateFlags` is a bitmask type for setting a mask of zero or more `VkSamplerCreateFlagBits`.

The `VkSamplerReductionModeCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkSamplerReductionModeCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkSamplerReductionMode reductionMode;
} VkSamplerReductionModeCreateInfo;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **reductionMode** is a `VkSamplerReductionMode` value controlling how texture filtering combines texel values.

If the **pNext** chain of `VkSamplerCreateInfo` includes a `VkSamplerReductionModeCreateInfo` structure, then that structure includes a mode controlling how texture filtering combines texel values.

If this structure is not present, **reductionMode** is considered to be `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`. 
Valid Usage (Implicit)

- VUID-VkSamplerReductionModeCreateInfo-sType-sType
  
sType must be VK_STRUCTURE_TYPE_SAMPLER_REDUCTION_MODE_CREATE_INFO

- VUID-VkSamplerReductionModeCreateInfo-reductionMode-parameter
  
reductionMode must be a valid VkSamplerReductionMode value

Reduction modes are specified by VkSamplerReductionMode, which takes values:

```
// Provided by VK_VERSION_1_2
typedef enum VkSamplerReductionMode {
    VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE = 0,
    VK_SAMPLER_REDUCTION_MODE_MIN = 1,
    VK_SAMPLER_REDUCTION_MODE_MAX = 2,
} VkSamplerReductionMode;
```

- VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE specifies that texel values are combined by computing a weighted average of values in the footprint, using weights as specified in the image operations chapter.

- VK_SAMPLER_REDUCTION_MODE_MIN specifies that texel values are combined by taking the component-wise minimum of values in the footprint with non-zero weights.

- VK_SAMPLER_REDUCTION_MODE_MAX specifies that texel values are combined by taking the component-wise maximum of values in the footprint with non-zero weights.

Possible values of the VkSamplerCreateInfo::magFilter and minFilter parameters, specifying filters used for texture lookups, are:

```
// Provided by VK_VERSION_1_0
typedef enum VkFilter {
    VK_FILTER_NEAREST = 0,
    VK_FILTER_LINEAR = 1,
    // Provided by VK_EXT_filter_cubic
    VK_FILTER_CUBIC_EXT = 1000015000,
} VkFilter;
```

- VK_FILTER_NEAREST specifies nearest filtering.

- VK_FILTER_LINEAR specifies linear filtering.

- VK_FILTER_CUBIC_EXT specifies cubic filtering.

These filters are described in detail in Texel Filtering.

Possible values of the VkSamplerCreateInfo::mipmapMode, specifying the mipmap mode used for texture lookups, are:
typedef enum VkSamplerMipmapMode {
    VK_SAMPLER_MIPMAP_MODE_NEAREST = 0,
    VK_SAMPLER_MIPMAP_MODE_LINEAR = 1,
} VkSamplerMipmapMode;

- VK_SAMPLER_MIPMAP_MODE_NEAREST specifies nearest filtering.
- VK_SAMPLER_MIPMAP_MODE_LINEAR specifies linear filtering.

These modes are described in detail in [Texel Filtering](#).

Possible values of the VkSamplerCreateInfo::addressMode* parameters, specifying the behavior of sampling with coordinates outside the range [0,1] for the respective u, v, or w coordinate as defined in the [Wrapping Operation](#) section, are:

typedef enum VkSamplerAddressMode {
    VK_SAMPLER_ADDRESS_MODE_REPEAT = 0,
    VK_SAMPLER_ADDRESS_MODE_MIRRORED_REPEAT = 1,
    VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_EDGE = 2,
    VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_BORDER = 3,
    // Provided by VK_VERSION_1_2
    VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE = 4,
} VkSamplerAddressMode;

- VK_SAMPLER_ADDRESS_MODE_REPEAT specifies that the repeat wrap mode will be used.
- VK_SAMPLER_ADDRESS_MODE_MIRRORED_REPEAT specifies that the mirrored repeat wrap mode will be used.
- VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_EDGE specifies that the clamp to edge wrap mode will be used.
- VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_BORDER specifies that the clamp to border wrap mode will be used.
- VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE specifies that the mirror clamp to edge wrap mode will be used. This is only valid if samplerMirrorClampToEdge is enabled, or if the VK_KHR_sampler_mirror_clamp_to_edge extension is enabled.

Comparison operators compare a reference and a test value, and return a true (“passed”) or false (“failed”) value depending on the comparison operator chosen. The supported operators are:
```c
typedef enum VkCompareOp {
    VK_COMPARE_OP_NEVER  = 0,
    VK_COMPARE_OP_LESS   = 1,
    VK_COMPARE_OP_EQUAL  = 2,
    VK_COMPARE_OP_LESS_OR_EQUAL = 3,
    VK_COMPARE_OP_GREATER = 4,
    VK_COMPARE_OP_NOT_EQUAL = 5,
    VK_COMPARE_OP_GREATER_OR_EQUAL = 6,
    VK_COMPARE_OP_ALWAYS = 7,
} VkCompareOp;
```

- **VK_COMPARE_OP_NEVER** specifies that the comparison always evaluates false.
- **VK_COMPARE_OP_LESS** specifies that the comparison evaluates `reference < test`.
- **VK_COMPARE_OP_EQUAL** specifies that the comparison evaluates `reference = test`.
- **VK_COMPARE_OP_LESS_OR_EQUAL** specifies that the comparison evaluates `reference ≤ test`.
- **VK_COMPARE_OP_GREATER** specifies that the comparison evaluates `reference > test`.
- **VK_COMPARE_OP_NOT_EQUAL** specifies that the comparison evaluates `reference ≠ test`.
- **VK_COMPARE_OP_GREATER_OR_EQUAL** specifies that the comparison evaluates `reference ≥ test`.
- **VK_COMPARE_OP_ALWAYS** specifies that the comparison always evaluates true.

Comparison operators are used for:

- The **Depth Compare Operation** operator for a sampler, specified by `VkSamplerCreateInfo::compareOp`.
- The stencil comparison operator for the **stencil test**, specified by `vkCmdSetStencilOpEXT::compareOp` or `VkStencilOpState::compareOp`.
- The **Depth Comparison** operator for the **depth test**, specified by `vkCmdSetDepthCompareOpEXT::depthCompareOp` or `VkPipelineDepthStencilStateCreateInfo::depthCompareOp`.

Each such use describes how the `reference` and `test` values for that comparison are determined.

Possible values of `VkSamplerCreateInfo::borderColor`, specifying the border color used for texture lookups, are:
**VkBorderColor**

- **VK_BORDER_COLOR_FLOAT_TRANSPARENT_BLACK** specifies a transparent, floating-point format, black color.
- **VK_BORDER_COLOR_INT_TRANSPARENT_BLACK** specifies a transparent, integer format, black color.
- **VK_BORDER_COLOR_FLOAT_OPAQUE_BLACK** specifies an opaque, floating-point format, black color.
- **VK_BORDER_COLOR_INT_OPAQUE_BLACK** specifies an opaque, integer format, black color.
- **VK_BORDER_COLOR_FLOAT_OPAQUE_WHITE** specifies an opaque, floating-point format, white color.
- **VK_BORDER_COLOR_INT_OPAQUE_WHITE** specifies an opaque, integer format, white color.
- **VK_BORDER_COLOR_FLOAT_CUSTOM_EXT** indicates that a `VkSamplerCustomBorderColorCreateInfoEXT` structure is included in the `VkSamplerCreateInfo::pNext` chain containing the color data in floating-point format.
- **VK_BORDER_COLOR_INT_CUSTOM_EXT** indicates that a `VkSamplerCustomBorderColorCreateInfoEXT` structure is included in the `VkSamplerCreateInfo::pNext` chain containing the color data in integer format.

These colors are described in detail in [Texel Replacement](#).

To destroy a sampler, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroySampler(
    VkDevice device,
    VkSampler sampler,
    const VkAllocationCallbacks* pAllocator);
```

- **device** is the logical device that destroys the sampler.
- **sampler** is the sampler to destroy.
- **pAllocator** controls host memory allocation as described in the [Memory Allocation](#) chapter.
Valid Usage

- VUID-vkDestroySampler-sampler-01082
  All submitted commands that refer to sampler must have completed execution

Valid Usage (Implicit)

- VUID-vkDestroySampler-device-parameter
device must be a valid VkDevice handle

- VUID-vkDestroySampler-sampler-parameter
  If sampler is not VK_NULL_HANDLE, sampler must be a valid VkSampler handle

- VUID-vkDestroySampler-pAllocator-null
  pAllocator must be NULL

- VUID-vkDestroySampler-sampler-parent
  If sampler is a valid handle, it must have been created, allocated, or retrieved from device

Host Synchronization

- Host access to sampler must be externally synchronized

13.1. Sampler Y'C_B C_R Conversion

To create a sampler with Y'C_B C_R conversion enabled, add a VkSamplerYcbcrConversionInfo structure to the pNext chain of the VkSamplerCreateInfo structure. To create a sampler Y'C_B C_R conversion, the samplerYcbcrConversion feature must be enabled. Conversion must be fixed at pipeline creation time, through use of a combined image sampler with an immutable sampler in VkDescriptorSetLayoutBinding.

A VkSamplerYcbcrConversionInfo must be provided for samplers to be used with image views that access VK_IMAGE_ASPECT_COLOR_BIT if the format is one of the formats that require a sampler Y'C_B C_R conversion.

The VkSamplerYcbcrConversionInfo structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkSamplerYcbcrConversionInfo {
    VkStructureType sType;
    const void* pNext;
    VkSamplerYcbcrConversion conversion;
} VkSamplerYcbcrConversionInfo;
```

- sType is a VkStructureType value identifying this structure.
• `pNext` is NULL or a pointer to a structure extending this structure.

• `conversion` is a `VkSamplerYcbcrConversion` handle created with `vkCreateSamplerYcbcrConversion`.

### Valid Usage (Implicit)

- VUID-VkSamplerYcbcrConversionInfo-sType-sType
  sType must be `VK_STRUCTURE_TYPE_SAMPLER_YCBCR_CONVERSION_INFO`

- VUID-VkSamplerYcbcrConversionInfo-conversion-parameter
  conversion must be a valid `VkSamplerYcbcrConversion` handle

A sampler Y’C_bC_r conversion is an opaque representation of a device-specific sampler Y’C_bC_r conversion description, represented as a `VkSamplerYcbcrConversion` handle:

```c
// Provided by VK_VERSION_1_1
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkSamplerYcbcrConversion)
```

To create a `VkSamplerYcbcrConversion`, call:

```c
// Provided by VK_VERSION_1_1
VkResult vkCreateSamplerYcbcrConversion(
    VkDevice device,
    const VkSamplerYcbcrConversionCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkSamplerYcbcrConversion* pYcbcrConversion);
```

• `device` is the logical device that creates the sampler Y’C_bC_r conversion.

• `pCreateInfo` is a pointer to a `VkSamplerYcbcrConversionCreateInfo` structure specifying the requested sampler Y’C_bC_r conversion.

• `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.

• `pYcbcrConversion` is a pointer to a `VkSamplerYcbcrConversion` handle in which the resulting sampler Y’C_bC_r conversion is returned.

The interpretation of the configured sampler Y’C_bC_r conversion is described in more detail in the description of sampler Y’C_bC_r conversion in the Image Operations chapter.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkCreateSamplerYcbcrConversion` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage

- VUID-vkCreateSamplerYcbcrConversion-None-01648
  The `samplerYcbcrConversion` feature must be enabled
The number of sampler conversions currently allocated from device plus 1 must be less than or equal to the total number of sampler conversions requested via VkDeviceObjectReservationCreateInfo::samplerYcbcrConversionRequestCount specified when device was created.

Valid Usage (Implicit)

- VUID-vkCreateSamplerYcbcrConversion-device-parameter device must be a valid VkDevice handle
- VUID-vkCreateSamplerYcbcrConversion-pCreateInfo-parameter pCreateInfo must be a valid pointer to a valid VkSamplerYcbcrConversionCreateInfo structure
- VUID-vkCreateSamplerYcbcrConversion-pAllocator-null pAllocator must be NULL
- VUID-vkCreateSamplerYcbcrConversion-pYcbcrConversion-parameter pYcbcrConversion must be a valid pointer to a VkSamplerYcbcrConversion handle

Return Codes

Success

- VK_SUCCESS

Failure

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkSamplerYcbcrConversionCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkSamplerYcbcrConversionCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkFormat format;
    VkSamplerYcbcrModelConversion ycbcrModel;
    VkSamplerYcbcrRange ycbcrRange;
    VkComponentMapping components;
    VkChromaLocation xChromaOffset;
    VkChromaLocation yChromaOffset;
    VkFilter chromaFilter;
    VkBool32 forceExplicitReconstruction;
} VkSamplerYcbcrConversionCreateInfo;
```

- `sType` is a VkStructureType value identifying this structure.
• `pNext` is `NULL` or a pointer to a structure extending this structure.
• `format` is the format of the image from which color information will be retrieved.
• `ycbcrModel` describes the color matrix for conversion between color models.
• `ycbcrRange` describes whether the encoded values have headroom and foot room, or whether the encoding uses the full numerical range.
• `components` applies a swizzle based on `VkComponentSwizzle` enums prior to range expansion and color model conversion.
• `xChromaOffset` describes the sample location associated with downsampled chroma components in the x dimension. `xChromaOffset` has no effect for formats in which chroma components are not downsampled horizontally.
• `yChromaOffset` describes the sample location associated with downsampled chroma components in the y dimension. `yChromaOffset` has no effect for formats in which the chroma components are not downsampled vertically.
• `chromaFilter` is the filter for chroma reconstruction.
• `forceExplicitReconstruction` can be used to ensure that reconstruction is done explicitly, if supported.

**Note**
Setting `forceExplicitReconstruction` to `VK_TRUE` may have a performance penalty on implementations where explicit reconstruction is not the default mode of operation.

If `format` supports `VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_BIT` the `forceExplicitReconstruction` value behaves as if it was set to `VK_TRUE`.

Sampler Y’C₆C₇R conversion objects do not support *external format conversion* without additional extensions defining *external formats*.

### Valid Usage

- **VUID-VkSamplerYcbcrConversionCreateInfo-format-04061**
  *format* must represent unsigned normalized values (i.e. the format must be a `UNORM` format)

- **VUID-VkSamplerYcbcrConversionCreateInfo-format-01650**
  The potential format features of the sampler Y’C₆C₇R conversion must support `VK_FORMAT_FEATURE_MIDPOINT_CHROMA_SAMPLES_BIT` or `VK_FORMAT_FEATURE_COSITED_CHROMA_SAMPLES_BIT`

- **VUID-VkSamplerYcbcrConversionCreateInfo-xChromaOffset-01651**
  If the potential format features of the sampler Y’C₆C₇R conversion do not support `VK_FORMAT_FEATURE_COSITED_CHROMA_SAMPLES_BIT`, `xChromaOffset` and `yChromaOffset` must not be `VK_CHROMA_LOCATION_COSITED_EVEN` if the corresponding components are downsampled

- **VUID-VkSamplerYcbcrConversionCreateInfo-xChromaOffset-01652**
  If the potential format features of the sampler Y’C₆C₇R conversion do not support `VK_FORMAT_FEATURE_COSITED_CHROMA_SAMPLES_BIT`, `xChromaOffset` and `yChromaOffset` must not be `VK_CHROMA_LOCATION_COSITED_EVEN` if the corresponding components are downsampled
If the potential format features of the sampler Y′C_bC_r conversion do not support
VK_FORMAT_FEATURE_MIDPOINT_CHROMA_SAMPLES_BIT, xChromaOffset and yChromaOffset must
not be VK_CHROMA_LOCATION_MIDPOINT if the corresponding components are downsampled

• VUID-VkSamplerYcbcrConversionCreateInfo-components-02581
If the format has a _422 or _420 suffix, then components.g must be the identity swizzle

• VUID-VkSamplerYcbcrConversionCreateInfo-components-02582
If the format has a _422 or _420 suffix, then components.a must be the identity swizzle,
VK_COMPONENT_SWIZZLE_ONE, or VK_COMPONENT_SWIZZLE_ZERO

• VUID-VkSamplerYcbcrConversionCreateInfo-components-02583
If the format has a _422 or _420 suffix, then components.r must be the identity swizzle or
VK_COMPONENT_SWIZZLE_B

• VUID-VkSamplerYcbcrConversionCreateInfo-components-02584
If the format has a _422 or _420 suffix, then components.b must be the identity swizzle or
VK_COMPONENT_SWIZZLE_R

• VUID-VkSamplerYcbcrConversionCreateInfo-components-02585
If the format has a _422 or _420 suffix, and if either components.r or components.b is the
identity swizzle, both values must be the identity swizzle

• VUID-VkSamplerYcbcrConversionCreateInfo-ycbcrModel-01655
If ycbcrModel is not VK_SAMPLER_YCBCR_MODEL_CONVERSION_RGB_IDENTITY, then components.r,
components.g, and components.b must correspond to components of the format; that is,
components.r, components.g, and components.b must not be VK_COMPONENT_SWIZZLE_ZERO or
VK_COMPONENT_SWIZZLE_ONE, and must not correspond to a component containing zero or
one as a consequence of conversion to RGBA

• VUID-VkSamplerYcbcrConversionCreateInfo-ycbcrRange-02748
If ycbcrRange is VK_SAMPLER_YCBCR_RANGE_ITU_NARROW then the R, G and B components
obtained by applying the component swizzle to format must each have a bit-depth greater
than or equal to 8

• VUID-VkSamplerYcbcrConversionCreateInfo-forceExplicitReconstruction-01656
If the potential format features of the sampler Y′C_bC_r conversion do not support
VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_FORCE
ABLE_BIT forceExplicitReconstruction must be VK_FALSE

• VUID-VkSamplerYcbcrConversionCreateInfo-chromaFilter-01657
If the potential format features of the sampler Y′C_bC_r conversion do not support
VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_LINEAR_FILTER_BIT, chromaFilter must
not be VK_FILTER_LINEAR

Valid Usage (Implicit)

• VUID-VkSamplerYcbcrConversionCreateInfo-sType-sType
sType must be VK_STRUCTURE_TYPE_SAMPLER_YCBCR_CONVERSION_CREATE_INFO

• VUID-VkSamplerYcbcrConversionCreateInfo-pNext-pNext
pNext must be NULL or a pointer to a valid instance of VkExternalFormatQNX
The `sType` value of each struct in the `pNext` chain must be unique.

`format` must be a valid `VkFormat` value.

`ycbcrModel` must be a valid `VkSamplerYcbcrModelConversion` value.

`ycbcrRange` must be a valid `VkSamplerYcbcrRange` value.

`components` must be a valid `VkComponentMapping` structure.

`xChromaOffset` must be a valid `VkChromaLocation` value.

`yChromaOffset` must be a valid `VkChromaLocation` value.

`chromaFilter` must be a valid `VkFilter` value.

If `chromaFilter` is `VK_FILTER_NEAREST`, chroma samples are reconstructed to luma component resolution using nearest-neighbour sampling. Otherwise, chroma samples are reconstructed using interpolation. More details can be found in the description of sampler Y’C_bC_r conversion in the Image Operations chapter.

`VkSamplerYcbcrModelConversion` defines the conversion from the source color model to the shader color model. Possible values are:

```c
// Provided by VK_VERSION_1_1
define enum VkSamplerYcbcrModelConversion {
    VK_SAMPLER_YCBCR_MODEL_CONVERSION_RGB_IDENTITY = 0,
    VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_IDENTITY = 1,
    VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_709 = 2,
    VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_601 = 3,
    VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_2020 = 4,
} VkSamplerYcbcrModelConversion;
```

- `VK_SAMPLER_YCBCR_MODEL_CONVERSION_RGB_IDENTITY` specifies that the input values to the conversion are unmodified.
- `VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_IDENTITY` specifies no model conversion but the inputs are range expanded as for Y’C_bC_r.
- `VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_709` specifies the color model conversion from Y’C_bC_r to R’G’B’ defined in BT.709 and described in the “BT.709 Y’C_bC_r conversion” section of the Khronos Data Format Specification.
- `VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_601` specifies the color model conversion from Y’C_bC_r to R’G’B’ defined in BT.601 and described in the “BT.601 Y’C_bC_r conversion” section of the Khronos Data Format Specification.
Khronos Data Format Specification.

- **VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_2020** specifies the color model conversion from \( Y'CbCr \) to \( R'G'B' \) defined in BT.2020 and described in the “BT.2020 \( Y'CbCr \) conversion” section of the Khronos Data Format Specification.

In the **VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_*** color models, for the input to the sampler \( Y'CbCr \) range expansion and model conversion:

- the Y (\( Y' \) luma) component corresponds to the G component of an RGB image.
- the CB (\( C_b \) or “U” blue color difference) component corresponds to the B component of an RGB image.
- the CR (\( C_r \) or “V” red color difference) component corresponds to the R component of an RGB image.
- the alpha component, if present, is not modified by color model conversion.

These rules reflect the mapping of components after the component swizzle operation (controlled by **VkSamplerYcbcrConversionCreateInfo::components**).

**Note**

For example, an “YUVA” 32-bit format comprising four 8-bit components can be implemented as **VK_FORMAT_R8G8B8A8_UNORM** with a component mapping:

- components.a = VK_COMPONENT_SWIZZLE_IDENTITY
- components.r = VK_COMPONENT_SWIZZLE_B
- components.g = VK_COMPONENT_SWIZZLE_R
- components.b = VK_COMPONENT_SWIZZLE_G

The **VkSamplerYcbcrRange** enum describes whether color components are encoded using the full range of numerical values or whether values are reserved for headroom and foot room. **VkSamplerYcbcrRange** is defined as:

```
// Provided by VK_VERSION_1_1
typedef enum VkSamplerYcbcrRange {
    VK_SAMPLER_YCBCR_RANGE_ITU_FULL = 0,
    VK_SAMPLER_YCBCR_RANGE_ITU_NARROW = 1,
} VkSamplerYcbcrRange;
```

- **VK_SAMPLER_YCBCR_RANGE_ITU_FULL** specifies that the full range of the encoded values are valid and interpreted according to the ITU “full range” quantization rules.
- **VK_SAMPLER_YCBCR_RANGE_ITU_NARROW** specifies that headroom and foot room are reserved in the numerical range of encoded values, and the remaining values are expanded according to the ITU “narrow range” quantization rules.

The formulae for these conversions is described in the **Sampler \( Y'CbCr \) Range Expansion** section of the **Image Operations** chapter.
No range modification takes place if `ycbcrModel` is `VK_SAMPLER_YCBCR_MODEL_CONVERSION_RGB_IDENTITY`; the `ycbcrRange` field of `VkSamplerYcbcrConversionCreateInfo` is ignored in this case.

The `VkChromaLocation` enum defines the location of downsampled chroma component samples relative to the luma samples, and is defined as:

```
// Provided by VK_VERSION_1_1
typedef enum VkChromaLocation {
    VK_CHROMA_LOCATION_COSITED_EVEN = 0,
    VK_CHROMA_LOCATION_MIDPOINT = 1,
} VkChromaLocation;
```

- `VK_CHROMA_LOCATION_COSITED_EVEN` specifies that downsampled chroma samples are aligned with luma samples with even coordinates.
- `VK_CHROMA_LOCATION_MIDPOINT` specifies that downsampled chroma samples are located half way between each even luma sample and the nearest higher odd luma sample.

To destroy a sampler Y’C₉C₆ conversion, call:

```
// Provided by VK_VERSION_1_1
void vkDestroySamplerYcbcrConversion(
    VkDevice device,                     // Provided by VK_VERSION_1_1
    VkSamplerYcbcrConversion ycbcrConversion, // Provided by VK_VERSION_1_1
    const VkAllocationCallbacks* pAllocator);
```

- `device` is the logical device that destroys the Y’C₉C₆ conversion.
- `ycbcrConversion` is the conversion to destroy.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.

Valid Usage (Implicit)

- VUID-vkDestroySamplerYcbcrConversion-device-parameter
  `device` must be a valid `VkDevice` handle

- VUID-vkDestroySamplerYcbcrConversion-ycbcrConversion-parameter
  If `ycbcrConversion` is not `VK_NULL_HANDLE`, `ycbcrConversion` must be a valid `VkSamplerYcbcrConversion` handle

- VUID-vkDestroySamplerYcbcrConversion-pAllocator-null
  `pAllocator` must be `NULL`

- VUID-vkDestroySamplerYcbcrConversion-ycbcrConversion-parent
  If `ycbcrConversion` is a valid handle, it must have been created, allocated, or retrieved from `device`
Host Synchronization

- Host access to ycbcrConversion must be externally synchronized

In addition to the predefined border color values, applications can provide a custom border color value by including the VkSamplerCustomBorderColorCreateInfoEXT structure in the VkSamplerCreateInfo::pNext chain.

The VkSamplerCustomBorderColorCreateInfoEXT structure is defined as:

```c
// Provided by VK_EXT_custom_border_color
typedef struct VkSamplerCustomBorderColorCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkClearColorValue customBorderColor;
    VkFormat format;
} VkSamplerCustomBorderColorCreateInfoEXT;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `customBorderColor` is a VkClearColorValue representing the desired custom sampler border color.
- `format` is a VkFormat representing the format of the sampled image view(s). This field may be VK_FORMAT_UNDEFINED if the customBorderColorWithoutFormat feature is enabled.

**Note**
If `format` is a depth/stencil format, the aspect is determined by the value of VkSamplerCreateInfo::borderColor. If VkSamplerCreateInfo::borderColor is VK_BORDER_COLOR_FLOAT_CUSTOM_EXT, the depth aspect is considered. If VkSamplerCreateInfo::borderColor is VK_BORDER_COLOR_INT_CUSTOM_EXT, the stencil aspect is considered.

If `format` is VK_FORMAT_UNDEFINED, the VkSamplerCreateInfo::borderColor is VK_BORDER_COLOR_INT_CUSTOM_EXT, and the sampler is used with an image with a stencil format, then the implementation must source the custom border color from either the first or second components of VkSamplerCreateInfo::customBorderColor and should source it from the first component.

**Valid Usage**

- VUID-VkSamplerCustomBorderColorCreateInfoEXT-format-07605
  If `format` is not VK_FORMAT_UNDEFINED and `format` is not a depth/stencil format then the VkSamplerCreateInfo::borderColor type must match the sampled type of the provided `format`, as shown in the SPIR-V Type column of the Interpretation of Numeric Format table.
• VUID-VkSamplerCustomBorderColorCreateInfoEXT-format-04014
  If the customBorderColorWithoutFormat feature is not enabled then format must not be VK_FORMAT_UNDEFINED

• VUID-VkSamplerCustomBorderColorCreateInfoEXT-format-04015
  If the sampler is used to sample an image view of VK_FORMAT_B4G4R4A4_UNORM_PACK16, VK_FORMAT_B5G6R5_UNORM_PACK16, or VK_FORMAT_B5G5R5A1_UNORM_PACK16 format then format must not be VK_FORMAT_UNDEFINED

Valid Usage (Implicit)

• VUID-VkSamplerCustomBorderColorCreateInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_SAMPLER_CUSTOM_BORDER_COLOR_CREATE_INFO_EXT

• VUID-VkSamplerCustomBorderColorCreateInfoEXT-format-parameter
  format must be a valid VkFormat value
Chapter 14. Resource Descriptors

A descriptor is an opaque data structure representing a shader resource such as a buffer, buffer view, image view, sampler, or combined image sampler. Descriptors are organized into descriptor sets, which are bound during command recording for use in subsequent drawing commands. The arrangement of content in each descriptor set is determined by a descriptor set layout, which determines what descriptors can be stored within it. The sequence of descriptor set layouts that can be used by a pipeline is specified in a pipeline layout. Each pipeline object can use up to maxBoundDescriptorSets (see Limits) descriptor sets.

Shaders access resources via variables decorated with a descriptor set and binding number that link them to a descriptor in a descriptor set. The shader interface mapping to bound descriptor sets is described in the Shader Resource Interface section.

Shaders can also access buffers without going through descriptors by using Physical Storage Buffer Access to access them through 64-bit addresses.

14.1. Descriptor Types

There are a number of different types of descriptor supported by Vulkan, corresponding to different resources or usage. The following sections describe the API definitions of each descriptor type. The mapping of each type to SPIR-V is listed in the Shader Resource and Descriptor Type Correspondence and Shader Resource and Storage Class Correspondence tables in the Shader Interfaces chapter.

14.1.1. Storage Image

A storage image (VK_DESCRIPTOR_TYPE_STORAGE_IMAGE) is a descriptor type associated with an image resource via an image view that load, store, and atomic operations can be performed on.

Storage image loads are supported in all shader stages for image views whose format features contain VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT.

Stores to storage images are supported in compute shaders for image views whose format features contain VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT.

Atomic operations on storage images are supported in compute shaders for image views whose format features contain VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT.

When the fragmentStoresAndAtomics feature is enabled, stores and atomic operations are also supported for storage images in fragment shaders with the same set of image formats as supported in compute shaders. When the vertexPipelineStoresAndAtomics feature is enabled, stores and atomic operations are also supported in vertex, tessellation, and geometry shaders with the same set of image formats as supported in compute shaders.

The image subresources for a storage image must be in the VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR or VK_IMAGE_LAYOUT_GENERAL layout in order to access its data in a shader.
14.1.2. Sampler

A sampler descriptor (VK_DESCRIPTOR_TYPE_SAMPLER) is a descriptor type associated with a sampler object, used to control the behavior of sampling operations performed on a sampled image.

14.1.3. Sampled Image

A sampled image (VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE) is a descriptor type associated with an image resource via an image view that sampling operations can be performed on.

Shaders combine a sampled image variable and a sampler variable to perform sampling operations.

Sampled images are supported in all shader stages for image views whose format features contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT.

An image subresources for a sampled image must be in one of the following layouts:

- VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL
- VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL
- VK_IMAGE_LAYOUT_GENERAL
- VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR
- VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL
- VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL
- VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL
- VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL
- VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR

14.1.4. Combined Image Sampler

A combined image sampler (VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER) is a single descriptor type associated with both a sampler and an image resource, combining both a sampler and sampled image descriptor into a single descriptor.

If the descriptor refers to a sampler that performs Y'CbCr conversion, the sampler must only be used to sample the image in the same descriptor. Otherwise, the sampler and image in this type of descriptor can be used freely with any other samplers and images.

An image subresources for a combined image sampler must be in one of the following layouts:

- VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL
- VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL
- VK_IMAGE_LAYOUT_GENERAL
- VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR
- VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL
• VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL
• VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL
• VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL
• VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR

**Note**

On some implementations, it *may* be more efficient to sample from an image using a combination of sampler and sampled image that are stored together in the descriptor set in a combined descriptor.

### 14.1.5. Uniform Texel Buffer

A *uniform texel buffer* (VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER) is a descriptor type associated with a *buffer resource* via a *buffer view* that *image sampling operations* can be performed on.

Uniform texel buffers define a tightly-packed 1-dimensional linear array of texels, with texels going through format conversion when read in a shader in the same way as they are for an image.

Load operations from uniform texel buffers are supported in all shader stages for buffer view formats which report *format features* support for VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT

### 14.1.6. Storage Texel Buffer

A *storage texel buffer* (VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER) is a descriptor type associated with a *buffer resource* via a *buffer view* that *image load, store, and atomic operations* can be performed on.

Storage texel buffers define a tightly-packed 1-dimensional linear array of texels, with texels going through format conversion when read in a shader in the same way as they are for an image. Unlike uniform texel buffers, these buffers can also be written to in the same way as for *storage images*.

Storage texel buffer loads are supported in all shader stages for texel buffer view formats which report *format features* support for VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT

Stores to storage texel buffers are supported in compute shaders for texel buffer formats which report *format features* support for VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT

Atomic operations on storage texel buffers are supported in compute shaders for texel buffer formats which report *format features* support for VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT

When the `fragmentStoresAndAtomics` feature is enabled, stores and atomic operations are also supported for storage texel buffers in fragment shaders with the same set of texel buffer formats as supported in compute shaders. When the `vertexPipelineStoresAndAtomics` feature is enabled, stores and atomic operations are also supported in vertex, tessellation, and geometry shaders with the same set of texel buffer formats as supported in compute shaders.
14.1.7. Storage Buffer

A **storage buffer** (VK_DESCRIPTOR_TYPE_STORAGE_BUFFER) is a descriptor type associated with a **buffer resource** directly, described in a shader as a structure with various members that load, store, and atomic operations **can** be performed on.

---

**Note**

Atomic operations **can** only be performed on members of certain types as defined in the **SPIR-V environment appendix**.

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14.1.8. Uniform Buffer

A **uniform buffer** (VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER) is a descriptor type associated with a **buffer resource** directly, described in a shader as a structure with various members that load operations **can** be performed on.

14.1.9. Dynamic Uniform Buffer

A **dynamic uniform buffer** (VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC) is almost identical to a **uniform buffer**, and differs only in how the offset into the buffer is specified. The base offset calculated by the **VkDescriptorBufferInfo** when initially updating the descriptor set is added to a **dynamic offset** when binding the descriptor set.

14.1.10. Dynamic Storage Buffer

A **dynamic storage buffer** (VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC) is almost identical to a **storage buffer**, and differs only in how the offset into the buffer is specified. The base offset calculated by the **VkDescriptorBufferInfo** when initially updating the descriptor set is added to a **dynamic offset** when binding the descriptor set.

14.1.11. Input Attachment

An **input attachment** (VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT) is a descriptor type associated with an **image resource** via an **image view** that **can** be used for framebuffer local load operations in fragment shaders.

All **image formats** that are supported for color attachments (VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT) or depth/stencil attachments (VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT) for a given image tiling mode are also supported for input attachments.

An image view used as an input attachment **must** be in one of the following layouts:

- VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL
- VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL
- VK_IMAGE_LAYOUT_GENERAL
- VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR
14.2. Descriptor Sets

Descriptors are grouped together into descriptor set objects. A descriptor set object is an opaque object containing storage for a set of descriptors, where the types and number of descriptors is defined by a descriptor set layout. The layout object may be used to define the association of each descriptor binding with memory or other implementation resources. The layout is used both for determining the resources that need to be associated with the descriptor set, and determining the interface between shader stages and shader resources.

14.2.1. Descriptor Set Layout

A descriptor set layout object is defined by an array of zero or more descriptor bindings. Each individual descriptor binding is specified by a descriptor type, a count (array size) of the number of descriptors in the binding, a set of shader stages that can access the binding, and (if using immutable samplers) an array of sampler descriptors.

Descriptor set layout objects are represented by VkDescriptorSetLayout handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkDescriptorSetLayout)
```

To create descriptor set layout objects, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateDescriptorSetLayout(
    VkDevice device,
    const VkDescriptorSetLayoutCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkDescriptorSetLayout* pSetLayout);
```

- `device` is the logical device that creates the descriptor set layout.
- `pCreateInfo` is a pointer to a VkDescriptorSetLayoutCreateInfo structure specifying the state of the descriptor set layout object.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pSetLayout` is a pointer to a VkDescriptorSetLayout handle in which the resulting descriptor set layout object is returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, `vkCreateDescriptorSetLayout` must not return VK_ERROR_OUT_OF_HOST_MEMORY.
Valid Usage

- VUID-vkCreateDescriptorSetLayout-support-09582
  If the descriptor layout exceeds the limits reported through the physical device limits, then vkGetDescriptorSetLayoutSupport must have returned VkDescriptorSetLayoutSupport with support equal to VK_TRUE for pCreateInfo

- VUID-vkCreateDescriptorSetLayout-device-05068
  The number of descriptor set layouts currently allocated from device plus 1 must be less than or equal to the total number of descriptor set layouts requested via VkDeviceObjectReservationCreateInfo::descriptorSetLayoutRequestCount specified when device was created

- VUID-vkCreateDescriptorSetLayout-layoutbindings-device-05089
  The number of descriptor set layout bindings currently allocated from device across all VkDescriptorSetLayout objects plus pCreateInfo->bindingCount must be less than or equal to the total number of descriptor set layout bindings requested via VkDeviceObjectReservationCreateInfo::descriptorSetLayoutBindingRequestCount specified when device was created

Valid Usage (Implicit)

- VUID-vkCreateDescriptorSetLayout-device-parameter
  device must be a valid VkDevice handle

- VUID-vkCreateDescriptorSetLayout-pCreateInfo-parameter
  pCreateInfo must be a valid pointer to a valid VkDescriptorSetLayoutCreateInfo structure

- VUID-vkCreateDescriptorSetLayout-pAllocator-null
  pAllocator must be NULL

- VUID-vkCreateDescriptorSetLayout-pSetLayout-parameter
  pSetLayout must be a valid pointer to a VkDescriptorSetLayout handle

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OFDEVICE_MEMORY

Information about the descriptor set layout is passed in a VkDescriptorSetLayoutCreateInfo structure:
typedef struct VkDescriptorSetLayoutCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkDescriptorSetLayoutCreateFlags flags;
    uint32_t bindingCount;
    const VkDescriptorSetLayoutBinding* pBindings;
} VkDescriptorSetLayoutCreateInfo;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **flags** is a bitmask specifying options for descriptor set layout creation.
- **bindingCount** is the number of elements in `pBindings`.
- **pBindings** is a pointer to an array of `VkDescriptorSetLayoutBinding` structures.

**Valid Usage**

- VUID-VkDescriptorSetLayoutCreateInfo-binding-00279
  The `VkDescriptorSetLayoutBinding::binding` members of the elements of the `pBindings` array **must** each have different values.
- VUID-VkDescriptorSetLayoutCreateInfo-flags-03000
  If any binding has the `VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT` bit set, `flags` **must** include `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT`.
- VUID-VkDescriptorSetLayoutCreateInfo-descriptorType-03001
  If any binding has the `VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT` bit set, then all bindings **must** not have `descriptorType` of `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC` or `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC`.
- VUID-VkDescriptorSetLayoutCreateInfo-bindingCount-05011
  `bindingCount` **must** be less than or equal to `maxDescriptorSetLayoutBindings`.
- VUID-VkDescriptorSetLayoutCreateInfo-descriptorCount-05071
  The sum of `descriptorCount` over all bindings in `pBindings` that have `descriptorType` of `VK_DESCRIPTOR_TYPE_SAMPLER` or `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER` and `pImmutableSamplers` not equal to `NULL` **must** be less than or equal to `VkDeviceObjectReservationCreateInfo::maxImmutableSamplersPerDescriptorSetLayout`.

**Valid Usage (Implicit)**

- VUID-VkDescriptorSetLayoutCreateInfo-sType-sType
  `sType` **must** be `VK_STRUCTURE_TYPE_DESCRIPTOR_SET_LAYOUT_CREATE_INFO`.
- VUID-VkDescriptorSetLayoutCreateInfo-pNext-pNext
  `pNext` **must** be `NULL` or a pointer to a valid instance of `VkDescriptorSetLayoutBindingFlagsCreateInfo`.

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• VUID-VkDescriptorSetLayoutCreateInfo-sType-unique
  The sType value of each struct in the pNext chain must be unique

• VUID-VkDescriptorSetLayoutCreateInfo-flags-parameter
  flags must be a valid combination of VkDescriptorSetLayoutCreateFlagBits values

• VUID-VkDescriptorSetLayoutCreateInfo-pBindings-parameter
  If bindingCount is not 0, pBindings must be a valid pointer to an array of bindingCount valid
  VkDescriptorSetLayoutBinding structures

Bits which can be set in VkDescriptorSetLayoutCreateInfo::flags, specifying options for descriptor
set layout, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkDescriptorSetLayoutCreateFlagBits {
    // Provided by VK_VERSION_1_2
    VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT = 0x00000002,
} VkDescriptorSetLayoutCreateFlagBits;
```

- **VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT** specifies that descriptor sets using
  this layout must be allocated from a descriptor pool created with the
  **VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT** bit set. Descriptor set layouts created with this
  bit set have alternate limits for the maximum number of descriptors per-stage and per-pipeline
  layout. The non-UpdateAfterBind limits only count descriptors in sets created without this flag.
  The UpdateAfterBind limits count all descriptors, but the limits may be higher than the non-
  UpdateAfterBind limits.

  **Note**
  All bits for this type are defined by extensions, and none of those extensions are
  enabled in this build of the specification.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkDescriptorSetLayoutCreateFlags;
```

**VkDescriptorSetLayoutCreateFlags** is a bitmask type for setting a mask of zero or more
**VkDescriptorSetLayoutCreateFlagBits**.

The **VkDescriptorSetLayoutBinding** structure is defined as:
typedef struct VkDescriptorSetLayoutBinding {
    uint32_t binding;
    VkDescriptorType descriptorType;
    uint32_t descriptorCount;
    VkShaderStageFlags stageFlags;
    const VkSampler* pImmutableSamplers;
} VkDescriptorSetLayoutBinding;

- **binding** is the binding number of this entry and corresponds to a resource of the same binding number in the shader stages.

- **descriptorType** is a VkDescriptorType specifying which type of resource descriptors are used for this binding.

- **descriptorCount** is the number of descriptors contained in the binding, accessed in a shader as an array. If descriptorCount is zero this binding entry is reserved and the resource must not be accessed from any stage via this binding within any pipeline using the set layout.

- **stageFlags** member is a bitmask of VkShaderStageFlagBits specifying which pipeline shader stages can access a resource for this binding. VK_SHADER_STAGE_ALL is a shorthand specifying that all defined shader stages, including any additional stages defined by extensions, can access the resource.

If a shader stage is not included in stageFlags, then a resource must not be accessed from that stage via this binding within any pipeline using the set layout. Other than input attachments which are limited to the fragment shader, there are no limitations on what combinations of stages can use a descriptor binding, and in particular a binding can be used by both graphics stages and the compute stage.

- **pImmutableSamplers** affects initialization of samplers. If descriptorType specifies a VK_DESCRIPTOR_TYPE_SAMPLER or VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER type descriptor, then pImmutableSamplers can be used to initialize a set of immutable samplers. Immutable samplers are permanently bound into the set layout and must not be changed; updating a VK_DESCRIPTOR_TYPE_SAMPLER descriptor with immutable samplers is not allowed and updates to a VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER descriptor with immutable samplers does not modify the samplers (the image views are updated, but the sampler updates are ignored). If pImmutableSamplers is not NULL, then it is a pointer to an array of sampler handles that will be copied into the set layout and used for the corresponding binding. Only the sampler handles are copied; the sampler objects must not be destroyed before the final use of the set layout and any descriptor pools and sets created using it. If pImmutableSamplers is NULL, then the sampler slots are dynamic and sampler handles must be bound into descriptor sets using this layout. If descriptorType is not one of these descriptor types, then pImmutableSamplers is ignored.

The above layout definition allows the descriptor bindings to be specified sparsely such that not all binding numbers between 0 and the maximum binding number need to be specified in the pBindings array. Bindings that are not specified have a descriptorCount and stageFlags of zero, and the value of descriptorType is undefined. However, all binding numbers between 0 and the maximum binding number in the VkDescriptorSetLayoutCreateInfo::pBindings array may consume memory in the descriptor set layout even if not all descriptor bindings are used, though it should
not consume additional memory from the descriptor pool.

**Note**
The maximum binding number specified **should** be as compact as possible to avoid wasted memory.

### Valid Usage

- **VUID-VkDescriptorSetLayoutBinding-descriptorType-00282**
  If `descriptorType` is `VK_DESCRIPTOR_TYPE_SAMPLER` or `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, and `descriptorCount` is not 0 and `pImmutableSamplers` is not `NULL`, `pImmutableSamplers` **must** be a valid pointer to an array of `descriptorCount` valid `VkSampler` handles.

- **VUID-VkDescriptorSetLayoutBinding-descriptorCount-09465**
  If `descriptorCount` is not 0, `stageFlags` **must** be `VK_SHADER_STAGE_ALL` or a valid combination of other `VkShaderStageFlagBits` values.

- **VUID-VkDescriptorSetLayoutBinding-descriptorType-01510**
  If `descriptorType` is `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` and `descriptorCount` is not 0, then `stageFlags` **must** be 0 or `VK_SHADER_STAGE_FRAGMENT_BIT`.

- **VUID-VkDescriptorSetLayoutBinding-pImmutableSamplers-04009**
  The sampler objects indicated by `pImmutableSamplers` **must** not have a `borderColor` with one of the values `VK_BORDER_COLOR_FLOAT_CUSTOM_EXT` or `VK_BORDER_COLOR_INT_CUSTOM_EXT`.

- **VUID-VkDescriptorSetLayoutBinding-binding-05012**
  `binding` **must** be less than the value of `VkDeviceObjectReservationCreateInfo::descriptorSetLayoutBindingLimit` provided when the device was created.

### Valid Usage (Implicit)

- **VUID-VkDescriptorSetLayoutBinding-descriptorType-parameter**
  `descriptorType` **must** be a valid `VkDescriptorType` value.

If the `pNext` chain of a `VkDescriptorSetLayoutCreateInfo` structure includes a `VkDescriptorSetLayoutBindingFlagsCreateInfo` structure, then that structure includes an array of flags, one for each descriptor set layout binding.

The `VkDescriptorSetLayoutBindingFlagsCreateInfo` structure is defined as:
typedef struct VkDescriptorSetLayoutBindingFlagsCreateInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t bindingCount;
    const VkDescriptorBindingFlags* pBindingFlags;
} VkDescriptorSetLayoutBindingFlagsCreateInfo;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• bindingCount is zero or the number of elements in pBindingFlags.
• pBindingFlags is a pointer to an array of VkDescriptorBindingFlags bitfields, one for each descriptor set layout binding.

If bindingCount is zero or if this structure is not included in the pNext chain, the VkDescriptorBindingFlags for each descriptor set layout binding is considered to be zero. Otherwise, the descriptor set layout binding at VkDescriptorSetLayoutCreateInfo::pBindings[i] uses the flags in pBindingFlags[i].

Valid Usage

• VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-bindingCount-03002
  If bindingCount is not zero, bindingCount must equal VkDescriptorSetLayoutCreateInfo::bindingCount

• VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-pBindingFlags-03004
  If an element of pBindingFlags includes VK_DESCRIPTOR_BINDING_VARIABLE_DESCRIPTOR_COUNT_BIT, then it must be the element with the highest binding number

• VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-descriptorBindingUniformBufferUpdateAfterBind-03005
  If VkPhysicalDeviceDescriptorIndexingFeatures::descriptorBindingUniformBufferUpdateAfterBind is not enabled, all bindings with descriptor type VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER must not use VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT

• VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-descriptorBindingSampledImageUpdateAfterBind-03006
  If VkPhysicalDeviceDescriptorIndexingFeatures::descriptorBindingSampledImageUpdateAfterBind is not enabled, all bindings with descriptor type VK_DESCRIPTOR_TYPE_SAMPLER, VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER, or VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE must not use VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT

• VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-descriptorBindingStorageImageUpdateAfterBind-03007
  If VkPhysicalDeviceDescriptorIndexingFeatures::descriptorBindingStorageImageUpdateAfterBind is not enabled, all bindings with descriptor type VK_DESCRIPTOR_TYPE_STORAGE_IMAGE must not use VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT
::descriptorBindingStorageImageUpdateAfterBind is not enabled, all bindings with descriptor type VK_DESCRIPTOR_TYPE_STORAGE_IMAGE must not use VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT

- VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-descriptorBindingStorageBufferUpdateAfterBind-03008
  If VkPhysicalDeviceDescriptorIndexingFeatures::descriptorBindingStorageBufferUpdateAfterBind is not enabled, all bindings with descriptor type VK_DESCRIPTOR_TYPE_STORAGE_BUFFER must not use VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT

- VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-descriptorBindingUniformTexelBufferUpdateAfterBind-03009
  If VkPhysicalDeviceDescriptorIndexingFeatures::descriptorBindingUniformTexelBufferUpdateAfterBind is not enabled, all bindings with descriptor type VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER must not use VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT

- VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-descriptorBindingStorageTexelBufferUpdateAfterBind-03010
  If VkPhysicalDeviceDescriptorIndexingFeatures::descriptorBindingStorageTexelBufferUpdateAfterBind is not enabled, all bindings with descriptor type VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER must not use VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT

- VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-None-03011
  All bindings with descriptor type VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT, VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC, or VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC must not use VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT

- VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-descriptorBindingUpdateUnusedWhilePending-03012
  If VkPhysicalDeviceDescriptorIndexingFeatures::descriptorBindingUpdateUnusedWhilePending is not enabled, all elements of pBindingFlags must not include VK_DESCRIPTOR_BINDING_UPDATE_UNUSED_WHILE_PENDING_BIT

- VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-descriptorBindingPartiallyBound-03013
  If VkPhysicalDeviceDescriptorIndexingFeatures::descriptorBindingPartiallyBound is not enabled, all elements of pBindingFlags must not include VK_DESCRIPTOR_BINDING_PARTIALLY_BOUND_BIT

- VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-descriptorBindingVariableDescriptorCount-03014
  If VkPhysicalDeviceDescriptorIndexingFeatures::descriptorBindingVariableDescriptorCount is not enabled, all elements of pBindingFlags must not include VK_DESCRIPTOR_BINDING_VARIABLE_DESCRIPTOR_COUNT_BIT

- VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-pBindingFlags-03015
  If an element of pBindingFlags includes VK_DESCRIPTOR_BINDING_VARIABLE_DESCRIPTOR_COUNT_BIT, that element's descriptorType must not be VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC or VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC
Valid Usage (Implicit)

- VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_DESCRIPTOR_SET_LAYOUT_BINDING_FLAGS_CREATE_INFO

- VUID-VkDescriptorSetLayoutBindingFlagsCreateInfo-pBindingFlags-parameter
  If bindingCount is not 0, pBindingFlags must be a valid pointer to an array of bindingCount
  valid combinations of VkDescriptorBindingFlagBits values

Bits which can be set in each element of VkDescriptorSetLayoutBindingFlagsCreateInfo::pBindingFlags, specifying options for the corresponding descriptor set layout binding, are:

```c
// Provided by VK_VERSION_1_2
typedef enum VkDescriptorBindingFlagBits {
  VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT = 0x00000001,
  VK_DESCRIPTOR_BINDING_UPDATE_UNUSED_WHILE_PENDING_BIT = 0x00000002,
  VK_DESCRIPTOR_BINDING_PARTIALLY_BOUND_BIT = 0x00000004,
  VK_DESCRIPTOR_BINDING_VARIABLE_DESCRIPTOR_COUNT_BIT = 0x00000008,
} VkDescriptorBindingFlagBits;
```

- **VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT** indicates that if descriptors in this binding are
  updated between when the descriptor set is bound in a command buffer and when that
  command buffer is submitted to a queue, then the submission will use the most recently set
  descriptors for this binding and the updates do not invalidate the command buffer. Descriptor
  bindings created with this flag are also partially exempt from the external synchronization
  requirement in vkUpdateDescriptorSets. Multiple descriptors with this flag set can be updated
  concurrently in different threads, though the same descriptor must not be updated concurrently
  by two threads. Descriptors with this flag set can be updated concurrently with the set
  being bound to a command buffer in another thread, but not concurrently with the set
  being reset or freed.

- **VK_DESCRIPTOR_BINDING_PARTIALLY_BOUND_BIT** indicates that descriptors in this binding that are
  not dynamically used need not contain valid descriptors at the time the descriptors are
  consumed. A descriptor is dynamically used if any shader invocation executes an instruction
  that performs any memory access using the descriptor. If a descriptor is not dynamically used,
  any resource referenced by the descriptor is not considered to be referenced during command
  execution.

- **VK_DESCRIPTOR_BINDING_UPDATE_UNUSED_WHILE_PENDING_BIT** indicates that descriptors in this
  binding can be updated after a command buffer has bound this descriptor set, or while a
  command buffer that uses this descriptor set is pending execution, as long as the descriptors
  that are updated are not used by those command buffers. Descriptor bindings created with this
  flag are also partially exempt from the external synchronization requirement in
  vkUpdateDescriptorSetWithTemplateKHR and vkUpdateDescriptorSets in the same way as for
  VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT. If VK_DESCRIPTOR_BINDING_PARTIALLY_BOUND_BIT
  is also set, then descriptors can be updated as long as they are not dynamically used by any
  shader invocations. If VK_DESCRIPTOR_BINDING_PARTIALLY_BOUND_BIT is not set, then descriptors
  can be updated as long as they are not statically used by any shader invocations.
• VK_DESCRIPTOR_BINDING_VARIABLE_DESCRIPTOR_COUNT_BIT indicates that this is a *variable-sized descriptor binding* whose size will be specified when a descriptor set is allocated using this layout. The value of descriptorCount is treated as an upper bound on the size of the binding. This must only be used for the last binding in the descriptor set layout (i.e. the binding with the largest value of binding). For the purposes of counting against limits such as maxDescriptorSet* and maxPerStageDescriptor*, the full value of descriptorCount is counted.

**Note**

Note that while VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT and VK_DESCRIPTOR_BINDING_UPDATE_UNUSED_WHILE_PENDING_BIT both involve updates to descriptor sets after they are bound, VK_DESCRIPTOR_BINDING_UPDATE_UNUSED_WHILE_PENDING_BIT is a weaker requirement since it is only about descriptors that are not used, whereas VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT requires the implementation to observe updates to descriptors that are used.

```c
// Provided by VK_VERSION_1_2
typedef VkFlags VkDescriptorBindingFlags;
```

`VkDescriptorBindingFlags` is a bitmask type for setting a mask of zero or more `VkDescriptorBindingFlagBits`.

To query information about whether a descriptor set layout can be created, call:

```c
// Provided by VK_VERSION_1_1
void vkGetDescriptorSetLayoutSupport(
    VkDevice device,
    const VkDescriptorSetLayoutCreateInfo* pCreateInfo,
    VkDescriptorSetLayoutSupport* pSupport);
```

- `device` is the logical device that would create the descriptor set layout.
- `pCreateInfo` is a pointer to a `VkDescriptorSetLayoutCreateInfo` structure specifying the state of the descriptor set layout object.
- `pSupport` is a pointer to a `VkDescriptorSetLayoutSupport` structure, in which information about support for the descriptor set layout object is returned.

Some implementations have limitations on what fits in a descriptor set which are not easily expressible in terms of existing limits like `maxDescriptorSet*`, for example if all descriptor types share a limited space in memory but each descriptor is a different size or alignment. This command returns information about whether a descriptor set satisfies this limit. If the descriptor set layout satisfies the `VkPhysicalDeviceMaintenance3Properties::maxPerSetDescriptors` limit, this command is guaranteed to return `VK_TRUE` in `VkDescriptorSetLayoutSupport::supported`. If the descriptor set layout exceeds the `VkPhysicalDeviceMaintenance3Properties::maxPerSetDescriptors` limit, whether the descriptor set layout is supported is implementation-dependent and may depend on whether the descriptor sizes and alignments cause the layout to exceed an internal limit.
This command does not consider other limits such as `maxPerStageDescriptor`*, and so a descriptor set layout that is supported according to this command must still satisfy the pipeline layout limits such as `maxPerStageDescriptor`* in order to be used in a pipeline layout.

**Note**

This is a `VkDevice` query rather than `VkPhysicalDevice` because the answer may depend on enabled features.

### Valid Usage (Implicit)

- **VUID-vkGetDescriptorSetLayoutSupport-device-parameter**
  
  `device` must be a valid `VkDevice` handle

- **VUID-vkGetDescriptorSetLayoutSupport-pCreateInfo-parameter**
  
  `pCreateInfo` must be a valid pointer to a valid `VkDescriptorSetLayoutCreateInfo` structure

- **VUID-vkGetDescriptorSetLayoutSupport-pSupport-parameter**
  
  `pSupport` must be a valid pointer to a `VkDescriptorSetLayoutSupport` structure

Information about support for the descriptor set layout is returned in a `VkDescriptorSetLayoutSupport` structure:

```c
// Provided by VK_VERSION_1_1
typedef struct VkDescriptorSetLayoutSupport {
    VkStructureType     sType;
    void*               pNext;
    VkBool32            supported;
} VkDescriptorSetLayoutSupport;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `supported` specifies whether the descriptor set layout can be created.

`supported` is set to `VK_TRUE` if the descriptor set can be created, or else is set to `VK_FALSE`.

### Valid Usage (Implicit)

- **VUID-VkDescriptorSetLayoutSupport-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_DESCRIPTOR_SET_LAYOUT_SUPPORT`

- **VUID-VkDescriptorSetLayoutSupport-pNext-pNext**
  
  `pNext` must be `NULL` or a pointer to a valid instance of `VkDescriptorSetVariableDescriptorCountLayoutSupport`

- **VUID-VkDescriptorSetLayoutSupport-sType-unique**
  
  The `sType` value of each struct in the `pNext` chain must be unique
If the `pNext` chain of a `VkDescriptorSetLayoutSupport` structure includes a `VkDescriptorSetVariableDescriptorCountLayoutSupport` structure, then that structure returns additional information about whether the descriptor set layout is supported.

```c
// Provided by VK_VERSION_1_2
typedef struct VkDescriptorSetVariableDescriptorCountLayoutSupport {
    VkStructureType sType;
    void* pNext;
    uint32_t maxVariableDescriptorCount;
} VkDescriptorSetVariableDescriptorCountLayoutSupport;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `maxVariableDescriptorCount` indicates the maximum number of descriptors supported in the highest numbered binding of the layout, if that binding is variable-sized.

If the `VkDescriptorSetLayoutCreateInfo` structure specified in `vkGetDescriptorSetLayoutSupport`::`pCreateInfo` includes a variable-sized descriptor, then `supported` is determined assuming the requested size of the variable-sized descriptor, and `maxVariableDescriptorCount` is set to the maximum size of that descriptor that can be successfully created (which is greater than or equal to the requested size passed in). If the `VkDescriptorSetLayoutCreateInfo` structure does not include a variable-sized descriptor, or if the `VkPhysicalDeviceDescriptorIndexingFeatures`::`descriptorBindingVariableDescriptorCount` feature is not enabled, then `maxVariableDescriptorCount` is set to zero. For the purposes of this command, a variable-sized descriptor binding with a `descriptorCount` of zero is treated as having a `descriptorCount` of one, and thus the binding is not ignored and the maximum descriptor count will be returned. If the layout is not supported, then the value written to `maxVariableDescriptorCount` is undefined.

### Valid Usage (Implicit)

- VUID-VkDescriptorSetVariableDescriptorCountLayoutSupport-sType-sType `sType` must be `VK_STRUCTURE_TYPE_DESCRIPTOR_SET_VARIABLE_DESCRIPTOR_COUNT_LAYOUT_SUPPORT`.

The following examples show a shader snippet using two descriptor sets, and application code that creates corresponding descriptor set layouts.

**GLSL example**

```glsl
// binding to a single sampled image descriptor in set 0
// layout (set=0, binding=0) uniform texture2D mySampledImage;

// binding to an array of sampled image descriptors in set 0
```
layout (set=0, binding=1) uniform texture2D myArrayOfSampledImages[12];

// binding to a single uniform buffer descriptor in set 1
//
layout (set=1, binding=0) uniform myUniformBuffer
{
    vec4 myElement[32];
};

SPIR-V example

...%1 = OpExtInstImport "GLSL.std.450"
...
OpName %9 "mySampledImage"
OpName %14 "myArrayOfSampledImages"
OpName %18 "myUniformBuffer"
OpMemberName %18 0 "myElement"
OpName %20 ""
OpDecorate %9 DescriptorSet 0
OpDecorate %9 Binding 0
OpDecorate %14 DescriptorSet 0
OpDecorate %14 Binding 1
OpDecorate %17 ArrayStride 16
OpMemberDecorate %18 0 Offset 0
OpDecorate %18 Block
OpDecorate %20 DescriptorSet 1
OpDecorate %20 Binding 0
%2 = OpTypeVoid
%3 = OpTypeFunction %2
%6 = OpTypeFloat 32
%7 = OpTypeImage %6 2D 0 0 0 1 Unknown
%8 = OpTypePointer UniformConstant %7
%9 = OpVariable %8 UniformConstant
%10 = OpTypeInt 32 0
%11 = OpConstant %10 12
%12 = OpTypeArray %7 %11
%13 = OpTypePointer UniformConstant %12
%14 = OpVariable %13 UniformConstant
%15 = OpTypeVector %6 4
%16 = OpConstant %10 32
%17 = OpTypeArray %15 %16
%18 = OpTypeStruct %17
%19 = OpTypePointer Uniform %18
%20 = OpVariable %19 Uniform
...
API example

VkResult myResult;

const VkDescriptorSetLayoutBinding myDescriptorSetLayoutBinding[] = {
    // binding to a single image descriptor
    { .binding = 0,
        .descriptorType = VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE,
        .descriptorCount = 1,
        .stageFlags = VK_SHADER_STAGE_FRAGMENT_BIT,
        .pImmutableSamplers = NULL
    },

    // binding to an array of image descriptors
    { .binding = 1,
        .descriptorType = VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE,
        .descriptorCount = 12,
        .stageFlags = VK_SHADER_STAGE_FRAGMENT_BIT,
        .pImmutableSamplers = NULL
    },

    // binding to a single uniform buffer descriptor
    { .binding = 0,
        .descriptorType = VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER,
        .descriptorCount = 1,
        .stageFlags = VK_SHADER_STAGE_FRAGMENT_BIT,
        .pImmutableSamplers = NULL
    }
};

const VkDescriptorSetLayoutCreateInfo myDescriptorSetLayoutCreateInfo[] = {
    // Information for first descriptor set with two descriptor bindings
    { .sType = VK_STRUCTURE_TYPE_DESCRIPTOR_SET_LAYOUT_CREATE_INFO,
        .pNext = NULL,
        .flags = 0,
        .bindingCount = 2,
        .pBindings = &myDescriptorSetLayoutBinding[0]
    },

    // Information for second descriptor set with one descriptor binding
    { .sType = VK_STRUCTURE_TYPE_DESCRIPTOR_SET_LAYOUT_CREATE_INFO,
        .pNext = NULL,
        .flags = 0,
        .bindingCount = 1,

    }
};
.pBindings = &myDescriptorSetLayoutBinding[2]
}
);

VkDescriptorSetLayout myDescriptorSetLayout[2];

// Create first descriptor set layout
// myResult = vkCreateDescriptorSetLayout(
// myDevice,
// &myDescriptorSetLayoutCreateInfo[0],
// NULL,
// &myDescriptorSetLayout[0]);

// Create second descriptor set layout
// myResult = vkCreateDescriptorSetLayout(
// myDevice,
// &myDescriptorSetLayoutCreateInfo[1],
// NULL,
// &myDescriptorSetLayout[1]);

To destroy a descriptor set layout, call:

// Provided by VK_VERSION_1_0
void vkDestroyDescriptorSetLayout(
    VkDevice device,
    VkDescriptorSetLayout descriptorSetLayout,
    const VkAllocationCallbacks* pAllocator);

- **device** is the logical device that destroys the descriptor set layout.
- **descriptorSetLayout** is the descriptor set layout to destroy.
- **pAllocator** controls host memory allocation as described in the Memory Allocation chapter.

**Valid Usage (Implicit)**

- VUID-vkDestroyDescriptorSetLayout-device-parameter
  device must be a valid VkDevice handle

- VUID-vkDestroyDescriptorSetLayout-descriptorSetLayout-parameter
  If descriptorSetLayout is not VK_NULL_HANDLE, descriptorSetLayout must be a valid VkDescriptorSetLayout handle

- VUID-vkDestroyDescriptorSetLayout-pAllocator-null
  pAllocator must be NULL

- VUID-vkDestroyDescriptorSetLayout-descriptorSetLayout-parent
If `descriptorSetLayout` is a valid handle, it must have been created, allocated, or retrieved from `device`.

### Host Synchronization

- Host access to `descriptorSetLayout` must be externally synchronized.

#### 14.2.2. Pipeline Layouts

Access to descriptor sets from a pipeline is accomplished through a *pipeline layout*. Zero or more descriptor set layouts and zero or more push constant ranges are combined to form a pipeline layout object describing the complete set of resources that can be accessed by a pipeline. The pipeline layout represents a sequence of descriptor sets with each having a specific layout. This sequence of layouts is used to determine the interface between shader stages and shader resources.

Each pipeline is created using a pipeline layout.

Pipeline layout objects are represented by `VkPipelineLayout` handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkPipelineLayout)
```

To create a pipeline layout, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreatePipelineLayout(
    VkDevice device,
    const VkPipelineLayoutCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkPipelineLayout* pPipelineLayout);
```

- `device` is the logical device that creates the pipeline layout.
- `pCreateInfo` is a pointer to a `VkPipelineLayoutCreateInfo` structure specifying the state of the pipeline layout object.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pPipelineLayout` is a pointer to a `VkPipelineLayout` handle in which the resulting pipeline layout object is returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkCreatePipelineLayout` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage

- **VUID-vkCreatePipelineLayout-device-05068**
  The number of pipeline layouts currently allocated from `device` plus 1 must be less than 706.
or equal to the total number of pipeline layouts requested via
VkDeviceObjectReservationCreateInfo::pipelineLayoutRequestCount specified when device
was created

Valid Usage (Implicit)

- VUID-vkCreatePipelineLayout-device-parameter
  `device` must be a valid `VkDevice` handle
- VUID-vkCreatePipelineLayout-pCreateInfo-parameter
  `pCreateInfo` must be a valid pointer to a valid `VkPipelineLayoutCreateInfo` structure
- VUID-vkCreatePipelineLayout-pAllocator-null
  `pAllocator` must be `NULL`
- VUID-vkCreatePipelineLayout-pPipelineLayout-parameter
  `pPipelineLayout` must be a valid pointer to a `VkPipelineLayout` handle

Return Codes

Success
- `VK_SUCCESS`

Failure
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

The `VkPipelineLayoutCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPipelineLayoutCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineCreateFlags flags;
    uint32_t setLayoutCount;
    const VkDescriptorSetLayout* pSetLayouts;
    uint32_t pushConstantRangeCount;
    const VkPushConstantRange* pPushConstantRanges;
} VkPipelineLayoutCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is a bitmask of `VkPipelineLayoutCreateFlagBits` specifying options for pipeline layout creation.
- `setLayoutCount` is the number of descriptor sets included in the pipeline layout.
• **pSetLayouts** is a pointer to an array of `VkDescriptorSetLayout` objects.

• **pushConstantRangeCount** is the number of push constant ranges included in the pipeline layout.

• **pPushConstantRanges** is a pointer to an array of `VkPushConstantRange` structures defining a set of push constant ranges for use in a single pipeline layout. In addition to descriptor set layouts, a pipeline layout also describes how many push constants **can** be accessed by each stage of the pipeline.

  ![](Note)

  **Note**

  Push constants represent a high speed path to modify constant data in pipelines that is expected to outperform memory-backed resource updates.

In Vulkan SC, the pipeline compilation process occurs **offline**, but the application **must** still provide values to `VkPipelineLayoutCreateInfo` that match the values used for offline compilation of pipelines using this `VkPipelineLayout`.

---

**Valid Usage**

• VUID-VkPipelineLayoutCreateInfo-setLayoutCount-00286

  `setLayoutCount` must be less than or equal to `VkPhysicalDeviceLimits::maxBoundDescriptorSets`

• VUID-VkPipelineLayoutCreateInfo-descriptorType-03016

  The total number of descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set with a `descriptorType` of `VK_DESCRIPTOR_TYPE_SAMPLER` and `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER` accessible to any given shader stage across all elements of `pSetLayouts` **must** be less than or equal to `VkPhysicalDeviceLimits::maxPerStageDescriptorSamplers`

• VUID-VkPipelineLayoutCreateInfo-descriptorType-03017

  The total number of descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set with a `descriptorType` of `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER` and `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC` accessible to any given shader stage across all elements of `pSetLayouts` **must** be less than or equal to `VkPhysicalDeviceLimits::maxPerStageDescriptorUniformBuffers`

• VUID-VkPipelineLayoutCreateInfo-descriptorType-03018

  The total number of descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set with a `descriptorType` of `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER` and `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC` accessible to any given shader stage across all elements of `pSetLayouts` **must** be less than or equal to `VkPhysicalDeviceLimits::maxPerStageDescriptorStorageBuffers`

• VUID-VkPipelineLayoutCreateInfo-descriptorType-06939

  The total number of descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set with a `descriptorType` of `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, and `VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER`, accessible to any given shader stage across all elements of `pSetLayouts` **must** be less than or equal to `VkPhysicalDeviceLimits::maxPerStageDescriptorSampledImages`
• VUID-VkPipelineLayoutCreateInfo-descriptorType-03020
The total number of descriptors in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set with a descriptorType of VK_DESCRIPTOR_TYPE_STORAGE_IMAGE, and VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER accessible to any given shader stage across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceLimits::maxPerStageDescriptorStorageImages

• VUID-VkPipelineLayoutCreateInfo-descriptorType-03021
The total number of descriptors in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set with a descriptorType of VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT accessible to any given shader stage across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceLimits::maxPerStageDescriptorInputAttachments

• VUID-VkPipelineLayoutCreateInfo-descriptorType-03022
The total number of descriptors with a descriptorType of VK_DESCRIPTOR_TYPE_SAMPLER and VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER accessible to any given shader stage across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceDescriptorIndexingProperties::maxPerStageDescriptorUpdateAfterBindSamplers

• VUID-VkPipelineLayoutCreateInfo-descriptorType-03023
The total number of descriptors with a descriptorType of VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER and VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC accessible to any given shader stage across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceDescriptorIndexingProperties::maxPerStageDescriptorUpdateAfterBindUniformBuffers

• VUID-VkPipelineLayoutCreateInfo-descriptorType-03024
The total number of descriptors with a descriptorType of VK_DESCRIPTOR_TYPE_STORAGE_BUFFER and VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC accessible to any given shader stage across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceDescriptorIndexingProperties::maxPerStageDescriptorUpdateAfterBindStorageBuffers

• VUID-VkPipelineLayoutCreateInfo-descriptorType-03025
The total number of descriptors with a descriptorType of VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER, VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE, and VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER accessible to any given shader stage across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceDescriptorIndexingProperties::maxPerStageDescriptorUpdateAfterBindSampledImages

• VUID-VkPipelineLayoutCreateInfo-descriptorType-03026
The total number of descriptors with a descriptorType of VK_DESCRIPTOR_TYPE_STORAGE_IMAGE, and VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER accessible to any given shader stage across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceDescriptorIndexingProperties::maxPerStageDescriptorUpdateAfterBindStorageImages

• VUID-VkPipelineLayoutCreateInfo-descriptorType-03027
The total number of descriptors with a descriptorType of
VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT accessible to any given shader stage across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceDescriptorIndexingProperties::maxPerStageDescriptorUpdateAfterBindInputAttachments

- VUID-VkPipelineLayoutCreateInfo-descriptorType-03028
  The total number of descriptors in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set with a descriptorType of VK_DESCRIPTOR_TYPE_SAMPLER and VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER accessible across all shader stages and across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceLimits::maxDescriptorSetSamplers

- VUID-VkPipelineLayoutCreateInfo-descriptorType-03029
  The total number of descriptors in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set with a descriptorType of VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER accessible across all shader stages and across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceLimits::maxDescriptorSetUniformBuffers

- VUID-VkPipelineLayoutCreateInfo-descriptorType-03030
  The total number of descriptors in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set with a descriptorType of VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC accessible across all shader stages and across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceLimits::maxDescriptorSetUniformBuffersDynamic

- VUID-VkPipelineLayoutCreateInfo-descriptorType-03031
  The total number of descriptors in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set with a descriptorType of VK_DESCRIPTOR_TYPE_STORAGE_BUFFER accessible across all shader stages and across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceLimits::maxDescriptorSetStorageBuffers

- VUID-VkPipelineLayoutCreateInfo-descriptorType-03032
  The total number of descriptors in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set with a descriptorType of VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC accessible across all shader stages and across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceLimits::maxDescriptorSetStorageBuffersDynamic

- VUID-VkPipelineLayoutCreateInfo-descriptorType-03033
  The total number of descriptors in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set with a descriptorType of VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER, VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE, and VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER accessible across all shader stages and across all elements of pSetLayouts must be less than or equal to VkPhysicalDeviceLimits::maxDescriptorSetSampledImages

- VUID-VkPipelineLayoutCreateInfo-descriptorType-03034
  The total number of descriptors in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set with a descriptorType of VK_DESCRIPTOR_TYPE_STORAGE_IMAGE, and VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER
accessible across all shader stages and across all elements of `pSetLayouts` must be less than or equal to `VkPhysicalDeviceLimits::maxDescriptorSetStorageImages`

- **VUID-VkPipelineLayoutCreateInfo-descriptorType-03035**
The total number of descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set with a descriptorType of `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` accessible across all shader stages and across all elements of `pSetLayouts` must be less than or equal to `VkPhysicalDeviceLimits::maxDescriptorSetInputAttachments`

- **VUID-VkPipelineLayoutCreateInfo-pSetLayouts-03036**
The total number of descriptors of the type `VK_DESCRIPTOR_TYPE_SAMPLER` and `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER` accessible across all shader stages and across all elements of `pSetLayouts` must be less than or equal to `VkPhysicalDeviceDescriptorIndexingProperties::maxDescriptorSetUpdateAfterBindSamplers`

- **VUID-VkPipelineLayoutCreateInfo-pSetLayouts-03037**
The total number of descriptors of the type `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER` accessible across all shader stages and across all elements of `pSetLayouts` must be less than or equal to `VkPhysicalDeviceDescriptorIndexingProperties::maxDescriptorSetUpdateAfterBindUniformBuffers`

- **VUID-VkPipelineLayoutCreateInfo-pSetLayouts-03038**
The total number of descriptors of the type `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC` accessible across all shader stages and across all elements of `pSetLayouts` must be less than or equal to `VkPhysicalDeviceDescriptorIndexingProperties::maxDescriptorSetUpdateAfterBindUniformBuffersDynamic`

- **VUID-VkPipelineLayoutCreateInfo-pSetLayouts-03039**
The total number of descriptors of the type `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER` accessible across all shader stages and across all elements of `pSetLayouts` must be less than or equal to `VkPhysicalDeviceDescriptorIndexingProperties::maxDescriptorSetUpdateAfterBindStorageBuffers`

- **VUID-VkPipelineLayoutCreateInfo-pSetLayouts-03040**
The total number of descriptors of the type `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC` accessible across all shader stages and across all elements of `pSetLayouts` must be less than or equal to `VkPhysicalDeviceDescriptorIndexingProperties::maxDescriptorSetUpdateAfterBindStorageBuffersDynamic`

- **VUID-VkPipelineLayoutCreateInfo-pSetLayouts-03041**
The total number of descriptors of the type `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, and `VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER` accessible across all shader stages and across all elements of `pSetLayouts` must be less than or equal to `VkPhysicalDeviceDescriptorIndexingProperties::maxDescriptorSetUpdateAfterBindSampledImages`

- **VUID-VkPipelineLayoutCreateInfo-pSetLayouts-03042**
The total number of descriptors of the type `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, and `VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER` accessible across all shader stages and across all elements of `pSetLayouts` must be less than or equal to `VkPhysicalDeviceDescriptorIndexingProperties::maxDescriptorSetUpdateAfterBindStorageImages`
The total number of descriptors of the type `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` accessible across all shader stages and across all elements of `pSetLayouts` must be less than or equal to `VkPhysicalDeviceDescriptorIndexingProperties::maxDescriptorSetUpdateAfterBindInputAttachments`.

Any two elements of `pPushConstantRanges` must not include the same stage in `stageFlags`.

Elements of `pSetLayouts` must be valid `VkDescriptorSetLayout` objects.

### Valid Usage (Implicit)

- **VUID-VkPipelineLayoutCreateInfo-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_PIPELINE_LAYOUT_CREATE_INFO`.

- **VUID-VkPipelineLayoutCreateInfo-flags-zerobitmask**
  
  `flags` must be 0.

- **VUID-VkPipelineLayoutCreateInfo-pSetLayouts-parameter**
  
  If `setLayoutCount` is not 0, `pSetLayouts` must be a valid pointer to an array of `setLayoutCount` valid or `VK_NULL_HANDLE` `VkDescriptorSetLayout` handles.

- **VUID-VkPipelineLayoutCreateInfo-pPushConstantRanges-parameter**
  
  If `pushConstantRangeCount` is not 0, `pPushConstantRanges` must be a valid pointer to an array of `pushConstantRangeCount` valid `VkPushConstantRange` structures.

```c
typedef enum VkPipelineLayoutCreateFlagBits {
} VkPipelineLayoutCreateFlagBits;
```

All values for this enum are defined by extensions.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkPipelineLayoutCreateFlags;
```

`VkPipelineLayoutCreateFlags` is a bitmask type for setting a mask of `VkPipelineLayoutCreateFlagBits`.

The `VkPushConstantRange` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPushConstantRange {
    VkShaderStageFlags stageFlags;
    uint32_t offset;
    uint32_t size;
} VkPushConstantRange;
```
• **stageFlags** is a set of stage flags describing the shader stages that will access a range of push constants. If a particular stage is not included in the range, then accessing members of that range of push constants from the corresponding shader stage will return undefined values.

• **offset** and **size** are the start offset and size, respectively, consumed by the range. Both **offset** and **size** are in units of bytes and **must** be a multiple of 4. The layout of the push constant variables is specified in the shader.

---

**Valid Usage**

- VUID-VkPushConstantRange-offset-00294  
  **offset must** be less than **VkPhysicalDeviceLimits::maxPushConstantsSize**

- VUID-VkPushConstantRange-offset-00295  
  **offset must** be a multiple of 4

- VUID-VkPushConstantRange-size-00296  
  **size must** be greater than 0

- VUID-VkPushConstantRange-size-00297  
  **size must** be a multiple of 4

- VUID-VkPushConstantRange-size-00298  
  **size must** be less than or equal to **VkPhysicalDeviceLimits::maxPushConstantsSize** minus **offset**

---

**Valid Usage (Implicit)**

- VUID-VkPushConstantRange-stageFlags-parameter  
  **stageFlags must** be a valid combination of **VkShaderStageFlagBits** values

- VUID-VkPushConstantRange-stageFlags-requiredbitmask  
  **stageFlags must not be** 0

---

Once created, pipeline layouts are used as part of pipeline creation (see Pipelines), as part of binding descriptor sets (see Descriptor Set Binding), and as part of setting push constants (see Push Constant Updates). Pipeline creation accepts a pipeline layout as input, and the layout may be used to map (set, binding, arrayElement) tuples to implementation resources or memory locations within a descriptor set. The assignment of implementation resources depends only on the bindings defined in the descriptor sets that comprise the pipeline layout, and not on any shader source.

All resource variables **statically used** in all shaders in a pipeline **must** be declared with a (set, binding, arrayElement) that exists in the corresponding descriptor set layout and is of an appropriate descriptor type and includes the set of shader stages it is used by in **stageFlags**. The pipeline layout **can** include entries that are not used by a particular pipeline. The pipeline layout allows the application to provide a consistent set of bindings across multiple pipeline compiles, which enables those pipelines to be compiled in a way that the implementation **may** cheaply switch pipelines without reprogramming the bindings.

Similarly, the push constant block declared in each shader (if present) **must** only place variables at
offsets that are each included in a push constant range with `stageFlags` including the bit corresponding to the shader stage that uses it. The pipeline layout can include ranges or portions of ranges that are not used by a particular pipeline.

There is a limit on the total number of resources of each type that can be included in bindings in all descriptor set layouts in a pipeline layout as shown in Pipeline Layout Resource Limits. The “Total Resources Available” column gives the limit on the number of each type of resource that can be included in bindings in all descriptor sets in the pipeline layout. Some resource types count against multiple limits. Additionally, there are limits on the total number of each type of resource that can be used in any pipeline stage as described in Shader Resource Limits.

Table 15. Pipeline Layout Resource Limits

<table>
<thead>
<tr>
<th>Total Resources Available</th>
<th>Resource Types</th>
</tr>
</thead>
<tbody>
<tr>
<td>maxDescriptorSetSamplers</td>
<td>sampler</td>
</tr>
<tr>
<td>or maxDescriptorSetUpdateAfterBindSamplers</td>
<td>combined image sampler</td>
</tr>
<tr>
<td>maxDescriptorSetSampledImages</td>
<td>sampled image</td>
</tr>
<tr>
<td>or maxDescriptorSetUpdateAfterBindSampledImages</td>
<td>combined image sampler</td>
</tr>
<tr>
<td>maxDescriptorSetStorageImages</td>
<td>storage image</td>
</tr>
<tr>
<td>or maxDescriptorSetUpdateAfterBindStorageImages</td>
<td>storage texel buffer</td>
</tr>
<tr>
<td>maxDescriptorSetUniformBuffers</td>
<td>uniform buffer</td>
</tr>
<tr>
<td>or maxDescriptorSetUpdateAfterBindUniformBuffers</td>
<td>uniform buffer dynamic</td>
</tr>
<tr>
<td>maxDescriptorSetUniformBuffersDynamic or maxDescriptorSetUpdateAfterBindUniformBuffersDynamic</td>
<td>uniform buffer dynamic</td>
</tr>
<tr>
<td>maxDescriptorSetStorageBuffers or maxDescriptorSetUpdateAfterBindStorageBuffers</td>
<td>storage buffer</td>
</tr>
<tr>
<td>maxDescriptorSetStorageBuffersDynamic or maxDescriptorSetUpdateAfterBindStorageBuffersDynamic</td>
<td>storage buffer dynamic</td>
</tr>
<tr>
<td>maxDescriptorSetInputAttachments or maxDescriptorSetUpdateAfterBindInputAttachments</td>
<td>input attachment</td>
</tr>
</tbody>
</table>

To destroy a pipeline layout, call:

```c
// Provided by VK_VERSION_1_0
void vkDestroyPipelineLayout(
    VkDevice device,
    VkPipelineLayout pipelineLayout,
    const VkAllocationCallbacks* pAllocator);
```

- `device` is the logical device that destroys the pipeline layout.
• `pipelineLayout` is the pipeline layout to destroy.
• `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.

**Valid Usage**

- VUID-vkDestroyPipelineLayout-pipelineLayout-02004
  - `pipelineLayout` must not have been passed to any `vkCmd*` command for any command buffers that are still in the recording state when `vkDestroyPipelineLayout` is called

**Valid Usage (Implicit)**

- VUID-vkDestroyPipelineLayout-device-parameter
  - `device` must be a valid `VkDevice` handle
- VUID-vkDestroyPipelineLayout-pipelineLayout-parameter
  - If `pipelineLayout` is not `VK_NULL_HANDLE`, `pipelineLayout` must be a valid `VkPipelineLayout` handle
- VUID-vkDestroyPipelineLayout-pAllocator-null
  - `pAllocator` must be `NULL`
- VUID-vkDestroyPipelineLayout-pipelineLayout-parent
  - If `pipelineLayout` is a valid handle, it must have been created, allocated, or retrieved from `device`

**Host Synchronization**

- Host access to `pipelineLayout` must be externally synchronized

**Pipeline Layout Compatibility**

Two pipeline layouts are defined to be “compatible for push constants” if they were created with identical push constant ranges. Two pipeline layouts are defined to be “compatible for set N” if they were created with identically defined descriptor set layouts for sets zero through N, and if they were created with identical push constant ranges.

When binding a descriptor set (see Descriptor Set Binding) to set number N, a previously bound descriptor set bound with lower index M than N is disturbed if the pipeline layouts for set M and N are not compatible for set M. Otherwise, the bound descriptor set in M is not disturbed.

If, additionally, the previously bound descriptor set for set N was bound using a pipeline layout not compatible for set N, then all bindings in sets numbered greater than N are disturbed.

When binding a pipeline, the pipeline can correctly access any previously bound descriptor set N if it was bound with compatible pipeline layout for set N, and it was not disturbed.

Layout compatibility means that descriptor sets can be bound to a command buffer for use by any
pipeline created with a compatible pipeline layout, and without having bound a particular pipeline first. It also means that descriptor sets can remain valid across a pipeline change, and the same resources will be accessible to the newly bound pipeline.

When a descriptor set is disturbed by binding descriptor sets, the disturbed set is considered to contain undefined descriptors bound with the same pipeline layout as the disturbing descriptor set.

**Implementor’s Note**

A consequence of layout compatibility is that when the implementation compiles a pipeline layout and maps pipeline resources to implementation resources, the mechanism for set N should only be a function of sets [0..N].

**Note**

Place the least frequently changing descriptor sets near the start of the pipeline layout, and place the descriptor sets representing the most frequently changing resources near the end. When pipelines are switched, only the descriptor set bindings that have been invalidated will need to be updated and the remainder of the descriptor set bindings will remain in place.

The maximum number of descriptor sets that can be bound to a pipeline layout is queried from physical device properties (see maxBoundDescriptorSets in Limits).

**API example**

```cpp
const VkDescriptorSetLayout layouts[] = { layout1, layout2 };

const VkPushConstantRange ranges[] = {
    {
        .stageFlags = VK_SHADER_STAGE_VERTEX_BIT,
        .offset = 0,
        .size = 4
    },
    {
        .stageFlags = VK_SHADER_STAGE_FRAGMENT_BIT,
        .offset = 4,
        .size = 4
    },
};

const VkPipelineLayoutCreateInfo createInfo = {
    .sType = VK_STRUCTURE_TYPE_PIPELINE_LAYOUT_CREATE_INFO,
    .pNext = NULL,
    .flags = 0,
    .setLayoutCount = 2,
    .pSetLayouts = layouts,
};
```
.pushConstantRangeCount = 2,
    .pPushConstantRanges = ranges
};

VkPipelineLayout myPipelineLayout;
myResult = vkCreatePipelineLayout(
    myDevice,
    &CreateInfo,
    NULL,
    &myPipelineLayout);

# 14.2.3. Allocation of Descriptor Sets

A descriptor pool maintains a pool of descriptors, from which descriptor sets are allocated. Descriptor pools are externally synchronized, meaning that the application must not allocate and/or free descriptor sets from the same pool in multiple threads simultaneously.

Descriptor pools are represented by VkDescriptorPool handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkDescriptorPool)
```

To create a descriptor pool object, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateDescriptorPool(
    VkDevice device,
    const VkDescriptorPoolCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkDescriptorPool* pDescriptorPool);
```

- device is the logical device that creates the descriptor pool.
- pCreateInfo is a pointer to a VkDescriptorPoolCreateInfo structure specifying the state of the descriptor pool object.
- pAllocator controls host memory allocation as described in the Memory Allocation chapter.
- pDescriptorPool is a pointer to a VkDescriptorPool handle in which the resulting descriptor pool object is returned.

The created descriptor pool is returned in pDescriptorPool.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkCreateDescriptorPool must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage

- VUID-vkCreateDescriptorPool-device-05068
The number of descriptor pools currently allocated from device plus 1 must be less than or equal to the total number of descriptor pools requested via VkDeviceObjectReservationCreateInfo::descriptorPoolRequestCount specified when device was created.

**Valid Usage (Implicit)**

- VUID-vkCreateDescriptorPool-device-parameter
device must be a valid VkDevice handle
- VUID-vkCreateDescriptorPool-pCreateInfo-parameter
pCreateInfo must be a valid pointer to a valid VkDescriptorPoolCreateInfo structure
- VUID-vkCreateDescriptorPool-pAllocator-null
pAllocator must be NULL
- VUID-vkCreateDescriptorPool-pDescriptorPool-parameter
pDescriptorPool must be a valid pointer to a VkDescriptorPool handle

**Return Codes**

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

Additional information about the pool is passed in a VkDescriptorPoolCreateInfo structure:

```
// Provided by VK_VERSION_1_0
typedef struct VkDescriptorPoolCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkDescriptorPoolCreateFlags flags;
    uint32_t maxSets;
    uint32_t poolSizeCount;
    const VkDescriptorPoolSize* pPoolSizes;
} VkDescriptorPoolCreateInfo;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `flags` is a bitmask of VkDescriptorPoolCreateFlagBits specifying certain supported operations on the pool.
- `maxSets` is the maximum number of descriptor sets that can be allocated from the pool.
• **poolSizeCount** is the number of elements in **pPoolSizes**.

• **pPoolSizes** is a pointer to an array of **VkDescriptorPoolSize** structures, each containing a descriptor type and number of descriptors of that type to be allocated in the pool.

If multiple **VkDescriptorPoolSize** structures containing the same descriptor type appear in the **pPoolSizes** array then the pool will be created with enough storage for the total number of descriptors of each type.

Fragmentation of a descriptor pool is possible and **may** lead to descriptor set allocation failures. A failure due to fragmentation is defined as failing a descriptor set allocation despite the sum of all outstanding descriptor set allocations from the pool plus the requested allocation requiring no more than the total number of descriptors requested at pool creation. Implementations provide certain guarantees of when fragmentation **must** not cause allocation failure, as described below.

If a descriptor pool has not had any descriptor sets freed since it was created or most recently reset then fragmentation **must** not cause an allocation failure (note that this is always the case for a pool created without the **VK_DESCRIPTOR_POOL_CREATE_FREE_DESCRIPTOR_SET_BIT** bit set). Additionally, if all sets allocated from the pool since it was created or most recently reset use the same number of descriptors (of each type) and the requested allocation also uses that same number of descriptors (of each type), then fragmentation **must** not cause an allocation failure.

If an allocation failure occurs due to fragmentation, an application **can** create an additional descriptor pool to perform further descriptor set allocations.

If **flags** has the **VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT** bit set, descriptor pool creation **may** fail with the error **VK_ERROR_FRAGMENTATION** if the total number of descriptors across all pools (including this one) created with this bit set exceeds **maxUpdateAfterBindDescriptorsInAllPools**, or if fragmentation of the underlying hardware resources occurs.

---

### Valid Usage

- VUID-VkDescriptorPoolCreateInfo-descriptorPoolOverallocation-09227
  - **maxSets** **must** be greater than 0

---

### Valid Usage (Implicit)

- VUID-VkDescriptorPoolCreateInfo-sType-sType
  - **sType** **must** be **VK_STRUCTURE_TYPE_DESCRIPTOR_POOL_CREATE_INFO**

- VUID-VkDescriptorPoolCreateInfo-pNext-pNext
  - **pNext** **must** be **NULL**

- VUID-VkDescriptorPoolCreateInfo-flags-parameter
  - **flags** **must** be a valid combination of **VkDescriptorPoolCreateFlagBits** values

- VUID-VkDescriptorPoolCreateInfo-pPoolSizes-parameter
  - If **poolSizeCount** is not 0, **pPoolSizes** **must** be a valid pointer to an array of **poolSizeCount** valid **VkDescriptorPoolSize** structures
Bits which can be set in VkDescriptorPoolCreateInfo::flags, enabling operations on a descriptor pool, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkDescriptorPoolCreateFlagBits {
    VK_DESCRIPTOR_POOL_CREATE_FREE_DESCRIPTOR_SET_BIT = 0x00000001,
} VkDescriptorPoolCreateFlagBits;

// Provided by VK_VERSION_1_2
VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT = 0x00000002,
}
```

- **VK_DESCRIPTOR_POOL_CREATE_FREE_DESCRIPTOR_SET_BIT** specifies that descriptor sets can return their individual allocations to the pool, i.e. all of vkAllocateDescriptorSets, vkFreeDescriptorSets, and vkResetDescriptorPool are allowed. Otherwise, descriptor sets allocated from the pool must not be individually freed back to the pool, i.e. only vkAllocateDescriptorSets and vkResetDescriptorPool are allowed.

- **VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT** specifies that descriptor sets allocated from this pool can include bindings with the VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT bit set. It is valid to allocate descriptor sets that have bindings that do not set the VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT bit from a pool that has VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT set.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkDescriptorPoolCreateFlags;
```

VkDescriptorPoolCreateFlags is a bitmask type for setting a mask of zero or more VkDescriptorPoolCreateFlagBits.

The VkDescriptorPoolSize structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkDescriptorPoolSize {
    VkDescriptorType type;
    uint32_t descriptorCount;
} VkDescriptorPoolSize;
```

- **type** is the type of descriptor.
- **descriptorCount** is the number of descriptors of that type to allocate.

### Valid Usage

- VUID-VkDescriptorPoolSize-descriptorCount-00302
  
  descriptorCount must be greater than 0
Valid Usage (Implicit)

- VUID-VkDescriptorPoolSize-type-parameter
  type must be a valid VkDescriptorType value

Descriptor pools cannot be destroyed [SCID-4]. If VkPhysicalDeviceVulkanSC10Properties::deviceDestroyFreesMemory is VK_TRUE, the memory is returned to the system when the device is destroyed.

Descriptor sets are allocated from descriptor pool objects, and are represented by VkDescriptorSet handles:

```cpp
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkDescriptorSet)
```

To allocate descriptor sets from a descriptor pool, call:

```cpp
// Provided by VK_VERSION_1_0
VkResult vkAllocateDescriptorSets(
  VkDevice device,
  const VkDescriptorSetAllocateInfo* pAllocateInfo,
  VkDescriptorSet* pDescriptorSets);
```

- device is the logical device that owns the descriptor pool.
- pAllocateInfo is a pointer to a VkDescriptorSetAllocateInfo structure describing parameters of the allocation.
- pDescriptorSets is a pointer to an array of VkDescriptorSet handles in which the resulting descriptor set objects are returned.

The allocated descriptor sets are returned in pDescriptorSets.

When a descriptor set is allocated, the initial state is largely uninitialized and all descriptors are undefined, with the exception that samplers with a non-null pImmutableSamplers are initialized on allocation. Descriptors also become undefined if the underlying resource or view object is destroyed. Descriptor sets containing undefined descriptors can still be bound and used, subject to the following conditions:

- For descriptor set bindings created with the VK_DESCRIPTOR_BINDING_PARTIALLY_BOUND_BIT bit set, all descriptors in that binding that are dynamically used must have been populated before the descriptor set is consumed.
- For descriptor set bindings created without the VK_DESCRIPTOR_BINDING_PARTIALLY_BOUND_BIT bit set, all descriptors in that binding that are statically used must have been populated before the descriptor set is consumed.
- Entries that are not used by a pipeline can have undefined descriptors.
If a call to `vkAllocateDescriptorSets` would cause the total number of descriptor sets allocated from the pool to exceed the value of `VkDescriptorPoolCreateInfo::maxSets` used to create `pAllocateInfo->descriptorPool`, then the allocation may fail due to lack of space in the descriptor pool. Similarly, the allocation may fail due to lack of space if the call to `vkAllocateDescriptorSets` would cause the number of any given descriptor type to exceed the sum of all the `descriptorCount` members of each element of `VkDescriptorPoolCreateInfo::pPoolSizes` with a type equal to that type.

If the allocation fails due to no more space in the descriptor pool, and not because of system or device memory exhaustion, then `VK_ERROR_OUT_OF_POOL_MEMORY` must be returned.

`vkAllocateDescriptorSets` can be used to create multiple descriptor sets. If the creation of any of those descriptor sets fails, then the implementation must destroy all successfully created descriptor set objects from this command, set all entries of the `pDescriptorSets` array to `VK_NULL_HANDLE` and return the error.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkAllocateDescriptorSets` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

---

**Valid Usage**

- **VUID-vkAllocateDescriptorSets-device-05068**
  The number of descriptor sets currently allocated from `device` plus `VkDescriptorSetAllocateInfo::descriptorSetCount` must be less than or equal to the total number of descriptor sets requested via `VkDeviceObjectReservationCreateInfo::descriptorSetRequestCount` specified when `device` was created.

---

**Valid Usage (Implicit)**

- **VUID-vkAllocateDescriptorSets-device-parameter**
  `device` must be a valid `VkDevice` handle.

- **VUID-vkAllocateDescriptorSets-pAllocateInfo-parameter**
  `pAllocateInfo` must be a valid pointer to a valid `VkDescriptorSetAllocateInfo` structure.

- **VUID-vkAllocateDescriptorSets-pDescriptorSets-parameter**
  `pDescriptorSets` must be a valid pointer to an array of `pAllocateInfo->descriptorSetCount` `VkDescriptorSet` handles.

- **VUID-vkAllocateDescriptorSets-pAllocateInfo::descriptorSetCount-arraylength**
  `pAllocateInfo->descriptorSetCount` must be greater than 0.

---

**Host Synchronization**

- Host access to `pAllocateInfo->descriptorPool` must be externally synchronized.
Return Codes

Success

• VK_SUCCESS

Failure

• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY
• VK_ERROR_FRAGMENTED_POOL
• VK_ERROR_OUT_OF_POOL_MEMORY

The VkDescriptorSetAllocateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkDescriptorSetAllocateInfo {
    VkStructureType          sType;
    const void*              pNext;
    VkDescriptorPool         descriptorPool;
    uint32_t                 descriptorSetCount;
    const VkDescriptorSetLayout* pSetLayouts;
} VkDescriptorSetAllocateInfo;
```

• `sType` is a `VkStructureType` value identifying this structure.
• `pNext` is `NULL` or a pointer to a structure extending this structure.
• `descriptorPool` is the pool which the sets will be allocated from.
• `descriptorSetCount` determines the number of descriptor sets to be allocated from the pool.
• `pSetLayouts` is a pointer to an array of descriptor set layouts, with each member specifying how the corresponding descriptor set is allocated.

Valid Usage

• VUID-VkDescriptorSetAllocateInfo-pSetLayouts-03044
  If any element of `pSetLayouts` was created with the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set, `descriptorPool` must have been created with the `VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT` flag set.

• VUID-VkDescriptorSetAllocateInfo-pSetLayouts-09380
  If `pSetLayouts[i]` was created with an element of `pBindingFlags` that includes `VK_DESCRIPTOR_BINDING_VARIABLE_DESCRIPTOR_COUNT_BIT`, and `VkDescriptorSetVariableDescriptorCountAllocateInfo` is included in the `pNext` chain, and `VkDescriptorSetVariableDescriptorCountAllocateInfo::descriptorSetCount` is not zero, then `VkDescriptorSetVariableDescriptorCountAllocateInfo::pDescriptorCounts[i]` must be less than or equal to ` VkDescriptorSetLayoutBinding::descriptorCount` for the corresponding binding used to create `pSetLayouts[i]`
Valid Usage (Implicit)

- VUID-VkDescriptorSetAllocateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_DESCRIPTOR_SET_ALLOCATE_INFO

- VUID-VkDescriptorSetAllocateInfo-pNext-pNext
  pNext must be NULL or a pointer to a valid instance of
  VkDescriptorSetVariableDescriptorCountAllocateInfo

- VUID-VkDescriptorSetAllocateInfo-sType-unique
  The sType value of each struct in the pNext chain must be unique

- VUID-VkDescriptorSetAllocateInfo-descriptorPool-parameter
  descriptorPool must be a valid VkDescriptorPool handle

- VUID-VkDescriptorSetAllocateInfo-pSetLayouts-parameter
  pSetLayouts must be a valid pointer to an array of descriptorSetCount valid
  VkDescriptorSetLayout handles

- VUID-VkDescriptorSetAllocateInfo-descriptorSetCount-arraylength
  descriptorSetCount must be greater than 0

- VUID-VkDescriptorSetAllocateInfo-commonparent
  Both of descriptorPool, and the elements of pSetLayouts must have been created,
  allocated, or retrieved from the same VkDevice

If the pNext chain of a VkDescriptorSetAllocateInfo structure includes a
VkDescriptorSetVariableDescriptorCountAllocateInfo structure, then that structure includes an
array of descriptor counts for variable-sized descriptor bindings, one for each descriptor set being
allocated.

The VkDescriptorSetVariableDescriptorCountAllocateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkDescriptorSetVariableDescriptorCountAllocateInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t descriptorSetCount;
    const uint32_t* pDescriptorCounts;
} VkDescriptorSetVariableDescriptorCountAllocateInfo;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- descriptorSetCount is zero or the number of elements in pDescriptorCounts.
- pDescriptorCounts is a pointer to an array of descriptor counts, with each member specifying the
  number of descriptors in a variable-sized descriptor binding in the corresponding descriptor set
  being allocated.

If descriptorSetCount is zero or this structure is not included in the pNext chain, then the variable
lengths are considered to be zero. Otherwise, \(p\text{DescriptorCounts}[i]\) is the number of descriptors in the variable-sized descriptor binding in the corresponding descriptor set layout. If \(Vk\text{DescriptorSetAllocateInfo}::pSetLayouts[i]\) does not include a variable-sized descriptor binding, then \(p\text{DescriptorCounts}[i]\) is ignored.

Valid Usage

- VUID-VkDescriptorSetVariableDescriptorCountAllocateInfo-descriptorSetCount-03045
  If \(\text{descriptorSetCount}\) is not zero, \(\text{descriptorSetCount}\) must equal \(Vk\text{DescriptorSetAllocateInfo}::\text{descriptorSetCount}\)

Valid Usage (Implicit)

- VUID-VkDescriptorSetVariableDescriptorCountAllocateInfo-sType-sType
  \(s\text{Type}\) must be \(VK\_\text{STRUCTURE\_TYPE\_DESCRIPTOR\_SET\_VARIABLE\_DESCRIPTOR\_COUNT\_ALLOCATE\_INFO}\)
- VUID-VkDescriptorSetVariableDescriptorCountAllocateInfo-pDescriptorCounts-parameter
  If \(\text{descriptorSetCount}\) is not 0, \(p\text{DescriptorCounts}\) must be a valid pointer to an array of \(\text{descriptorSetCount}\ uint32\_t\) values

To free allocated descriptor sets, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkFreeDescriptorSets(
    VkDevice device,
    VkDescriptorPool descriptorPool,
    uint32_t descriptorSetCount,
    const VkDescriptorSet* pDescriptorSets);
```

- \(device\) is the logical device that owns the descriptor pool.
- \(descriptorPool\) is the descriptor pool from which the descriptor sets were allocated.
- \(descriptorSetCount\) is the number of elements in the \(p\text{DescriptorSets}\) array.
- \(p\text{DescriptorSets}\) is a pointer to an array of handles to \(Vk\text{DescriptorSet}\) objects.

After calling \(vk\text{FreeDescriptorSets}\), all descriptor sets in \(p\text{DescriptorSets}\) are invalid.

If \(\text{recycleDescriptorSetMemory}\) is \(VK\_FALSE\), then freeing a descriptor set does not make the pool memory it used available to be reallocated until the descriptor pool is reset. If \(\text{recycleDescriptorSetMemory}\) is \(VK\_TRUE\), then the memory is available to be reallocated immediately after freeing the descriptor set.

Valid Usage

- VUID-vkFreeDescriptorSets-pDescriptorSets-00309
All submitted commands that refer to any element of `pDescriptorSets` must have completed execution.

- **VUID-vkFreeDescriptorSets-pDescriptorSets-00310**
  `pDescriptorSets` must be a valid pointer to an array of `descriptorSetCount` `VkDescriptorSet` handles, each element of which must either be a valid handle or `VK_NULL_HANDLE`.

- **VUID-vkFreeDescriptorSets-descriptorPool-00312**
  `descriptorPool` must have been created with the `VK_DESCRIPTOR_POOL_CREATE_FREE_DESCRIPTOR_SET_BIT` flag.

### Valid Usage (Implicit)

- **VUID-vkFreeDescriptorSets-device-parameter**
  `device` must be a valid `VkDevice` handle.

- **VUID-vkFreeDescriptorSets-descriptorPool-parameter**
  `descriptorPool` must be a valid `VkDescriptorPool` handle.

- **VUID-vkFreeDescriptorSets-descriptorSetCount-arraylength**
  `descriptorSetCount` must be greater than 0.

- **VUID-vkFreeDescriptorSets-descriptorPool-parent**
  `descriptorPool` must have been created, allocated, or retrieved from `device`.

- **VUID-vkFreeDescriptorSets-pDescriptorSets-parent**
  Each element of `pDescriptorSets` that is a valid handle must have been created, allocated, or retrieved from `descriptorPool`.

### Host Synchronization

- Host access to `descriptorPool` must be externally synchronized.

- Host access to each member of `pDescriptorSets` must be externally synchronized.

### Return Codes

**Success**
- `VK_SUCCESS`

**Failure**
- None

To return all descriptor sets allocated from a given pool to the pool, rather than freeing individual descriptor sets, call:
// Provided by VK_VERSION_1_0

VkResult vkResetDescriptorPool(
    VkDevice device,               
    VkDescriptorPool descriptorPool, 
    VkDescriptorPoolResetFlags flags);

- `device` is the logical device that owns the descriptor pool.
- `descriptorPool` is the descriptor pool to be reset.
- `flags` is reserved for future use.

Resetting a descriptor pool recycles all of the resources from all of the descriptor sets allocated from the descriptor pool back to the descriptor pool, and the descriptor sets are implicitly freed.

**Valid Usage**

- VUID-vkResetDescriptorPool-descriptorPool-00313
  All uses of `descriptorPool` (via any allocated descriptor sets) **must** have completed execution

**Valid Usage (Implicit)**

- VUID-vkResetDescriptorPool-device-parameter
  `device` **must** be a valid `VkDevice` handle

- VUID-vkResetDescriptorPool-descriptorPool-parameter
  `descriptorPool` **must** be a valid `VkDescriptorPool` handle

- VUID-vkResetDescriptorPool-flags-zerobitmask
  `flags` **must** be 0

- VUID-vkResetDescriptorPool-descriptorPool-parent
  `descriptorPool` **must** have been created, allocated, or retrieved from `device`

**Host Synchronization**

- Host access to `descriptorPool` **must** be externally synchronized

- Host access to any `VkDescriptorSet` objects allocated from `descriptorPool` **must** be externally synchronized

**Return Codes**

**Success**

- `VK_SUCCESS`
**Failure**
None

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkDescriptorPoolResetFlags;
```

*VkDescriptorPoolResetFlags* is a bitmask type for setting a mask, but is currently reserved for future use.

### 14.2.4. Descriptor Set Updates

Once allocated, descriptor sets can be updated with a combination of write and copy operations. To update descriptor sets, call:

```c
// Provided by VK_VERSION_1_0
void vkUpdateDescriptorSets(
    VkDevice device,
    uint32_t descriptorWriteCount,
    const VkWriteDescriptorSet* pDescriptorWrites,
    uint32_t descriptorCopyCount,
    const VkCopyDescriptorSet* pDescriptorCopies);
```

- **device** is the logical device that updates the descriptor sets.
- **descriptorWriteCount** is the number of elements in the **pDescriptorWrites** array.
- **pDescriptorWrites** is a pointer to an array of **VkWriteDescriptorSet** structures describing the descriptor sets to write to.
- **descriptorCopyCount** is the number of elements in the **pDescriptorCopies** array.
- **pDescriptorCopies** is a pointer to an array of **VkCopyDescriptorSet** structures describing the descriptor sets to copy between.

The operations described by **pDescriptorWrites** are performed first, followed by the operations described by **pDescriptorCopies**. Within each array, the operations are performed in the order they appear in the array.

Each element in the **pDescriptorWrites** array describes an operation updating the descriptor set using descriptors for resources specified in the structure.

Each element in the **pDescriptorCopies** array is a **VkCopyDescriptorSet** structure describing an operation copying descriptors between sets.

If the **dstSet** member of any element of **pDescriptorWrites** or **pDescriptorCopies** is bound, accessed, or modified by any command that was recorded to a command buffer which is currently in the recording or executable state, and any of the descriptor bindings that are updated were not created with the **VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT** or **VK_DESCRIPTOR_BINDING_UPDATE_UNUSED_WHILE_PENDING_BIT** bits set, that command buffer becomes
Valid Usage

- VUID-vkUpdateDescriptorSets-pDescriptorWrites-06236
  For each element i where pDescriptorWrites[i].descriptorType is `VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER` or `VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER`, elements of the pTexelBufferView member of pDescriptorWrites[i] must have been created on device.

- VUID-vkUpdateDescriptorSets-pDescriptorWrites-06237
  For each element i where pDescriptorWrites[i].descriptorType is `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER`, `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER`, `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC`, `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC`, the buffer member of any element of the pBufferInfo member of pDescriptorWrites[i] must have been created on device.

- VUID-vkUpdateDescriptorSets-pDescriptorWrites-06238
  For each element i where pDescriptorWrites[i].descriptorType is `VK_DESCRIPTOR_TYPE_SAMPLER` or `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, and dstSet was not allocated with a layout that included immutable samplers for dstBinding with descriptorType, the sampler member of any element of the pImageInfo member of pDescriptorWrites[i] must have been created on device.

- VUID-vkUpdateDescriptorSets-pDescriptorWrites-06239
  For each element i where pDescriptorWrites[i].descriptorType is `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT`, or `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER` the imageView member of any element of pDescriptorWrites[i] must have been created on device.

- VUID-vkUpdateDescriptorSets-pDescriptorWrites-06493
  For each element i where pDescriptorWrites[i].descriptorType is `VK_DESCRIPTOR_TYPE_SAMPLER`, `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, or `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT`, pDescriptorWrites[i].pImageInfo must be a valid pointer to an array of pDescriptorWrites[i].descriptorCount valid VkDescriptorImageInfo structures.

- VUID-vkUpdateDescriptorSets-None-03047
  The dstSet member of each element of pDescriptorWrites or pDescriptorCopies for bindings which were created without the VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT or VK_DESCRIPTOR_BINDING_UPDATE_UNUSED_WHILE_PENDING_BIT bits set must not be used by any command that was recorded to a command buffer which is in the pending state.

- VUID-vkUpdateDescriptorSets-pDescriptorWrites-06993
  Host access to pDescriptorWrites[i].dstSet and pDescriptorCopies[i].dstSet must be externally synchronized unless explicitly denoted otherwise for specific flags.
Valid Usage (Implicit)

- VUID-vkUpdateDescriptorSets-device-parameter
  
  device must be a valid VkDevice handle

- VUID-vkUpdateDescriptorSets-pDescriptorWrites-parameter
  
  If descriptorWriteCount is not 0, pDescriptorWrites must be a valid pointer to an array of descriptorWriteCount valid VkWriteDescriptorSet structures

- VUID-vkUpdateDescriptorSets-pDescriptorCopies-parameter
  
  If descriptorCopyCount is not 0, pDescriptorCopies must be a valid pointer to an array of descriptorCopyCount valid VkCopyDescriptorSet structures

The VkWriteDescriptorSet structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkWriteDescriptorSet {
    VkStructureType sType;
    const void* pNext;
    VkDescriptorSet dstSet;
    uint32_t dstBinding;
    uint32_t dstArrayElement;
    uint32_t descriptorCount;
    VkDescriptorType descriptorType;
    const VkDescriptorImageInfo* pImageInfo;
    const VkDescriptorBufferInfo* pBufferInfo;
    const VkBufferView* pTexelBufferView;
} VkWriteDescriptorSet;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- dstSet is the destination descriptor set to update.
- dstBinding is the descriptor binding within that set.
- dstArrayElement is the starting element in that array.
- descriptorCount is the number of descriptors to update. descriptorCount is one of
  - the number of elements in pImageInfo
  - the number of elements in pBufferInfo
  - the number of elements in pTexelBufferView
- descriptorType is a VkDescriptorType specifying the type of each descriptor in pImageInfo, pBufferInfo, or pTexelBufferView, as described below. It must be the same type as the descriptorType specified in VkDescriptorSetLayoutBinding for dstSet at dstBinding. The type of the descriptor also controls which array the descriptors are taken from.
- pImageInfo is a pointer to an array of VkDescriptorImageInfo structures or is ignored, as described below.
• `pBufferInfo` is a pointer to an array of `VkDescriptorBufferInfo` structures or is ignored, as described below.

• `pTexelBufferView` is a pointer to an array of `VkBufferView` handles as described in the Buffer Views section or is ignored, as described below.

Only one of `pImageInfo`, `pBufferInfo`, or `pTexelBufferView` members is used according to the descriptor type specified in the `descriptorType` member of the containing `VkWriteDescriptorSet` structure, as specified below.

If the `nullDescriptor` feature is enabled, the buffer, imageView, or bufferView can be `VK_NULL_HANDLE`. Loads from a null descriptor return zero values and stores and atomics to a null descriptor are discarded.

If the `dstBinding` has fewer than `descriptorCount` array elements remaining starting from `dstArrayElement`, then the remainder will be used to update the subsequent binding - `dstBinding`+1 starting at array element zero. If a binding has a `descriptorCount` of zero, it is skipped. This behavior applies recursively, with the update affecting consecutive bindings as needed to update all `descriptorCount` descriptors. Consecutive bindings must have identical `VkDescriptorType`, `VkShaderStageFlags`, `VkDescriptorBindingFlagBits`, and immutable samplers references.

---

**Valid Usage**

• VUID-VkWriteDescriptorSet-dstBinding-00315 `dstBinding` must be less than or equal to the maximum value of `binding` of all `VkDescriptorSetLayoutBinding` structures specified when `dstSet`'s descriptor set layout was created.

• VUID-VkWriteDescriptorSet-dstBinding-00316 `dstBinding` must be a binding with a non-zero `descriptorCount`.

• VUID-VkWriteDescriptorSet-descriptorCount-00317 All consecutive bindings updated via a single `VkWriteDescriptorSet` structure, except those with a `descriptorCount` of zero, must have identical `descriptorType` and `stageFlags`.

• VUID-VkWriteDescriptorSet-descriptorCount-00318 All consecutive bindings updated via a single `VkWriteDescriptorSet` structure, except those with a `descriptorCount` of zero, must all either use immutable samplers or must all not use immutable samplers.

• VUID-VkWriteDescriptorSet-descriptorType-00319 `descriptorType` must match the type of `dstBinding` within `dstSet`.

• VUID-VkWriteDescriptorSet-dstSet-00320 `dstSet` must be a valid `VkDescriptorSet` handle.

• VUID-VkWriteDescriptorSet-dstArrayElement-00321 The sum of `dstArrayElement` and `descriptorCount` must be less than or equal to the number of array elements in the descriptor set binding specified by `dstBinding`, and all applicable consecutive bindings, as described by consecutive binding updates.

• VUID-VkWriteDescriptorSet-descriptorType-02994 If `descriptorType` is `VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER` or
VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER, each element of pTexelBufferView must be either a valid VkBufferView handle or VK_NULL_HANDLE

- VUID-VkWriteDescriptorSet-descriptorType-02995
  If descriptorType is VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER or VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER and the nullDescriptor feature is not enabled, each element of pTexelBufferView must not be VK_NULL_HANDLE

- VUID-VkWriteDescriptorSet-descriptorType-00324
  If descriptorType is VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER, VK_DESCRIPTOR_TYPE_STORAGE_BUFFER, VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC, or VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC, pBufferInfo must be a valid pointer to an array of descriptorCount valid VkDescriptorBufferInfo structures

- VUID-VkWriteDescriptorSet-descriptorType-00325
  If descriptorType is VK_DESCRIPTOR_TYPE_SAMPLER or VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER, and dstSet was not allocated with a layout that included immutable samplers for dstBinding with descriptorType, the sampler member of each element of pImageInfo must be a valid VkSampler object

- VUID-VkWriteDescriptorSet-descriptorType-02996
  If descriptorType is VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER, VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE, or VK_DESCRIPTOR_TYPE_STORAGE_IMAGE, the imageView member of each element of pImageInfo must be either a valid VkImageView handle or VK_NULL_HANDLE

- VUID-VkWriteDescriptorSet-descriptorType-02997
  If descriptorType is VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER, VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE, or VK_DESCRIPTOR_TYPE_STORAGE_IMAGE, and the nullDescriptor feature is not enabled, the imageView member of each element of pImageInfo must not be VK_NULL_HANDLE

- VUID-VkWriteDescriptorSet-descriptorType-07683
  If descriptorType is VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT, the imageView member of each element of pImageInfo must not be VK_NULL_HANDLE

- VUID-VkWriteDescriptorSet-descriptorType-00327
  If descriptorType is VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER or VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC, the offset member of each element of pBufferInfo must be a multiple of VkPhysicalDeviceLimits::minUniformBufferOffsetAlignment

- VUID-VkWriteDescriptorSet-descriptorType-00328
  If descriptorType is VK_DESCRIPTOR_TYPE_STORAGE_BUFFER or VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC, the offset member of each element of pBufferInfo must be a multiple of VkPhysicalDeviceLimits::minStorageBufferOffsetAlignment

- VUID-VkWriteDescriptorSet-descriptorType-00329
  If descriptorType is VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER, VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC, VK_DESCRIPTOR_TYPE_STORAGE_BUFFER, or VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC, and the buffer member of any element of pBufferInfo is the handle of a non-sparse buffer, then that buffer must be bound
completely and contiguously to a single VkDeviceMemory object

- **VUID-VkWriteDescriptorSet-descriptorType-00330**
  If descriptorType is VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER or VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC, the buffer member of each element of pBufferInfo must have been created with VK_BUFFER_USAGE_UNIFORM_BUFFER_BIT set

- **VUID-VkWriteDescriptorSet-descriptorType-00331**
  If descriptorType is VK_DESCRIPTOR_TYPE_STORAGE_BUFFER or VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC, the buffer member of each element of pBufferInfo must have been created with VK_BUFFER_USAGE_STORAGE_BUFFER_BIT set

- **VUID-VkWriteDescriptorSet-descriptorType-00332**
  If descriptorType is VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER or VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC, the range member of each element of pBufferInfo, or the effective range if range is VK_WHOLE_SIZE, must be less than or equal to VkPhysicalDeviceLimits::maxUniformBufferRange

- **VUID-VkWriteDescriptorSet-descriptorType-00333**
  If descriptorType is VK_DESCRIPTOR_TYPE_STORAGE_BUFFER or VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC, the range member of each element of pBufferInfo, or the effective range if range is VK_WHOLE_SIZE, must be less than or equal to VkPhysicalDeviceLimits::maxStorageBufferRange

- **VUID-VkWriteDescriptorSet-descriptorType-08765**
  If descriptorType is VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER, the pTexelBufferView buffer view usage must include VK_BUFFER_USAGE_UNIFORM_TEXEL_BUFFER_BIT

- **VUID-VkWriteDescriptorSet-descriptorType-08766**
  If descriptorType is VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER, the pTexelBufferView buffer view usage must include VK_BUFFER_USAGE_STORAGE_TEXEL_BUFFER_BIT

- **VUID-VkWriteDescriptorSet-descriptorType-00336**
  If descriptorType is VK_DESCRIPTOR_TYPE_STORAGE_IMAGE or VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT, the imageView member of each element of pImageInfo must have been created with the identity swizzle

- **VUID-VkWriteDescriptorSet-descriptorType-00337**
  If descriptorType is VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE or VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER, the imageView member of each element of pImageInfo must have been created with VK_IMAGE_USAGE_SAMPLED_BIT set

- **VUID-VkWriteDescriptorSet-descriptorType-04149**
  If descriptorType is VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE the imageLayout member of each element of pImageInfo must be a member of the list given in Sampled Image

- **VUID-VkWriteDescriptorSet-descriptorType-04150**
  If descriptorType is VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER the imageLayout member of each element of pImageInfo must be a member of the list given in Combined Image Sampler

- **VUID-VkWriteDescriptorSet-descriptorType-04151**
  If descriptorType is VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT the imageLayout member of each element of pImageInfo must be a member of the list given in Input Attachment
If `descriptorType` is `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE` the `imageLayout` member of each element of `pImageInfo` must be a member of the list given in Storage Image.

If `descriptorType` is `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT`, the `imageView` member of each element of `pImageInfo` must have been created with `VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT` set.

If `descriptorType` is `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, the `imageView` member of each element of `pImageInfo` must have been created with `VK_IMAGE_USAGE_STORAGE_BIT` set.

If `descriptorType` is `VK_DESCRIPTOR_TYPE_SAMPLER`, then `dstSet` must not have been allocated with a layout that included immutable samplers for `dstBinding`.

Valid Usage (Implicit)

- `sType` must be `VK_STRUCTURE_TYPE_WRITE_DESCRIPTOR_SET`
- `pNext` must be `NULL`
- `descriptorType` must be a valid `VkDescriptorType` value
- `descriptorCount` must be greater than 0
- Both of `dstSet`, and the elements of `pTexelBufferView` that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same `VkDevice`

The type of descriptors in a descriptor set is specified by `VkWriteDescriptorSet::descriptorType`, which must be one of the values:
```c
// Provided by VK_VERSION_1_0

typedef enum VkDescriptorType {
    VK_DESCRIPTOR_TYPE_SAMPLER = 0,
    VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER = 1,
    VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE = 2,
    VK_DESCRIPTOR_TYPE_STORAGE_IMAGE = 3,
    VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER = 4,
    VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER = 5,
    VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER = 6,
    VK_DESCRIPTOR_TYPE_STORAGE_BUFFER = 7,
    VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC = 8,
    VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC = 9,
    VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT = 10,
} VkDescriptorType;
```

- **VK_DESCRIPTOR_TYPE_SAMPLER** specifies a sampler descriptor.
- **VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER** specifies a combined image sampler descriptor.
- **VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE** specifies a sampled image descriptor.
- **VK_DESCRIPTOR_TYPE_STORAGE_IMAGE** specifies a storage image descriptor.
- **VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER** specifies a uniform texel buffer descriptor.
- **VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER** specifies a storage texel buffer descriptor.
- **VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER** specifies a uniform buffer descriptor.
- **VK_DESCRIPTOR_TYPE_STORAGE_BUFFER** specifies a storage buffer descriptor.
- **VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC** specifies a dynamic uniform buffer descriptor.
- **VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC** specifies a dynamic storage buffer descriptor.
- **VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT** specifies an input attachment descriptor.

When a descriptor set is updated via elements of `VkWriteDescriptorSet`, members of `pImageInfo`, `pBufferInfo` and `pTexelBufferView` are only accessed by the implementation when they correspond to descriptor type being defined - otherwise they are ignored. The members accessed are as follows for each descriptor type:

- For **VK_DESCRIPTOR_TYPE_SAMPLER**, only the `sampler` member of each element of `VkWriteDescriptorSet::pImageInfo` is accessed.
- For **VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE**, **VK_DESCRIPTOR_TYPE_STORAGE_IMAGE**, or **VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT**, only the `imageView` and `imageLayout` members of each element of `VkWriteDescriptorSet::pImageInfo` are accessed.
- For **VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER**, all members of each element of `VkWriteDescriptorSet::pImageInfo` are accessed.
- For **VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER**, **VK_DESCRIPTOR_TYPE_STORAGE_BUFFER**, **VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC**, or **VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC**, all members of each element of `VkWriteDescriptorSet::pBufferInfo` are accessed.
For `VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER` or `VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER`, each element of `VkWriteDescriptorSet::pTexelBufferView` is accessed.

The `VkDescriptorBufferInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkDescriptorBufferInfo {
    VkBuffer buffer;
    VkDeviceSize offset;
    VkDeviceSize range;
} VkDescriptorBufferInfo;
```

- `buffer` is `VK_NULL_HANDLE` or the buffer resource.
- `offset` is the offset in bytes from the start of `buffer`. Access to buffer memory via this descriptor uses addressing that is relative to this starting offset.
- `range` is the size in bytes that is used for this descriptor update, or `VK_WHOLE_SIZE` to use the range from `offset` to the end of the buffer.

**Note**

When setting `range` to `VK_WHOLE_SIZE`, the effective range must not be larger than the maximum range for the descriptor type (`maxUniformBufferRange` or `maxStorageBufferRange`). This means that `VK_WHOLE_SIZE` is not typically useful in the common case where uniform buffer descriptors are suballocated from a buffer that is much larger than `maxUniformBufferRange`.

For `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC` and `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC` descriptor types, `offset` is the base offset from which the dynamic offset is applied and `range` is the static size used for all dynamic offsets.

When `range` is `VK_WHOLE_SIZE` the effective range is calculated at `vkUpdateDescriptorSets` is by taking the size of `buffer` minus the `offset`.

### Valid Usage

- VUID-VkDescriptorBufferInfo-offset-00340
  `offset` must be less than the size of `buffer`

- VUID-VkDescriptorBufferInfo-range-00341
  If `range` is not equal to `VK_WHOLE_SIZE`, `range` must be greater than 0

- VUID-VkDescriptorBufferInfo-range-00342
  If `range` is not equal to `VK_WHOLE_SIZE`, `range` must be less than or equal to the size of `buffer` minus `offset`

- VUID-VkDescriptorBufferInfo-buffer-02998
  If the nullDescriptor feature is not enabled, `buffer` must not be `VK_NULL_HANDLE`

- VUID-VkDescriptorBufferInfo-buffer-02999
  If `buffer` is `VK_NULL_HANDLE`, `offset` must be zero and `range` must be `VK_WHOLE_SIZE`
Valid Usage (Implicit)

- VUID-VkDescriptorBufferInfo-buffer-parameter
  If `buffer` is not `VK_NULL_HANDLE`, `buffer` must be a valid `VkBuffer` handle.

The `VkDescriptorImageInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkDescriptorImageInfo {
    VkSampler sampler;
    VkImageView imageView;
    VkImageLayout imageLayout;
} VkDescriptorImageInfo;
```

- `sampler` is a sampler handle, and is used in descriptor updates for types `VK_DESCRIPTOR_TYPE_SAMPLER` and `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER` if the binding being updated does not use immutable samplers.

- `imageView` is `VK_NULL_HANDLE` or an image view handle, and is used in descriptor updates for types `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, and `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT`.

- `imageLayout` is the layout that the image subresources accessible from `imageView` will be in at the time this descriptor is accessed. `imageLayout` is used in descriptor updates for types `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, and `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT`.

Members of `VkDescriptorImageInfo` that are not used in an update (as described above) are ignored.

Valid Usage

- VUID-VkDescriptorImageInfo-imageView-06712
  `imageView` must not be a 2D array image view created from a 3D image.

- VUID-VkDescriptorImageInfo-descriptorType-06713
  `imageView` must not be a 2D view created from a 3D image.

- VUID-VkDescriptorImageInfo-descriptorType-06714
  `imageView` must not be a 2D view created from a 3D image.

- VUID-VkDescriptorImageInfo-imageView-01976
  If `imageView` is created from a depth/stencil image, the `aspectMask` used to create the `imageView` must include either `VK_IMAGE_ASPECT_DEPTH_BIT` or `VK_IMAGE_ASPECT_STENCIL_BIT` but not both.

- VUID-VkDescriptorImageInfo-imageViewLayout-09425
  If `imageViewLayout` is `VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL`, then the `aspectMask` used to create `imageView` must not include either `VK_IMAGE_ASPECT_DEPTH_BIT` or `VK_IMAGE_ASPECT_STENCIL_BIT`. 

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If `imageLayout` is `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL`,
`VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL`,
`VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_ATTACHMENT_OPTIMAL`,
`VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL`,
`VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL`,
`VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL` or
`VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`, then the `aspectMask` used to create
`imageView` must not include `VK_IMAGE_ASPECT_COLOR_BIT`.

`imageLayout` must match the actual `VkImageLayout` of each subresource accessible from
`imageView` at the time this descriptor is accessed as defined by the `image layout matching
rules`.

If `sampler` is used and the `VkFormat` of the image is a multi-planar format, the image must
have been created with `VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT`, and the `aspectMask` of the
`imageView` must be a valid multi-planar aspect mask bit.

## Valid Usage (Implicit)

- **VUID-VkDescriptorImageInfo-commonparent**

Both of `imageView`, and `sampler` that are valid handles of non-ignored parameters must
have been created, allocated, or retrieved from the same `VkDevice`.

The `VkCopyDescriptorSet` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkCopyDescriptorSet {
    VkStructureType sType;
    const void* pNext;
    VkDescriptorSet srcSet;
    uint32_t srcBinding;
    uint32_t srcArrayElement;
    VkDescriptorSet dstSet;
    uint32_t dstBinding;
    uint32_t dstArrayElement;
    uint32_t descriptorCount;
} VkCopyDescriptorSet;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `srcSet`, `srcBinding`, and `srcArrayElement` are the source set, binding, and array element,
  respectively.
- `dstSet`, `dstBinding`, and `dstArrayElement` are the destination set, binding, and array element,
  respectively.
• descriptorCount is the number of descriptors to copy from the source to destination. If descriptorCount is greater than the number of remaining array elements in the source or destination binding, those affect consecutive bindings in a manner similar to VkWriteDescriptorSet above.

Valid Usage

• VUID-VkCopyDescriptorSet-srcBinding-00345
  srcBinding must be a valid binding within srcSet

• VUID-VkCopyDescriptorSet-srcArrayElement-00346
  The sum of srcArrayElement and descriptorCount must be less than or equal to the number of array elements in the descriptor set binding specified by srcBinding, and all applicable consecutive bindings, as described by consecutive binding updates

• VUID-VkCopyDescriptorSet-dstBinding-00347
  dstBinding must be a valid binding within dstSet

• VUID-VkCopyDescriptorSet-dstArrayElement-00348
  The sum of dstArrayElement and descriptorCount must be less than or equal to the number of array elements in the descriptor set binding specified by dstBinding, and all applicable consecutive bindings, as described by consecutive binding updates

• VUID-VkCopyDescriptorSet-dstBinding-02632
  The type of dstBinding within dstSet must be equal to the type of srcBinding within srcSet

• VUID-VkCopyDescriptorSet-srcSet-00349
  If srcSet is equal to dstSet, then the source and destination ranges of descriptors must not overlap, where the ranges may include array elements from consecutive bindings as described by consecutive binding updates

• VUID-VkCopyDescriptorSet-srcSet-01918
  If srcSet’s layout was created with the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT flag set, then dstSet’s layout must also have been created with the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT flag set

• VUID-VkCopyDescriptorSet-srcSet-04885
  If srcSet’s layout was created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT flag set, then dstSet’s layout must have been created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT flag set

• VUID-VkCopyDescriptorSet-srcSet-01920
  If the descriptor pool from which srcSet was allocated was created with the VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT flag set, then the descriptor pool from which dstSet was allocated must also have been created with the VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT flag set

• VUID-VkCopyDescriptorSet-srcSet-04887
  If the descriptor pool from which srcSet was allocated was created without the VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT flag set, then the descriptor pool from which dstSet was allocated must have been created without the
VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT flag set

- VUID-VkCopyDescriptorSet-dstBinding-02753
  If the descriptor type of the descriptor set binding specified by dstBinding is VK_DESCRIPTOR_TYPE_SAMPLER, then dstSet must not have been allocated with a layout that included immutable samplers for dstBinding.

Valid Usage (Implicit)

- VUID-VkCopyDescriptorSet-sType-sType
  sType must be VK_STRUCTURE_TYPE_COPY_DESCRIPTOR_SET

- VUID-VkCopyDescriptorSet-pNext-pNext
  pNext must be NULL

- VUID-VkCopyDescriptorSet-srcSet-parameter
  srcSet must be a valid VkDescriptorSet handle

- VUID-VkCopyDescriptorSet-dstSet-parameter
  dstSet must be a valid VkDescriptorSet handle

- VUID-VkCopyDescriptorSet-commonparent
  Both of dstSet, and srcSet must have been created, allocated, or retrieved from the same VkDevice

14.2.5. Descriptor Set Binding

To bind one or more descriptor sets to a command buffer, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdBindDescriptorSets(
    VkCommandBuffer        commandBuffer,
    VkPipelineBindPoint    pipelineBindPoint,
    VkPipelineLayout       layout,
    uint32_t                firstSet,
    uint32_t                descriptorSetCount,
    const VkDescriptorSet*  pDescriptorSets,
    uint32_t                dynamicOffsetCount,
    const uint32_t*         pDynamicOffsets);
```

- `commandBuffer` is the command buffer that the descriptor sets will be bound to.
- `pipelineBindPoint` is a VkPipelineBindPoint indicating the type of the pipeline that will use the descriptors. There is a separate set of bind points for each pipeline type, so binding one does not disturb the others.
- `layout` is a VkPipelineLayout object used to program the bindings.
- `firstSet` is the set number of the first descriptor set to be bound.
- `descriptorSetCount` is the number of elements in the pDescriptorSets array.
• \texttt{pDescriptorSets} is a pointer to an array of handles to \texttt{VkDescriptorSet} objects describing the descriptor sets to bind to.

• \texttt{dynamicOffsetCount} is the number of dynamic offsets in the \texttt{pDynamicOffsets} array.

• \texttt{pDynamicOffsets} is a pointer to an array of \texttt{uint32_t} values specifying dynamic offsets.

\texttt{vkCmdBindDescriptorSets} binds descriptor sets \texttt{pDescriptorSets[0..descriptorSetCount-1]} to set numbers \([\text{firstSet..firstSet+descriptorSetCount-1}]\) for subsequent bound pipeline commands set by \texttt{pipelineBindPoint}. Any bindings that were previously applied via these sets are no longer valid.

Once bound, a descriptor set affects rendering of subsequent commands that interact with the given pipeline type in the command buffer until either a different set is bound to the same set number, or the set is disturbed as described in Pipeline Layout Compatibility.

A compatible descriptor set \textbf{must} be bound for all set numbers that any shaders in a pipeline access, at the time that a drawing or dispatching command is recorded to execute using that pipeline. However, if none of the shaders in a pipeline statically use any bindings with a particular set number, then no descriptor set need be bound for that set number, even if the pipeline layout includes a non-trivial descriptor set layout for that set number.

When consuming a descriptor, a descriptor is considered valid if the descriptor is not undefined as described by descriptor set allocation. If the \texttt{nullDescriptor} feature is enabled, a null descriptor is also considered valid. A descriptor that was disturbed by Pipeline Layout Compatibility, or was never bound by \texttt{vkCmdBindDescriptorSets} is not considered valid. If a pipeline accesses a descriptor either statically or dynamically depending on the \texttt{VkDescriptorBindingFlagBits}, the consuming descriptor type in the pipeline \textbf{must} match the \texttt{VkDescriptorType} in \texttt{VkDescriptorSetLayoutCreateInfo} for the descriptor to be considered valid.

\textbf{Note}

Further validation may be carried out beyond validation for descriptor types, e.g. Texel Input Validation.

If any of the sets being bound include dynamic uniform or storage buffers, then \texttt{pDynamicOffsets} includes one element for each array element in each dynamic descriptor type binding in each set. Values are taken from \texttt{pDynamicOffsets} in an order such that all entries for set \(N\) come before set \(N+1\); within a set, entries are ordered by the binding numbers in the descriptor set layouts; and within a binding array, elements are in order. \texttt{dynamicOffsetCount} \textbf{must} equal the total number of dynamic descriptors in the sets being bound.

The effective offset used for dynamic uniform and storage buffer bindings is the sum of the relative offset taken from \texttt{pDynamicOffsets}, and the base address of the buffer plus base offset in the descriptor set. The range of the dynamic uniform and storage buffer bindings is the buffer range as specified in the descriptor set.

Each of the \texttt{pDescriptorSets} \textbf{must} be compatible with the pipeline layout specified by \texttt{layout}. The layout used to program the bindings \textbf{must} also be compatible with the pipeline used in subsequent bound pipeline commands with that pipeline type, as defined in the Pipeline Layout Compatibility section.
The descriptor set contents bound by a call to `vkCmdBindDescriptorSets` may be consumed at the following times:

- For descriptor bindings created with the `VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT` bit set, the contents may be consumed when the command buffer is submitted to a queue, or during shader execution of the resulting draws and dispatches, or any time in between. Otherwise,
- during host execution of the command, or during shader execution of the resulting draws and dispatches, or any time in between.

Thus, the contents of a descriptor set binding must not be altered (overwritten by an update command, or freed) between the first point in time that it may be consumed, and when the command completes executing on the queue.

The contents of `pDynamicOffsets` are consumed immediately during execution of `vkCmdBindDescriptorSets`. Once all pending uses have completed, it is legal to update and reuse a descriptor set.

### Valid Usage

- **VUID-vkCmdBindDescriptorSets-pDescriptorSets-00358**
  
  Each element of `pDescriptorSets` must have been allocated with a `VkDescriptorSetLayout` that matches (is the same as, or identically defined as) the `VkDescriptorSetLayout` at set `n` in `layout`, where `n` is the sum of `firstSet` and the index into `pDescriptorSets`.

- **VUID-vkCmdBindDescriptorSets-dynamicOffsetCount-00359**
  
  `dynamicOffsetCount` must be equal to the total number of dynamic descriptors in `pDescriptorSets`.

- **VUID-vkCmdBindDescriptorSets-firstSet-00360**
  
  The sum of `firstSet` and `descriptorSetCount` must be less than or equal to `VkPipelineLayoutCreateInfo::setLayoutCount` provided when `layout` was created.

- **VUID-vkCmdBindDescriptorSets-pDynamicOffsets-01971**
  
  Each element of `pDynamicOffsets` which corresponds to a descriptor binding with type `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC` must be a multiple of `VkPhysicalDeviceLimits::minUniformBufferOffsetAlignment`.

- **VUID-vkCmdBindDescriptorSets-pDynamicOffsets-01972**
  
  Each element of `pDynamicOffsets` which corresponds to a descriptor binding with type `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC` must be a multiple of `VkPhysicalDeviceLimits::minStorageBufferOffsetAlignment`.

- **VUID-vkCmdBindDescriptorSets-pDescriptorSets-01979**
  
  For each dynamic uniform or storage buffer binding in `pDescriptorSets`, the sum of the effective offset and the range of the binding must be less than or equal to the size of the buffer.

- **VUID-vkCmdBindDescriptorSets-pDescriptorSets-06715**
  
  For each dynamic uniform or storage buffer binding in `pDescriptorSets`, if the range was set with `VK_WHOLE_SIZE` then `pDynamicOffsets` which corresponds to the descriptor binding must be 0.
Each element of `pDescriptorSets` **must** be a valid `VkDescriptorSet`.

`pipelineBindPoint` **must** be supported by the commandBuffer’s parent `VkCommandPool`’s queue family.

### Valid Usage (Implicit)

- **VUID-vkCmdBindDescriptorSets-commandBuffer-parameter**
  - `commandBuffer` **must** be a valid `VkCommandBuffer` handle.

- **VUID-vkCmdBindDescriptorSets-pipelineBindPoint-parameter**
  - `pipelineBindPoint` **must** be a valid `VkPipelineBindPoint` value.

- **VUID-vkCmdBindDescriptorSets-layout-parameter**
  - `layout` **must** be a valid `VkPipelineLayout` handle.

- **VUID-vkCmdBindDescriptorSets-pDescriptorSets-parameter**
  - `pDescriptorSets` **must** be a valid pointer to an array of `descriptorSetCount` valid or `VK_NULL_HANDLE` `VkDescriptorSet` handles.

- **VUID-vkCmdBindDescriptorSets-pDynamicOffsets-parameter**
  - If `dynamicOffsetCount` is not 0, `pDynamicOffsets` **must** be a valid pointer to an array of `dynamicOffsetCount` `uint32_t` values.

- **VUID-vkCmdBindDescriptorSets-commandBuffer-recording**
  - `commandBuffer` **must** be in the recording state.

- **VUID-vkCmdBindDescriptorSets-commandBuffer-cmdpool**
  - The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics, or compute operations.

- **VUID-vkCmdBindDescriptorSets-descriptorSetCount-arraylength**
  - `descriptorSetCount` **must** be greater than 0.

- **VUID-vkCmdBindDescriptorSets-commonparent**
  - Each of `commandBuffer`, `layout`, and the elements of `pDescriptorSets` that are valid handles of non-ignored parameters **must** have been created, allocated, or retrieved from the same `VkDevice`.

### Host Synchronization

- Host access to `commandBuffer` **must** be externally synchronized.

- Host access to the `VkCommandPool` that `commandBuffer` was allocated from **must** be externally synchronized.
### 14.2.6. Push Constant Updates

As described above in section Pipeline Layouts, the pipeline layout defines shader push constants which are updated via Vulkan commands rather than via writes to memory or copy commands.

**Note**

Push constants represent a high speed path to modify constant data in pipelines that is expected to outperform memory-backed resource updates.

To update push constants, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdPushConstants(
    VkCommandBuffer commandBuffer,
    VkPipelineLayout layout,
    VkShaderStageFlags stageFlags,
    uint32_t offset,
    uint32_t size,
    const void* pValues);
```

- `commandBuffer` is the command buffer in which the push constant update will be recorded.
- `layout` is the pipeline layout used to program the push constant updates.
- `stageFlags` is a bitmask of `VkShaderStageFlagBits` specifying the shader stages that will use the push constants in the updated range.
- `offset` is the start offset of the push constant range to update, in units of bytes.
- `size` is the size of the push constant range to update, in units of bytes.
- `pValues` is a pointer to an array of size bytes containing the new push constant values.

When a command buffer begins recording, all push constant values are undefined.

Push constant values can be updated incrementally, causing shader stages in `stageFlags` to read the new data from `pValues` for push constants modified by this command, while still reading the previous data for push constants not modified by this command. When a bound pipeline command is issued, the bound pipeline's layout must be compatible with the layouts used to set the values of all push constants in the pipeline layout's push constant ranges, as described in Pipeline Layout Compatibility. Binding a pipeline with a layout that is not compatible with the push constant layout does not disturb the push constant values.
As `stageFlags` needs to include all flags the relevant push constant ranges were created with, any flags that are not supported by the queue family that the `VkCommandPool` used to allocate `commandBuffer` was created on are ignored.

**Valid Usage**

- **VUID-vkCmdPushConstants-offset-01795**
  For each byte in the range specified by `offset` and `size` and for each shader stage in `stageFlags`, there **must** be a push constant range in `layout` that includes that byte and that stage.
- **VUID-vkCmdPushConstants-offset-01796**
  For each byte in the range specified by `offset` and `size` and for each push constant range that overlaps that byte, `stageFlags` **must** include all stages in that push constant range's `VkPushConstantRange::stageFlags`.
- **VUID-vkCmdPushConstants-offset-00368**
  `offset` **must** be a multiple of 4.
- **VUID-vkCmdPushConstants-size-00369**
  `size` **must** be a multiple of 4.
- **VUID-vkCmdPushConstants-offset-00370**
  `offset` **must** be less than `VkPhysicalDeviceLimits::maxPushConstantsSize`.
- **VUID-vkCmdPushConstants-size-00371**
  `size` **must** be less than or equal to `VkPhysicalDeviceLimits::maxPushConstantsSize` minus `offset`.

**Valid Usage (Implicit)**

- **VUID-vkCmdPushConstants-commandBuffer-parameter**
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle.
- **VUID-vkCmdPushConstants-layout-parameter**
  `layout` **must** be a valid `VkPipelineLayout` handle.
- **VUID-vkCmdPushConstants-stageFlags-parameter**
  `stageFlags` **must** be a valid combination of `VkShaderStageFlagBits` values.
- **VUID-vkCmdPushConstants-stageFlags-requiredbitmask**
  `stageFlags` **must** not be 0.
- **VUID-vkCmdPushConstants-pValues-parameter**
  `pValues` **must** be a valid pointer to an array of `size` bytes.
- **VUID-vkCmdPushConstants-commandBuffer-recording**
  `commandBuffer` **must** be in the recording state.
- **VUID-vkCmdPushConstants-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics, or
compute operations

- VUID-vkCmdPushConstants-size-arraylength
  size must be greater than 0
- VUID-vkCmdPushConstants-commonparent
  Both of commandBuffer, and layout must have been created, allocated, or retrieved from the same VkDevice

**Host Synchronization**

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

**Command Properties**

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</tr>
<tr>
<td>Secondary</td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>

**14.3. Physical Storage Buffer Access**

To query a 64-bit buffer device address value through which buffer memory can be accessed in a shader, call:

```c
// Provided by VK_VERSION_1_2
VkDeviceAddress vkGetBufferDeviceAddress(
    VkDevice device,
    const VkBufferDeviceAddressInfo* pInfo);
```

- device is the logical device that the buffer was created on.
- pInfo is a pointer to a VkBufferDeviceAddressInfo structure specifying the buffer to retrieve an address for.

The 64-bit return value is an address of the start of pInfo->buffer. The address range starting at this value and whose size is the size of the buffer can be used in a shader to access the memory bound to that buffer, using the SPV_KHR_physical_storage_buffer extension and the PhysicalStorageBuffer storage class. For example, this value can be stored in a uniform buffer, and the shader can read the value from the uniform buffer and use it to do a dependent read/write to this buffer. A value of zero is reserved as a “null” pointer and must not be returned as a valid buffer device address. All loads, stores, and atomics in a shader through PhysicalStorageBuffer pointers must access addresses in the address range of some buffer.
If the buffer was created with a non-zero value of `VkBufferOpaqueCaptureAddressCreateInfo::opaqueCaptureAddress`, the return value will be the same address that was returned at capture time.

The returned address must satisfy the alignment requirement specified by `VkMemoryRequirements::alignment` for the buffer in `VkBufferDeviceAddressInfo::buffer`.

If multiple `VkBuffer` objects are bound to overlapping ranges of `VkDeviceMemory`, implementations may return address ranges which overlap. In this case, it is ambiguous which `VkBuffer` is associated with any given device address. For purposes of valid usage, if multiple `VkBuffer` objects can be attributed to a device address, a `VkBuffer` is selected such that valid usage passes, if it exists.

---

### Valid Usage

- VUID-vkGetBufferDeviceAddress-bufferDeviceAddress-03324
  The `bufferDeviceAddress` feature must be enabled

- VUID-vkGetBufferDeviceAddress-device-03325
  If `device` was created with multiple physical devices, then the `bufferDeviceAddressMultiDevice` feature must be enabled

---

### Valid Usage (Implicit)

- VUID-vkGetBufferDeviceAddress-device-parameter
  `device` must be a valid `VkDevice` handle

- VUID-vkGetBufferDeviceAddress-pInfo-parameter
  `pInfo` must be a valid pointer to a valid `VkBufferDeviceAddressInfo` structure

---

The `VkBufferDeviceAddressInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkBufferDeviceAddressInfo {
    VkStructureType sType;
    const void* pNext;
    VkBuffer buffer;
} VkBufferDeviceAddressInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `buffer` specifies the buffer whose address is being queried.

---

### Valid Usage

- VUID-VkBufferDeviceAddressInfo-buffer-02600
  If `buffer` is non-sparse and was not created with the
VK_BUFFER_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT flag, then it must be bound completely and contiguously to a single VkDeviceMemory object.

- VUID-VkBufferDeviceAddressInfo-buffer-02601
  buffer must have been created with VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT

### Valid Usage (Implicit)

- VUID-VkBufferDeviceAddressInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_BUFFER_DEVICE_ADDRESS_INFO
- VUID-VkBufferDeviceAddressInfo-pNext-pNext
  pNext must be NULL
- VUID-VkBufferDeviceAddressInfo-buffer-parameter
  buffer must be a valid VkBuffer handle

To query a 64-bit buffer opaque capture address, call:

```cpp
// Provided by VK_VERSION_1_2
uint64_t vkGetBufferOpaqueCaptureAddress(
    VkDevice device,
    const VkBufferDeviceAddressInfo* pInfo);
```

- `device` is the logical device that the buffer was created on.
- `pInfo` is a pointer to a VkBufferDeviceAddressInfo structure specifying the buffer to retrieve an address for.

The 64-bit return value is an opaque capture address of the start of `pInfo->buffer`.

If the buffer was created with a non-zero value of VkBufferOpaqueCaptureAddressCreateInfo::opaqueCaptureAddress the return value must be the same address.

### Valid Usage

- VUID-vkGetBufferOpaqueCaptureAddress-None-03326
  The bufferDeviceAddress feature must be enabled
- VUID-vkGetBufferOpaqueCaptureAddress-device-03327
  If device was created with multiple physical devices, then the bufferDeviceAddressMultiDevice feature must be enabled

### Valid Usage (Implicit)

- VUID-vkGetBufferOpaqueCaptureAddress-device-parameter
  device must be a valid VkDevice handle
• VUID-vkGetBufferOpaqueCaptureAddress-pInfo-parameter
  pInfo must be a valid pointer to a valid VkBufferDeviceAddressInfo structure
Chapter 15. Shader Interfaces

When a pipeline is created, the set of shaders specified in the corresponding `VkPipelineCreateInfo` structure are implicitly linked at a number of different interfaces.

- Shader Input and Output Interface
- Vertex Input Interface
- Fragment Output Interface
- Fragment Input Attachment Interface
- Shader Resource Interface

In Vulkan SC, the pipeline compilation process occurs offline using the implementation-provided pipeline cache compiler. The set of shaders being used to create a pipeline can be specified using the pipeline JSON schema.

This chapter describes valid uses for a set of SPIR-V decorations. Any other use of one of these decorations is invalid, with the exception that, when using SPIR-V versions 1.4 and earlier: `Block`, `BufferBlock`, `Offset`, `ArrayStride`, and `MatrixStride` can also decorate types and type members used by variables in the `Private` and `Function` storage classes.

Note

In this chapter, there are references to SPIR-V terms such as the `MeshNV` execution model. These terms will appear even in a build of the specification which does not support any extensions. This is as intended, since these terms appear in the unified SPIR-V specification without such qualifiers.

15.1. Shader Input and Output Interfaces

When multiple stages are present in a pipeline, the outputs of one stage form an interface with the inputs of the next stage. When such an interface involves a shader, shader outputs are matched against the inputs of the next stage, and shader inputs are matched against the outputs of the previous stage.

All the variables forming the shader input and output interfaces are listed as operands to the `OpEntryPoint` instruction and are declared with the `Input` or `Output` storage classes, respectively, in the SPIR-V module. These generally form the interfaces between consecutive shader stages, regardless of any non-shader stages between the consecutive shader stages.

There are two classes of variables that can be matched between shader stages, built-in variables and user-defined variables. Each class has a different set of matching criteria.

Output variables of a shader stage have undefined values until the shader writes to them or uses the `Initializer` operand when declaring the variable.
15.1.1. Built-in Interface Block

Shader built-in variables meeting the following requirements define the *built-in interface block*. They must:

- be explicitly declared (there are no implicit built-ins),
- be identified with a `BuiltIn` decoration,
- form object types as described in the *Built-in Variables* section, and
- be declared in a block whose top-level members are the built-ins.

There must be no more than one built-in interface block per shader per interface.

Built-ins must not have any `Location` or `Component` decorations.

15.1.2. User-defined Variable Interface

The non-built-in variables listed by `OpEntryPoint` with the Input or Output storage class form the *user-defined variable interface*. These must have numeric type or, recursively, composite types of such types. If an implementation supports `storageInputOutput16`, components can have a width of 16 bits. These variables must be identified with a `Location` decoration and can also be identified with a `Component` decoration.

15.1.3. Interface Matching

An output variable, block, or structure member in a given shader stage has an interface match with an input variable, block, or structure member in a subsequent shader stage if they both adhere to the following conditions:

- They have equivalent decorations, other than:
  - one is not decorated with `Component` and the other is declared with a `Component` of 0
  - Interpolation decorations
  - RelaxedPrecision if one is an input variable and the other an output variable
- Their types match as follows:
  - if the input is declared in a tessellation control or geometry shader as an `OpTypeArray` with an `Element Type` equivalent to the `OpType*` declaration of the output, and neither is a structure member; or
  - if in any other case they are declared with an equivalent `OpType*` declaration.
- If both are structures and every member has an interface match.

**Note**

The word “structure” above refers to both variables that have an `OpTypeStruct` type and interface blocks (which are also declared as `OpTypeStruct`).

All input variables and blocks must have an interface match in the preceding shader stage, except for built-in variables in fragment shaders. Shaders can declare and write to output variables that
are not declared or read by the subsequent stage.

The value of an input variable is undefined if the preceding stage does not write to a matching output variable, as described above.

### 15.1.4. Location Assignment

This section describes Location assignments for user-defined variables and how many Location slots are consumed by a given user-variable type. As mentioned above, some inputs and outputs have an additional level of arrayness relative to other shader inputs and outputs. This outer array level is removed from the type before considering how many Location slots the type consumes.

The Location value specifies an interface slot comprised of a 32-bit four-component vector conveyed between stages. The Component specifies word components within these vector Location slots. Only types with widths of 16, 32 or 64 are supported in shader interfaces.

Inputs and outputs of the following types consume a single interface Location:

- 16-bit scalar and vector types, and
- 32-bit scalar and vector types, and
- 64-bit scalar and 2-component vector types.

64-bit three- and four-component vectors consume two consecutive Location slots.

If a declared input or output is an array of size \( n \) and each element takes \( m \) Location slots, it will be assigned \( m \times n \) consecutive Location slots starting with the specified Location.

If the declared input or output is an \( n \times m \) 16-, 32- or 64-bit matrix, it will be assigned multiple Location slots starting with the specified Location. The number of Location slots assigned for each matrix will be the same as for an \( n \)-element array of \( m \)-component vectors.

An OpVariable with a structure type that is not a block must be decorated with a Location.

When an OpVariable with a structure type (either block or non-block) is decorated with a Location, the members in the structure type must not be decorated with a Location. The OpVariable's members are assigned consecutive Location slots in declaration order, starting from the first member, which is assigned the Location decoration from the OpVariable.

When a block-type OpVariable is declared without a Location decoration, each member in its structure type must be decorated with a Location. Types nested deeper than the top-level members must not have Location decorations.

The Location slots consumed by block and structure members are determined by applying the rules above in a depth-first traversal of the instantiated members as though the structure or block member were declared as an input or output variable of the same type.

Any two inputs listed as operands on the same OpEntryPoint must not be assigned the same Location slot and Component word, either explicitly or implicitly. Any two outputs listed as operands on the same OpEntryPoint must not be assigned the same Location slot and Component word, either explicitly or implicitly.
The number of input and output Location slots available for a shader input or output interface is limited, and dependent on the shader stage as described in Shader Input and Output Locations. All variables in both the built-in interface block and the user-defined variable interface count against these limits. Each effective Location must have a value less than the number of Location slots available for the given interface, as specified in the “Locations Available” column in Shader Input and Output Locations.

Table 16. Shader Input and Output Locations

<table>
<thead>
<tr>
<th>Shader Interface</th>
<th>Locations Available</th>
</tr>
</thead>
<tbody>
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<td>vertex input</td>
<td>maxVertexInputAttributes</td>
</tr>
<tr>
<td>vertex output</td>
<td>maxVertexOutputComponents / 4</td>
</tr>
<tr>
<td>tessellation control input</td>
<td>maxTessellationControlPerVertexInputComponents / 4</td>
</tr>
<tr>
<td>tessellation control output</td>
<td>maxTessellationControlPerVertexOutputComponents / 4</td>
</tr>
<tr>
<td>tessellation evaluation input</td>
<td>maxTessellationEvaluationInputComponents / 4</td>
</tr>
<tr>
<td>tessellation evaluation output</td>
<td>maxTessellationEvaluationOutputComponents / 4</td>
</tr>
<tr>
<td>geometry input</td>
<td>maxGeometryInputComponents / 4</td>
</tr>
<tr>
<td>geometry output</td>
<td>maxGeometryOutputComponents / 4</td>
</tr>
<tr>
<td>fragment input</td>
<td>maxFragmentInputComponents / 4</td>
</tr>
<tr>
<td>fragment output</td>
<td>maxFragmentOutputAttachments</td>
</tr>
</tbody>
</table>

15.1.5. Component Assignment

The Component decoration allows the Location to be more finely specified for scalars and vectors, down to the individual Component word within a Location slot that are consumed. The Component word within a Location are 0, 1, 2, and 3. A variable or block member starting at Component N will consume Component words N, N+1, N+2, ... up through its size. For 16-, and 32-bit types, it is invalid if this sequence of Component words gets larger than 3. A scalar 64-bit type will consume two of these Component words in sequence, and a two-component 64-bit vector type will consume all four Component words available within a Location. A three- or four-component 64-bit vector type must not specify a non-zero Component decoration. A three-component 64-bit vector type will consume all four Component words of the first Location and Component 0 and 1 of the second Location. This leaves Component 2 and 3 available for other component-qualified declarations.

A scalar or two-component 64-bit data type must not specify a Component decoration of 1 or 3. A Component decoration must not be specified for any type that is not a scalar or vector.

A four-component 64-bit data type will consume all four Component words of the first Location and all four Component words of the second Location.

15.2. Vertex Input Interface

When the vertex stage is present in a pipeline, the vertex shader input variables form an interface
with the vertex input attributes. The vertex shader input variables are matched by the Location and Component decorations to the vertex input attributes specified in the pVertexInputState member of the VkGraphicsPipelineCreateInfo structure.

The vertex shader input variables listed by OpEntryPoint with the Input storage class form the vertex input interface. These variables must be identified with a Location decoration and can also be identified with a Component decoration.

For the purposes of interface matching: variables declared without a Component decoration are considered to have a Component decoration of zero. The number of available vertex input Location slots is given by the maxVertexInputAttributes member of the VkPhysicalDeviceLimits structure.

See Attribute Location and Component Assignment for details.

All vertex shader inputs declared as above must have a corresponding attribute and binding in the pipeline.

### 15.3. Fragment Output Interface

When the fragment stage is present in a pipeline, the fragment shader outputs form an interface with the output attachments defined by a render pass instance. The fragment shader output variables are matched by the Location and Component decorations to specified color attachments.

The fragment shader output variables listed by OpEntryPoint with the Output storage class form the fragment output interface. These variables must be identified with a Location decoration. They can also be identified with a Component decoration and/or an Index decoration. For the purposes of interface matching: variables declared without a Component decoration are considered to have a Component decoration of zero, and variables declared without an Index decoration are considered to have an Index decoration of zero.

A fragment shader output variable identified with a Location decoration of i is associated with the color attachment indicated by VkSubpassDescription::pColorAttachments[i]. Values are written to those attachments after passing through the blending unit as described in Blending, if enabled. Locations are consumed as described in Location Assignment. The number of available fragment output Location slots is given by the maxFragmentOutputAttachments member of the VkPhysicalDeviceLimits structure.

When an active fragment shader invocation finishes, the values of all fragment shader outputs are copied out and used as blend inputs or color attachments writes. If the invocation does not set a value for them, the input values to those blending or color attachment writes are undefined.

Components of the output variables are assigned as described in Component Assignment. Output Component words identified as 0, 1, 2, and 3 will be directed to the R, G, B, and A inputs to the blending unit, respectively, or to the output attachment if blending is disabled. If two variables are placed within the same Location, they must have the same underlying type (floating-point or integer). Component words which do not correspond to any fragment shader output will also result in undefined values for blending or color attachment writes.

Fragment outputs identified with an Index of zero are directed to the first input of the blending unit.
associated with the corresponding Location. Outputs identified with an Index of one are directed to the second input of the corresponding blending unit.

There must be no output variable which has the same Location, Component, and Index as any other, either explicitly declared or implied.

Output values written by a fragment shader must be declared with either OpTypeFloat or OpTypeInt, and a Width of 32. If storageInputOutput16 is supported, output values written by a fragment shader can be also declared with either OpTypeFloat or OpTypeInt and a Width of 16. Composites of these types are also permitted. If the color attachment has a signed or unsigned normalized fixed-point format, color values are assumed to be floating-point and are converted to fixed-point as described in Conversion From Floating-Point to Normalized Fixed-Point; If the color attachment has an integer format, color values are assumed to be integers and converted to the bit-depth of the target. Any value that cannot be represented in the attachment's format is undefined. For any other attachment format no conversion is performed. If the type of the values written by the fragment shader do not match the format of the corresponding color attachment, the resulting values are undefined for those components.

15.4. Fragment Input Attachment Interface

When a fragment stage is present in a pipeline, the fragment shader subpass inputs form an interface with the input attachments of the current subpass. The fragment shader subpass input variables are matched by InputAttachmentIndex decorations to the input attachments specified in the pInputAttachments array of the VkSubpassDescription structure describing the subpass that the fragment shader is executed in.

The fragment shader subpass input variables with the UniformConstant storage class and a decoration of InputAttachmentIndex that are statically used by OpEntryPoint form the fragment input attachment interface. These variables must be declared with a type of OpTypeImage, a Dim operand of SubpassData, an Arrayed operand of 0, and a Sampled operand of 2. The MS operand of the OpTypeImage must be 0 if the samples field of the corresponding VkAttachmentDescription is VK_SAMPLE_COUNT_1_BIT and 1 otherwise.

A subpass input variable identified with an InputAttachmentIndex decoration of i reads from the input attachment indicated by pInputAttachments[i] member of VkSubpassDescription. If the subpass input variable is declared as an array of size N, it consumes N consecutive input attachments, starting with the index specified. There must not be more than one input variable with the same InputAttachmentIndex whether explicitly declared or implied by an array declaration per image aspect. A multi-aspect image (e.g. a depth/stencil format) can use the same input variable. The number of available input attachment indices is given by the maxPerStageDescriptorInputAttachments member of the VkPhysicalDeviceLimits structure.

Variables identified with the InputAttachmentIndex must only be used by a fragment stage. The numeric format of the subpass input must match the format of the corresponding input attachment, or the values of subpass loads from these variables are undefined. If the framebuffer attachment contains both depth and stencil aspects, the numeric format of the subpass input determines if depth or stencil aspect is accessed by the shader.

See Input Attachment for more details.
15.4.1. Fragment Input Attachment Compatibility

An input attachment that is statically accessed by a fragment shader must be backed by a descriptor that is equivalent to the VkImageView in the VkFramebuffer, except for subresourceRange.aspectMask. The aspectMask must be equal to the aspect accessed by the shader.

15.5. Shader Resource Interface

When a shader stage accesses buffer or image resources, as described in the Resource Descriptors section, the shader resource variables must be matched with the pipeline layout that is provided at pipeline creation time.

The set of shader variables that form the shader resource interface for a stage are the variables statically used by that stage's OpEntryPoint with a storage class of Uniform, UniformConstant, StorageBuffer, or PushConstant. For the fragment shader, this includes the fragment input attachment interface.

The shader resource interface consists of two sub-interfaces: the push constant interface and the descriptor set interface.

15.5.1. Push Constant Interface

The shader variables defined with a storage class of PushConstant that are statically used by the shader entry points for the pipeline define the push constant interface. They must be:

- typed as OpTypeStruct,
- identified with a Block decoration, and
- laid out explicitly using the Offset, ArrayStride, and MatrixStride decorations as specified in Offset and Stride Assignment.

There must be no more than one push constant block statically used per shader entry point.

Each statically used member of a push constant block must be placed at an Offset such that the entire member is entirely contained within the VkPushConstantRange for each OpEntryPoint that uses it, and the stageFlags for that range must specify the appropriate VkShaderStageFlagBits for that stage. The Offset decoration for any member of a push constant block must not cause the space required for that member to extend outside the range [0, maxPushConstantsSize).

Any member of a push constant block that is declared as an array must only be accessed with dynamically uniform indices.

15.5.2. Descriptor Set Interface

The descriptor set interface is comprised of the shader variables with the storage class of StorageBuffer, Uniform or UniformConstant (including the variables in the fragment input attachment interface) that are statically used by the shader entry points for the pipeline.

These variables must have DescriptorSet and Binding decorations specified, which are assigned and matched with the VkDescriptorSetLayout objects in the pipeline layout as described in DescriptorSet
and Binding Assignment.

The Image Format of an OpTypeImage declaration must not be Unknown, for variables which are used for OpImageRead, OpImageSparseRead, or OpImageWrite operations, except under the following conditions:

- For OpImageWrite, if the image format is listed in the storage without format list and if the shaderStorageImageWriteWithoutFormat feature is enabled and the shader module declares the StorageImageWriteWithoutFormat capability.
- For OpImageRead or OpImageSparseRead, if the image format is listed in the storage without format list and if the shaderStorageImageReadWithoutFormat feature is enabled and the shader module declares the StorageImageReadWithoutFormat capability.
- For OpImageRead, if Dim is SubpassData (indicating a read from an input attachment).

The Image Format of an OpTypeImage declaration must not be Unknown, for variables which are used for OpAtomic* operations.

Variables identified with the Uniform storage class are used to access transparent buffer backed resources. Such variables must be:

- typed as OpTypeStruct, or an array of this type,
- identified with a Block or BufferBlock decoration, and
- laid out explicitly using the Offset, ArrayStride, and MatrixStride decorations as specified in Offset and Stride Assignment.

Variables identified with the StorageBuffer storage class are used to access transparent buffer backed resources. Such variables must be:

- typed as OpTypeStruct, or an array of this type,
- identified with a Block decoration, and
- laid out explicitly using the Offset, ArrayStride, and MatrixStride decorations as specified in Offset and Stride Assignment.

The Offset decoration for any member of a Block-decorated variable in the Uniform storage class must not cause the space required for that variable to extend outside the range \([0, \text{maxUniformBufferRange})\). The Offset decoration for any member of a Block-decorated variable in the StorageBuffer storage class must not cause the space required for that variable to extend outside the range \([0, \text{maxStorageBufferRange})\).

Variables identified with a storage class of UniformConstant and a decoration of InputAttachmentIndex must be declared as described in Fragment Input Attachment Interface.

SPIR-V variables decorated with a descriptor set and binding that identify a combined image sampler descriptor can have a type of OpTypeImage, OpTypeSampler (Sampled=1), or OpTypeSampledImage.

Arrays of any of these types can be indexed with constant integral expressions. The following features must be enabled and capabilities must be declared in order to index such arrays with dynamically uniform or non-uniform indices:
• Storage images (except storage texel buffers and input attachments):
  ◦ Dynamically uniform: shaderStorageImageArrayDynamicIndexing and StorageImageArrayDynamicIndexing
  ◦ Non-uniform: shaderStorageImageArrayNonUniformIndexing and StorageImageArrayNonUniformIndexing

• Storage texel buffers:
  ◦ Dynamically uniform: shaderStorageTexelBufferArrayDynamicIndexing and StorageTexelBufferArrayDynamicIndexing
  ◦ Non-uniform: shaderStorageTexelBufferArrayNonUniformIndexing and StorageTexelBufferArrayNonUniformIndexing

• Input attachments:
  ◦ Dynamically uniform: shaderInputAttachmentArrayDynamicIndexing and InputAttachmentArrayDynamicIndexing
  ◦ Non-uniform: shaderInputAttachmentArrayNonUniformIndexing and InputAttachmentArrayNonUniformIndexing

• Sampled images (except uniform texel buffers), samplers and combined image samplers:
  ◦ Dynamically uniform: shaderSampledImageArrayDynamicIndexing and SampledImageArrayDynamicIndexing
  ◦ Non-uniform: shaderSampledImageArrayNonUniformIndexing and SampledImageArrayNonUniformIndexing

• Uniform texel buffers:
  ◦ Dynamically uniform: shaderUniformTexelBufferArrayDynamicIndexing and UniformTexelBufferArrayDynamicIndexing
  ◦ Non-uniform: shaderUniformTexelBufferArrayNonUniformIndexing and UniformTexelBufferArrayNonUniformIndexing

• Uniform buffers:
  ◦ Dynamically uniform: shaderUniformBufferArrayDynamicIndexing and UniformBufferArrayDynamicIndexing
  ◦ Non-uniform: shaderUniformBufferArrayNonUniformIndexing and UniformBufferArrayNonUniformIndexing

• Storage buffers:
  ◦ Dynamically uniform: shaderStorageBufferArrayDynamicIndexing and StorageBufferArrayDynamicIndexing
  ◦ Non-uniform: shaderStorageBufferArrayNonUniformIndexing and StorageBufferArrayNonUniformIndexing

If an instruction loads from or stores to a resource (including atomics and image instructions) and the resource descriptor being accessed is not dynamically uniform, then the corresponding non-uniform indexing feature must be enabled and the capability must be declared. If an instruction loads from or stores to a resource (including atomics and image instructions) and the resource
descriptor being accessed is loaded from an array element with a non-constant index, then the corresponding dynamic or non-uniform indexing feature must be enabled and the capability must be declared.

If the combined image sampler enables sampler \( Y'C_bC_r \) conversion, it must be indexed only by constant integral expressions when aggregated into arrays in shader code, irrespective of the shaderSampledImageArrayDynamicIndexing feature.

Table 17. Shader Resource and Descriptor Type Correspondence

<table>
<thead>
<tr>
<th>Resource type</th>
<th>Descriptor Type</th>
</tr>
</thead>
</table>
| sampler               | VK_DESCRIPTOR_TYPE_SAMPLER or
                      | VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER            |
| sampled image         | VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE or
                      | VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER            |
| storage image         | VK_DESCRIPTOR_TYPE_STORAGE_IMAGE                    |
| combined image sampler| VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER            |
| uniform texel buffer  | VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER             |
| storage texel buffer  | VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER             |
| uniform buffer        | VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER or
                      | VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC           |
| storage buffer        | VK_DESCRIPTOR_TYPE_STORAGE_BUFFER or
                      | VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC           |
| input attachment      | VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT                 |

Table 18. Shader Resource and Storage Class Correspondence

<table>
<thead>
<tr>
<th>Resource type</th>
<th>Storage Class</th>
<th>Type(^1)</th>
<th>Decoration(s)(^2)</th>
</tr>
</thead>
<tbody>
<tr>
<td>sampler</td>
<td>UniformConstant</td>
<td>OpTypeSampler</td>
<td></td>
</tr>
<tr>
<td>sampled image</td>
<td>UniformConstant</td>
<td>OpTypeImage (Sampled=1)</td>
<td></td>
</tr>
<tr>
<td>storage image</td>
<td>UniformConstant</td>
<td>OpTypeImage (Sampled=2)</td>
<td></td>
</tr>
</tbody>
</table>
| combined image sampler | UniformConstant | OpTypeSampledImage
                      | OpTypeImage (Sampled=1)
                      | OpTypeSampler          |
| uniform texel buffer | UniformConstant | OpTypeImage (Dim=Buffer,
                      | Sampled=1)             |
| storage texel buffer | UniformConstant | OpTypeImage (Dim=Buffer,
                      | Sampled=2)             |
| uniform buffer  | Uniform         | OpTypeStruct                            | Block, Offset, ArrayStride, MatrixStride |

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<table>
<thead>
<tr>
<th>Resource type</th>
<th>Storage Class</th>
<th>Type¹</th>
<th>Decoration(s)²</th>
</tr>
</thead>
<tbody>
<tr>
<td>storage buffer</td>
<td>Uniform</td>
<td>OpTypeStruct</td>
<td>BufferBlock, Offset, (ArrayStride), (MatrixStride)</td>
</tr>
<tr>
<td></td>
<td>StorageBuffer</td>
<td></td>
<td>Block, Offset, (ArrayStride), (MatrixStride)</td>
</tr>
<tr>
<td>input attachment</td>
<td>UniformConstant</td>
<td>OpTypeImage (Dim =SubpassData, Sampled=2)</td>
<td>InputAttachmentIndex</td>
</tr>
</tbody>
</table>

1 Where `OpTypeImage` is referenced, the `Dim` values `Buffer` and `Subpassdata` are only accepted where they are specifically referenced. They do not correspond to resource types where a generic `OpTypeImage` is specified.

2 In addition to `DescriptorSet` and `Binding`.

### 15.5.3. DescriptorSet and Binding Assignment

A variable decorated with a `DescriptorSet` decoration of `s` and a `Binding` decoration of `b` indicates that this variable is associated with the `VkDescriptorSetLayoutBinding` that has a `binding` equal to `b` in `pSetLayouts[s]` that was specified in `VkPipelineLayoutCreateInfo`.

`DescriptorSet` decoration values must be between zero and `maxBoundDescriptorSets` minus one, inclusive. `Binding` decoration values can be any 32-bit unsigned integer value, as described in `Descriptor Set Layout`. Each descriptor set has its own binding name space.

If the `Binding` decoration is used with an array, the entire array is assigned that binding value. The array must be a single-dimensional array and size of the array must be no larger than the number of descriptors in the binding. If the array is runtime-sized, then array elements greater than or equal to the size of that binding in the bound descriptor set must not be used. If the array is runtime-sized, the `runtimeDescriptorArray` feature must be enabled and the `RuntimeDescriptorArray` capability must be declared. The index of each element of the array is referred to as the `arrayElement`. For the purposes of interface matching and descriptor set operations, if a resource variable is not an array, it is treated as if it has an `arrayElement` of zero.

There is a limit on the number of resources of each type that can be accessed by a pipeline stage as shown in `Shader Resource Limits`. The “Resources Per Stage” column gives the limit on the number each type of resource that can be statically used for an entry point in any given stage in a pipeline. The “Resource Types” column lists which resource types are counted against the limit. Some resource types count against multiple limits.

The pipeline layout may include descriptor sets and bindings which are not referenced by any variables statically used by the entry points for the shader stages in the binding’s `stageFlags`.

However, if a variable assigned to a given `DescriptorSet` and `Binding` is statically used by the entry point for a shader stage, the pipeline layout must contain a descriptor set layout binding in that descriptor set layout and for that binding number, and that binding’s `stageFlags` must include the...
appropriate `VkShaderStageFlagBits` for that stage. The variable **must** be of a valid resource type determined by its SPIR-V type and storage class, as defined in *Shader Resource and Storage Class Correspondence*. The descriptor set layout binding **must** be of a corresponding descriptor type, as defined in *Shader Resource and Descriptor Type Correspondence*.

**Note**

There are no limits on the number of shader variables that can have overlapping set and binding values in a shader; but which resources are **statically used** has an impact. If any shader variable identifying a resource is **statically used** in a shader, then the underlying descriptor bound at the declared set and binding must support the declared type in the shader when the shader executes.

If multiple shader variables are declared with the same set and binding values, and with the same underlying descriptor type, they can all be statically used within the same shader. However, accesses are not automatically synchronized, and **Aliased** decorations should be used to avoid data hazards (see section 2.18.2 *Aliasing in the SPIR-V specification*).

If multiple shader variables with the same set and binding values are declared in a single shader, but with different declared types, where any of those are not supported by the relevant bound descriptor, that shader can only be executed if the variables with the unsupported type are not statically used.

A noteworthy example of using multiple statically-used shader variables sharing the same descriptor set and binding values is a descriptor of type `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER` that has multiple corresponding shader variables in the `UniformConstant` storage class, where some could be `OpTypeImage (Sampled=1)`, some could be `OpTypeSampler`, and some could be `OpTypeSampledImage`.

### Table 19. Shader Resource Limits

<table>
<thead>
<tr>
<th>Resources per Stage</th>
<th>Resource Types</th>
</tr>
</thead>
<tbody>
<tr>
<td>maxPerStageDescriptorSamplers or maxPerStageDescriptorUpdateAfterBindSamplers</td>
<td>sampler</td>
</tr>
<tr>
<td></td>
<td>combined image sampler</td>
</tr>
<tr>
<td>maxPerStageDescriptorSampledImages or</td>
<td>sampled image</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindSampledImages</td>
<td>combined image sampler</td>
</tr>
<tr>
<td></td>
<td>uniform texel buffer</td>
</tr>
<tr>
<td>maxPerStageDescriptorStorageImages or</td>
<td>storage image</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindStorageImages</td>
<td>storage texel buffer</td>
</tr>
<tr>
<td>maxPerStageDescriptorUniformBuffers or</td>
<td>uniform buffer</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindUniformBuffers</td>
<td>uniform buffer dynamic</td>
</tr>
<tr>
<td>maxPerStageDescriptorStorageBuffers or</td>
<td>storage buffer</td>
</tr>
<tr>
<td>maxPerStageDescriptorUpdateAfterBindStorageBuffers</td>
<td>storage buffer dynamic</td>
</tr>
</tbody>
</table>
1

Input attachments can only be used in the fragment shader stage.

15.5.4. Offset and Stride Assignment

Certain objects must be explicitly laid out using the Offset, ArrayStride, and MatrixStride, as described in SPIR-V explicit layout validation rules. All such layouts also must conform to the following requirements.

Note
The numeric order of Offset decorations does not need to follow member declaration order.

Alignment Requirements

There are different alignment requirements depending on the specific resources and on the features enabled on the device.

Matrix types are defined in terms of arrays as follows:

- A column-major matrix with C columns and R rows is equivalent to a C element array of vectors with R components.
- A row-major matrix with C columns and R rows is equivalent to an R element array of vectors with C components.

The scalar alignment of the type of an OpTypeStruct member is defined recursively as follows:

- A scalar of size N has a scalar alignment of N.
- A vector type has a scalar alignment equal to that of its component type.
- An array type has a scalar alignment equal to that of its element type.
- A structure has a scalar alignment equal to the largest scalar alignment of any of its members.
- A matrix type inherits scalar alignment from the equivalent array declaration.

The base alignment of the type of an OpTypeStruct member is defined recursively as follows:

- A scalar has a base alignment equal to its scalar alignment.
- A two-component vector has a base alignment equal to twice its scalar alignment.
- A three- or four-component vector has a base alignment equal to four times its scalar alignment.
- An array has a base alignment equal to the base alignment of its element type.
- A structure has a base alignment equal to the largest base alignment of any of its members. An
empty structure has a base alignment equal to the size of the smallest scalar type permitted by
the capabilities declared in the SPIR-V module. (e.g., for a 1 byte aligned empty struct in the
StorageBuffer storage class, StorageBuffer8BitAccess or UniformAndStorageBuffer8BitAccess must
be declared in the SPIR-V module.)

• A matrix type inherits base alignment from the equivalent array declaration.

The extended alignment of the type of an OpTypeStruct member is similarly defined as follows:

• A scalar or vector type has an extended alignment equal to its base alignment.
• An array or structure type has an extended alignment equal to the largest extended alignment
  of any of its members, rounded up to a multiple of 16.
• A matrix type inherits extended alignment from the equivalent array declaration.

A member is defined to improperly straddle if either of the following are true:

• It is a vector with total size less than or equal to 16 bytes, and has Offset decorations placing its
  first byte at F and its last byte at L, where floor(F / 16) != floor(L / 16).
• It is a vector with total size greater than 16 bytes and has its Offset decorations placing its first
  byte at a non-integer multiple of 16.

Standard Buffer Layout

Every member of an OpTypeStruct that is required to be explicitly laid out must be aligned
according to the first matching rule as follows. If the struct is contained in pointer types of multiple
storage classes, it must satisfy the requirements for every storage class used to reference it.

1. If the scalarBlockLayout feature is enabled on the device and the storage class is Uniform,
   StorageBuffer, PhysicalStorageBuffer, or PushConstant then every member must be aligned
   according to its scalar alignment.
2. All vectors must be aligned according to their scalar alignment.
3. If the uniformBufferStandardLayout feature is not enabled on the device, then any member of an
   OpTypeStruct with a storage class of Uniform and a decoration of Block must be aligned
   according to its extended alignment.
4. Every other member must be aligned according to its base alignment.

Note
Even if scalar alignment is supported, it is generally more performant to use the
base alignment.

The memory layout must obey the following rules:

• The Offset decoration of any member must be a multiple of its alignment.
• Any ArrayStride or MatrixStride decoration must be a multiple of the alignment of the array or
  matrix as defined above.

If one of the conditions below applies
• The storage class is `Uniform`, `StorageBuffer`, `PhysicalStorageBuffer`, or `PushConstant`, and the `scalarBlockLayout` feature is not enabled on the device.

• The storage class is any other storage class.

the memory layout **must** also obey the following rules:

• Vectors **must** not improperly straddle, as defined above.

• The `Offset` decoration of a member **must** not place it between the end of a structure, an array or a matrix and the next multiple of the alignment of that structure, array or matrix.

---

**Note**

The **std430 layout** in GLSL satisfies these rules for types using the base alignment. The **std140 layout** satisfies the rules for types using the extended alignment.

### 15.6. Built-In Variables

Built-in variables are accessed in shaders by declaring a variable decorated with a `BuiltIn` SPIR-V decoration. The meaning of each `BuiltIn` decoration is as follows. In the remainder of this section, the name of a built-in is used interchangeably with a term equivalent to a variable decorated with that particular built-in. Built-ins that represent integer values **can** be declared as either signed or unsigned 32-bit integers.

As mentioned above, some inputs and outputs have an additional level of arrayness relative to other shader inputs and outputs. This level of arrayness is not included in the type descriptions below, but must be included when declaring the built-in.

Any two `Input` storage class `OpVariable` declarations listed as operands on the same `OpEntryPoint` **must** not have the same `BuiltIn` decoration. Any two `Output` storage class `OpVariable` declarations listed as operands on the same `OpEntryPoint` **must** not have the same `BuiltIn` decoration.

**BaseInstance**

Decorating a variable with the `BaseInstance` built-in will make that variable contain the integer value corresponding to the first instance that was passed to the command that invoked the current vertex shader invocation. `BaseInstance` is the `firstInstance` parameter to a *direct drawing command* or the `firstInstance` member of a structure consumed by an *indirect drawing command*.

---

**Valid Usage**

- **VUID-BaseInstance-BaseInstance-04181**
  The `BaseInstance` decoration **must** be used only within the Vertex Execution Model

- **VUID-BaseInstance-BaseInstance-04182**
  The variable decorated with `BaseInstance` **must** be declared using the Input Storage Class

- **VUID-BaseInstance-BaseInstance-04183**
  The variable decorated with `BaseInstance` **must** be declared as a scalar 32-bit integer value
BaseVertex

Decorating a variable with the BaseVertex built-in will make that variable contain the integer value corresponding to the first vertex or vertex offset that was passed to the command that invoked the current vertex shader invocation. For non-indexed drawing commands, this variable is the firstVertex parameter to a direct drawing command or the firstVertex member of the structure consumed by an indirect drawing command. For indexed drawing commands, this variable is the vertexOffset parameter to a direct drawing command or the vertexOffset member of the structure consumed by an indirect drawing command.

Valid Usage

- VUID-BaseVertex-BaseVertex-04184
  The BaseVertex decoration must be used only within the Vertex Execution Model
- VUID-BaseVertex-BaseVertex-04185
  The variable decorated with BaseVertex must be declared using the Input Storage Class
- VUID-BaseVertex-BaseVertex-04186
  The variable decorated with BaseVertex must be declared as a scalar 32-bit integer value

ClipDistance

Decorating a variable with the ClipDistance built-in decoration will make that variable contain the mechanism for controlling user clipping. ClipDistance is an array such that the \(i\)th element of the array specifies the clip distance for plane \(i\). A clip distance of 0 means the vertex is on the plane, a positive distance means the vertex is inside the clip half-space, and a negative distance means the vertex is outside the clip half-space.

Note

The array variable decorated with ClipDistance is explicitly sized by the shader.

Note

In the last pre-rasterization shader stage, these values will be linearly interpolated across the primitive and the portion of the primitive with interpolated distances less than 0 will be considered outside the clip volume. If ClipDistance is then used by a fragment shader, ClipDistance contains these linearly interpolated values.

Valid Usage

- VUID-ClipDistance-ClipDistance-04187
  The ClipDistance decoration must be used only within the MeshEXT, MeshNV, Vertex, Fragment, TessellationControl, TessellationEvaluation, or Geometry Execution Model
- VUID-ClipDistance-ClipDistance-04188
  The variable decorated with ClipDistance within the MeshEXT, MeshNV, or Vertex Execution Model must be declared using the Output Storage Class
- VUID-ClipDistance-ClipDistance-04189
  The variable decorated with ClipDistance within the Fragment Execution Model must be
declared using the **Input Storage Class**

- VUID-ClipDistance-ClipDistance-04190
  The variable decorated with **ClipDistance** within the **TessellationControl**, **TessellationEvaluation**, or **Geometry Execution Model** must not be declared in a **Storage Class** other than **Input** or **Output**

- VUID-ClipDistance-ClipDistance-04191
  The variable decorated with **ClipDistance** must be declared as an array of 32-bit floating-point values

### CullDistance

Decorating a variable with the **CullDistance** built-in decoration will make that variable contain the mechanism for controlling user culling. If any member of this array is assigned a negative value for all vertices belonging to a primitive, then the primitive is discarded before rasterization.

#### Note

In fragment shaders, the values of the **CullDistance** array are linearly interpolated across each primitive.

#### Note

If **CullDistance** decorates an input variable, that variable will contain the corresponding value from the **CullDistance** decorated output variable from the previous shader stage.

### Valid Usage

- VUID-CullDistance-CullDistance-04196
  The **CullDistance** decoration must be used only within the **MeshEXT**, **MeshNV**, **Vertex**, **Fragment**, **TessellationControl**, **TessellationEvaluation**, or **Geometry Execution Model**

- VUID-CullDistance-CullDistance-04197
  The variable decorated with **CullDistance** within the **MeshEXT**, **MeshNV** or **Vertex Execution Model** must be declared using the **Output Storage Class**

- VUID-CullDistance-CullDistance-04198
  The variable decorated with **CullDistance** within the **Fragment Execution Model** must be declared using the **Input Storage Class**

- VUID-CullDistance-CullDistance-04199
  The variable decorated with **CullDistance** within the **TessellationControl**, **TessellationEvaluation**, or **Geometry Execution Model** must not be declared using a **Storage Class** other than **Input** or **Output**

- VUID-CullDistance-CullDistance-04200
  The variable decorated with **CullDistance** must be declared as an array of 32-bit floating-point values
DeviceIndex

The DeviceIndex decoration can be applied to a shader input which will be filled with the device index of the physical device that is executing the current shader invocation. This value will be in the range \(0, \max(1, \text{physicalDeviceCount})\), where physicalDeviceCount is the physicalDeviceCount member of VkDeviceGroupDeviceCreateInfo.

**Valid Usage**

- VUID-DeviceIndex-DeviceIndex-04205
  The variable decorated with DeviceIndex must be declared using the Input Storage Class

- VUID-DeviceIndex-DeviceIndex-04206
  The variable decorated with DeviceIndex must be declared as a scalar 32-bit integer value

DrawIndex

Decorating a variable with the DrawIndex built-in will make that variable contain the integer value corresponding to the zero-based index of the draw that invoked the current vertex shader invocation. For indirect drawing commands, DrawIndex begins at zero and increments by one for each draw executed. The number of draws is given by the drawCount parameter. For direct drawing commands, DrawIndex is always zero. DrawIndex is dynamically uniform.

**Valid Usage**

- VUID-DrawIndex-DrawIndex-04207
  The DrawIndex decoration must be used only within the Vertex, MeshEXT, TaskEXT, MeshNV, or TaskNV Execution Model

- VUID-DrawIndex-DrawIndex-04208
  The variable decorated with DrawIndex must be declared using the Input Storage Class

- VUID-DrawIndex-DrawIndex-04209
  The variable decorated with DrawIndex must be declared as a scalar 32-bit integer value

FragCoord

Decorating a variable with the FragCoord built-in decoration will make that variable contain the framebuffer coordinate \((x, y, z, \frac{1}{w})\) of the fragment being processed. The \((x,y)\) coordinate \((0,0)\) is the upper left corner of the upper left pixel in the framebuffer.

When Sample Shading is enabled, the x and y components of FragCoord reflect the location of one of the samples corresponding to the shader invocation.

Otherwise, the x and y components of FragCoord reflect the location of the center of the fragment.

The z component of FragCoord is the interpolated depth value of the primitive.

The w component is the interpolated \(\frac{1}{z}\).
The `Centroid` interpolation decoration is ignored, but allowed, on `FragCoord`.

**Valid Usage**

- VUID-FragCoord-FragCoord-04210
  The `FragCoord` decoration **must** be used only within the `Fragment Execution Model`

- VUID-FragCoord-FragCoord-04211
  The variable decorated with `FragCoord` **must** be declared using the `Input Storage Class`

- VUID-FragCoord-FragCoord-04212
  The variable decorated with `FragCoord` **must** be declared as a four-component vector of 32-bit floating-point values

**FragDepth**

To have a shader supply a fragment-depth value, the shader **must** declare the `DepthReplacing` execution mode. Such a shader’s fragment-depth value will come from the variable decorated with the `FragDepth` built-in decoration.

This value will be used for any subsequent depth testing performed by the implementation or writes to the depth attachment. See `fragment shader depth replacement` for details.

**Valid Usage**

- VUID-FragDepth-FragDepth-04213
  The `FragDepth` decoration **must** be used only within the `Fragment Execution Model`

- VUID-FragDepth-FragDepth-04214
  The variable decorated with `FragDepth` **must** be declared using the `Output Storage Class`

- VUID-FragDepth-FragDepth-04215
  The variable decorated with `FragDepth` **must** be declared as a scalar 32-bit floating-point value

- VUID-FragDepth-FragDepth-04216
  If the shader dynamically writes to the variable decorated with `FragDepth`, the `DepthReplacing Execution Mode` **must** be declared

**FragStencilRefEXT**

Decorating a variable with the `FragStencilRefEXT` built-in decoration will make that variable contain the new stencil reference value for all samples covered by the fragment. This value will be used as the stencil reference value used in stencil testing.

To write to `FragStencilRefEXT`, a shader **must** declare the `StencilRefReplacingEXT` execution mode. If a shader declares the `StencilRefReplacingEXT` execution mode and there is an execution path through the shader that does not set `FragStencilRefEXT`, then the fragment’s stencil reference value is undefined for executions of the shader that take that path.

Only the least significant $s$ bits of the integer value of the variable decorated with
FragStencilRefEXT are considered for stencil testing, where \( s \) is the number of bits in the stencil framebuffer attachment, and higher order bits are discarded.

See fragment shader stencil reference replacement for more details.

**Valid Usage**

- VUID-FragStencilRefEXT-FragStencilRefEXT-04223
  The FragStencilRefEXT decoration must be used only within the Fragment Execution Model

- VUID-FragStencilRefEXT-FragStencilRefEXT-04224
  The variable decorated with FragStencilRefEXT must be declared using the Output Storage Class

- VUID-FragStencilRefEXT-FragStencilRefEXT-04225
  The variable decorated with FragStencilRefEXT must be declared as a scalar integer value

**FrontFacing**

Decorating a variable with the FrontFacing built-in decoration will make that variable contain whether the fragment is front or back facing. This variable is non-zero if the current fragment is considered to be part of a front-facing polygon primitive or of a non-polygon primitive and is zero if the fragment is considered to be part of a back-facing polygon primitive.

**Valid Usage**

- VUID-FrontFacing-FrontFacing-04229
  The FrontFacing decoration must be used only within the Fragment Execution Model

- VUID-FrontFacing-FrontFacing-04230
  The variable decorated with FrontFacing must be declared using the Input Storage Class

- VUID-FrontFacing-FrontFacing-04231
  The variable decorated with FrontFacing must be declared as a boolean value

**FullyCoveredEXT**

Decorating a variable with the FullyCoveredEXT built-in decoration will make that variable indicate whether the fragment area is fully covered by the generating primitive. This variable is non-zero if conservative rasterization is enabled and the current fragment area is fully covered by the generating primitive, and is zero if the fragment is not covered or partially covered, or conservative rasterization is disabled.

**Valid Usage**

- VUID-FullyCoveredEXT-FullyCoveredEXT-04232
  The FullyCoveredEXT decoration must be used only within the Fragment Execution Model

- VUID-FullyCoveredEXT-FullyCoveredEXT-04233
  The variable decorated with FullyCoveredEXT must be declared using the Input Storage Class
The variable decorated with `FullyCoveredEXT` **must** be declared as a boolean value.

If `VkPhysicalDeviceConservativeRasterizationPropertiesEXT::conservativeRasterizationPostDepthCoverage` is not supported the `PostDepthCoverage Execution Mode` **must** not be declared, when a variable with the `FullyCoveredEXT` decoration is declared.

### GlobalInvocationId

Decorating a variable with the `GlobalInvocationId` built-in decoration will make that variable contain the location of the current invocation within the global workgroup. Each component is equal to the index of the local workgroup multiplied by the size of the local workgroup plus `LocalInvocationId`.

### Valid Usage

- **VUID-FullyCoveredEXT-FullyCoveredEXT-04234**
  The variable decorated with `FullyCoveredEXT` **must** be declared as a boolean value.
- **VUID-FullyCoveredEXT-conservativeRasterizationPostDepthCoverage-04235**
  If `VkPhysicalDeviceConservativeRasterizationPropertiesEXT::conservativeRasterizationPostDepthCoverage` is not supported the `PostDepthCoverage Execution Mode` **must** not be declared, when a variable with the `FullyCoveredEXT` decoration is declared.

### HelperInvocation

Decorating a variable with the `HelperInvocation` built-in decoration will make that variable contain whether the current invocation is a helper invocation. This variable is non-zero if the current fragment being shaded is a helper invocation and zero otherwise. A helper invocation is an invocation of the shader that is produced to satisfy internal requirements such as the generation of derivatives.

*Note*

It is very likely that a helper invocation will have a value of `SampleMask` fragment shader input value that is zero.

### Valid Usage

- **VUID-FullyCoveredEXT-FullyCoveredEXT-04234**
  The variable decorated with `FullyCoveredEXT` **must** be declared as a boolean value.
- **VUID-FullyCoveredEXT-conservativeRasterizationPostDepthCoverage-04235**
  If `VkPhysicalDeviceConservativeRasterizationPropertiesEXT::conservativeRasterizationPostDepthCoverage` is not supported the `PostDepthCoverage Execution Mode` **must** not be declared, when a variable with the `FullyCoveredEXT` decoration is declared.

### Valid Usage

- **VUID-HelperInvocation-HelperInvocation-04240**
  The variable decorated with `HelperInvocation` **must** be declared as a three-component vector of 32-bit integer values.
InvocaitonId

Decorating a variable with the **InvocationId** built-in decoration will make that variable contain the index of the current shader invocation in a geometry shader, or the index of the output patch vertex in a tessellation control shader.

In a geometry shader, the index of the current shader invocation ranges from zero to the number of instances declared in the shader minus one. If the instance count of the geometry shader is one or is not specified, then **InvocationId** will be zero.

**Valid Usage**

- VUID-InvocationId-InvocationId-04257
  The **InvocationId** decoration must be used only within the TessellationControl or Geometry Execution Model
- VUID-InvocationId-InvocationId-04258
  The variable decorated with **InvocationId** must be declared using the Input Storage Class
- VUID-InvocationId-InvocationId-04259
  The variable decorated with **InvocationId** must be declared as a scalar 32-bit integer value

InstanceIndex

Decorating a variable in a vertex shader with the **InstanceIndex** built-in decoration will make that variable contain the index of the instance that is being processed by the current vertex shader invocation. **InstanceIndex** begins at the firstInstance parameter to vkCmdDraw or vkCmdDrawIndexed or at the firstInstance member of a structure consumed by vkCmdDrawIndirect or vkCmdDrawIndexedIndirect.

**Valid Usage**

- VUID-InstanceIndex-InstanceIndex-04263
  The **InstanceIndex** decoration must be used only within the Vertex Execution Model
- VUID-InstanceIndex-InstanceIndex-04264
  The variable decorated with **InstanceIndex** must be declared using the Input Storage Class
- VUID-InstanceIndex-InstanceIndex-04265
  The variable decorated with **InstanceIndex** must be declared as a scalar 32-bit integer value

Layer

Decorating a variable with the **Layer** built-in decoration will make that variable contain the
select layer of a multi-layer framebuffer attachment.

In a vertex, tessellation evaluation, or geometry shader, any variable decorated with `Layer` can be written with the framebuffer layer index to which the primitive produced by that shader will be directed.

The last active pre-rasterization shader stage (in pipeline order) controls the `Layer` that is used. Outputs in previous shader stages are not used, even if the last stage fails to write the `Layer`.

If the last active pre-rasterization shader stage shader entry point's interface does not include a variable decorated with `Layer`, then the first layer is used. If a pre-rasterization shader stage shader entry point's interface includes a variable decorated with `Layer`, it must write the same value to `Layer` for all output vertices of a given primitive. If the `Layer` value is less than 0 or greater than or equal to the number of layers in the framebuffer, then primitives may still be rasterized, fragment shaders may be executed, and the framebuffer values for all layers are undefined.

In a fragment shader, a variable decorated with `Layer` contains the layer index of the primitive that the fragment invocation belongs to.

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**Valid Usage**

- VUID-Layer-Layer-04272
  The `Layer` decoration must be used only within the `MeshEXT, MeshNV, Vertex, TessellationEvaluation, Geometry, or Fragment Execution Model`.

- VUID-Layer-Layer-04273
  If the `shaderOutputLayer` feature is not enabled then the `Layer` decoration must be used only within the `Geometry or Fragment Execution Model`.

- VUID-Layer-Layer-04274
  The variable decorated with `Layer` within the `MeshEXT, MeshNV, Vertex, TessellationEvaluation, or Geometry Execution Model` must be declared using the `Output Storage Class`.

- VUID-Layer-Layer-04275
  The variable decorated with `Layer` within the `Fragment Execution Model` must be declared using the `Input Storage Class`.

- VUID-Layer-Layer-04276
  The variable decorated with `Layer` must be declared as a scalar 32-bit integer value.

- VUID-Layer-Layer-07039
  The variable decorated with `Layer` within the `MeshEXT Execution Model` must also be decorated with the `PerPrimitiveEXT` decoration.

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**LocalInvocationId**

Decorating a variable with the `LocalInvocationId` built-in decoration will make that variable contain the location of the current compute shader invocation within the local workgroup. Each component ranges from zero through to the size of the workgroup in that dimension minus one.
Note
If the size of the workgroup in a particular dimension is one, then the LocalInvocationId in that dimension will be zero. If the workgroup is effectively two-dimensional, then LocalInvocationId.z will be zero. If the workgroup is effectively one-dimensional, then both LocalInvocationId.y and LocalInvocationId.z will be zero.

Valid Usage

- VUID-LocalInvocationId-LocalInvocationId-04281
  The LocalInvocationId decoration must be used only within the GLCompute, MeshEXT, TaskEXT, MeshNV, or TaskNV Execution Model

- VUID-LocalInvocationId-LocalInvocationId-04282
  The variable decorated with LocalInvocationId must be declared using the Input Storage Class

- VUID-LocalInvocationId-LocalInvocationId-04283
  The variable decorated with LocalInvocationId must be declared as a three-component vector of 32-bit integer values

LocalInvocationIndex
Decorating a variable with the LocalInvocationIndex built-in decoration will make that variable contain a one-dimensional representation of LocalInvocationId. This is computed as:

LocalInvocationIndex =
  LocalInvocationId.z * WorkgroupSize.x * WorkgroupSize.y +
  LocalInvocationId.y * WorkgroupSize.x +
  LocalInvocationId.x;

Valid Usage

- VUID-LocalInvocationIndex-LocalInvocationIndex-04284
  The LocalInvocationIndex decoration must be used only within the GLCompute, MeshEXT, TaskEXT, MeshNV, or TaskNV Execution Model

- VUID-LocalInvocationIndex-LocalInvocationIndex-04285
  The variable decorated with LocalInvocationIndex must be declared using the Input Storage Class

- VUID-LocalInvocationIndex-LocalInvocationIndex-04286
  The variable decorated with LocalInvocationIndex must be declared as a scalar 32-bit integer value

NumSubgroups
Decorating a variable with the NumSubgroups built-in decoration will make that variable contain
the number of subgroups in the local workgroup.

### Valid Usage

- **VUID-NumSubgroups-NumSubgroups-04293**
  The `NumSubgroups` decoration **must** be used only within the `GLCompute`, `MeshEXT`, `TaskEXT`, `MeshNV`, or `TaskNV` Execution Model

- **VUID-NumSubgroups-NumSubgroups-04294**
  The variable decorated with `NumSubgroups` **must** be declared using the `Input Storage Class`

- **VUID-NumSubgroups-NumSubgroups-04295**
  The variable decorated with `NumSubgroups` **must** be declared as a scalar 32-bit integer value

#### NumWorkgroups

Decorating a variable with the `NumWorkgroups` built-in decoration will make that variable contain the number of local workgroups that are part of the dispatch that the invocation belongs to. Each component is equal to the values of the workgroup count parameters passed into the dispatching commands.

### Valid Usage

- **VUID-NumWorkgroups-NumWorkgroups-04296**
  The `NumWorkgroups` decoration **must** be used only within the `GLCompute`, `MeshEXT`, or `TaskEXT` Execution Model

- **VUID-NumWorkgroups-NumWorkgroups-04297**
  The variable decorated with `NumWorkgroups` **must** be declared using the `Input Storage Class`

- **VUID-NumWorkgroups-NumWorkgroups-04298**
  The variable decorated with `NumWorkgroups` **must** be declared as a three-component vector of 32-bit integer values

#### PatchVertices

Decorating a variable with the `PatchVertices` built-in decoration will make that variable contain the number of vertices in the input patch being processed by the shader. In a Tessellation Control Shader, this is the same as the name:patchControlPoints member of `VkPipelineTessellationStateCreateInfo`. In a Tessellation Evaluation Shader, `PatchVertices` is equal to the tessellation control output patch size. When the same shader is used in different pipelines where the patch sizes are configured differently, the value of the `PatchVertices` variable will also differ.

### Valid Usage

- **VUID-PatchVertices-PatchVertices-04308**
  The `PatchVertices` decoration **must** be used only within the `TessellationControl` or `TessellationEvaluation Execution Model`
The variable decorated with `PatchVertices` must be declared using the `Input Storage Class`.

The variable decorated with `PatchVertices` must be declared as a scalar 32-bit integer value.

**PointCoord**

Decorating a variable with the `PointCoord` built-in decoration will make that variable contain the coordinate of the current fragment within the point being rasterized, normalized to the size of the point with origin in the upper left corner of the point, as described in Basic Point Rasterization. If the primitive the fragment shader invocation belongs to is not a point, then the variable decorated with `PointCoord` contains an undefined value.

**Valid Usage**

- VUID-PointCoord-PointCoord-04311
  The `PointCoord` decoration must be used only within the Fragment Execution Model.

- VUID-PointCoord-PointCoord-04312
  The variable decorated with `PointCoord` must be declared using the `Input Storage Class`.

- VUID-PointCoord-PointCoord-04313
  The variable decorated with `PointCoord` must be declared as a two-component vector of 32-bit floating-point values.

**PointSize**

Decorating a variable with the `PointSize` built-in decoration will make that variable contain the size of point primitives. The value written to the variable decorated with `PointSize` by the last pre-rasterization shader stage in the pipeline is used as the framebuffer-space size of points produced by rasterization.

**Valid Usage**

- VUID-PointSize-PointSize-04314
  The `PointSize` decoration must be used only within the `MeshEXT`, `MeshNV`, `Vertex`, `TessellationControl`, `TessellationEvaluation`, or `Geometry Execution Model`.

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**Note**

Depending on how the point is rasterized, `PointCoord` may never reach (0,0) or (1,1).

**Note**

When `PointSize` decorates a variable in the `Input Storage Class`, it contains the data written to the output variable decorated with `PointSize` from the previous shader stage.
The variable decorated with `PointSize` within the `MeshEXT`, `MeshNV`, or `Vertex Execution Model` must be declared using the `Output Storage Class`.

The variable decorated with `PointSize` within the `TessellationControl`, `TessellationEvaluation`, or `Geometry Execution Model` must not be declared using a `Storage Class` other than `Input` or `Output`.

The variable decorated with `PointSize` must be declared as a scalar 32-bit floating-point value.

## Position

Decorating a variable with the `Position` built-in decoration will make that variable contain the position of the current vertex. In the last `pre-rasterization shader stage`, the value of the variable decorated with `Position` is used in subsequent primitive assembly, clipping, and rasterization operations.

### Note

When `Position` decorates a variable in the `Input Storage Class`, it contains the data written to the output variable decorated with `Position` from the previous shader stage.

## Valid Usage

- **VUID-Position-Position-04318**
  The `Position` decoration must be used only within the `MeshEXT`, `MeshNV`, `Verte`, `TessellationControl`, `TessellationEvaluation`, or `Geometry Execution Model`.

- **VUID-Position-Position-04319**
  The variable decorated with `Position` within the `MeshEXT`, `MeshNV`, or `Vertex Execution Model` must be declared using the `Output Storage Class`.

- **VUID-Position-Position-04320**
  The variable decorated with `Position` within the `TessellationControl`, `TessellationEvaluation`, or `Geometry Execution Model` must not be declared using a `Storage Class` other than `Input` or `Output`.

- **VUID-Position-Position-04321**
  The variable decorated with `Position` must be declared as a four-component vector of 32-bit floating-point values.

## PrimitiveId

Decorating a variable with the `PrimitiveId` built-in decoration will make that variable contain the index of the current primitive.

The index of the first primitive generated by a drawing command is zero, and the index is incremented after every individual point, line, or triangle primitive is processed.
For triangles drawn as points or line segments (see Polygon Mode), the primitive index is incremented only once, even if multiple points or lines are eventually drawn.

Variables decorated with PrimitiveId are reset to zero between each instance drawn.

Restarting a primitive topology using primitive restart has no effect on the value of variables decorated with PrimitiveId.

In tessellation control and tessellation evaluation shaders, it will contain the index of the patch within the current set of rendering primitives that corresponds to the shader invocation.

In a geometry shader, it will contain the number of primitives presented as input to the shader since the current set of rendering primitives was started.

In a fragment shader, it will contain the primitive index written by the geometry shader if a geometry shader is present, or with the value that would have been presented as input to the geometry shader had it been present.

**Note**

When the PrimitiveId decoration is applied to an output variable in the geometry shader, the resulting value is seen through the PrimitiveId decorated input variable in the fragment shader.

The fragment shader using PrimitiveId will need to declare either the Geometry or Tessellation capability to satisfy the requirement SPIR-V has to use PrimitiveId.

**Valid Usage**

- VUID-PrimitiveId-PrimitiveId-04330
  
  The **PrimitiveId** decoration **must** be used only within the MeshEXT, MeshNV, IntersectionKHR, AnyHitKHR, ClosestHitKHR, TessellationControl, TessellationEvaluation, Geometry, or Fragment Execution Model.

- VUID-PrimitiveId-Fragment-04331
  
  If pipeline contains both the **Fragment** and **Geometry Execution Model** and a variable decorated with **PrimitiveId** is read from Fragment shader, then the **Geometry shader** **must** write to the output variables decorated with **PrimitiveId** in all execution paths.

- VUID-PrimitiveId-Fragment-04332
  
  If pipeline contains both the **Fragment** and **MeshEXT** or **MeshNV Execution Model** and a variable decorated with **PrimitiveId** is read from Fragment shader, then the **MeshEXT** or **MeshNV shader** **must** write to the output variables decorated with **PrimitiveId** in all execution paths.

- VUID-PrimitiveId-Fragment-04333
  
  If **Fragment Execution Model** contains a variable decorated with **PrimitiveId**, then either the **MeshShadingEXT**, **MeshShadingNV**, **Geometry** or **Tessellation** capability **must** also be declared.

- VUID-PrimitiveId-PrimitiveId-04334
  
  The variable decorated with **PrimitiveId** within the **TessellationControl**, **TessellationEvaluation**, **Fragment**, **IntersectionKHR**, **AnyHitKHR**, or **ClosestHitKHR Execution Model** **must** be used only within the corresponding execution model.
**PrimitiveShadingRateKHR**

Decorating a variable with the `PrimitiveShadingRateKHR` built-in decoration will make that variable contain the **primitive fragment shading rate**.

The value written to the variable decorated with `PrimitiveShadingRateKHR` by the last pre-rasterization shader stage in the pipeline is used as the **primitive fragment shading rate**. Outputs in previous shader stages are ignored.

If the last active pre-rasterization shader stage shader entry point’s interface does not include a variable decorated with `PrimitiveShadingRateKHR`, then it is as if the shader specified a fragment shading rate value of 0, indicating a horizontal and vertical rate of 1 pixel.

If a shader has `PrimitiveShadingRateKHR` in the output interface and there is an execution path through the shader that does not write to it, its value is undefined for executions of the shader that take that path.

**Valid Usage**

- VUID-PrimitiveShadingRateKHR-PrimitiveShadingRateKHR-04484
  The `PrimitiveShadingRateKHR` decoration must be used only within the MeshEXT, MeshNV, Vertex, or Geometry Execution Model.

- VUID-PrimitiveShadingRateKHR-PrimitiveShadingRateKHR-04485
  The variable decorated with `PrimitiveShadingRateKHR` must be declared using the Output Storage Class.

- VUID-PrimitiveShadingRateKHR-PrimitiveShadingRateKHR-04486
  The variable decorated with `PrimitiveShadingRateKHR` must be declared as a scalar 32-bit integer value.

- VUID-PrimitiveShadingRateKHR-PrimitiveShadingRateKHR-04487
  The value written to `PrimitiveShadingRateKHR` must include no more than one of `Vertical2Pixels` and `Vertical4Pixels`.

- VUID-PrimitiveShadingRateKHR-PrimitiveShadingRateKHR-04488
The value written to `PrimitiveShadingRateKHR` must include no more than one of `Horizontal2Pixels` and `Horizontal4Pixels`.

- VUID-PrimitiveShadingRateKHR-PrimitiveShadingRateKHR-04489
  The value written to `PrimitiveShadingRateKHR` must not have any bits set other than those defined by Fragment Shading Rate Flags enumerants in the SPIR-V specification.

- VUID-PrimitiveShadingRateKHR-PrimitiveShadingRateKHR-07059
  The variable decorated with `PrimitiveShadingRateKHR` within the MeshEXT Execution Model must also be decorated with the PerPrimitiveEXT decoration.

### SampleId

Decorating a variable with the `SampleId` built-in decoration will make that variable contain the coverage index for the current fragment shader invocation. `SampleId` ranges from zero to the number of samples in the framebuffer minus one. If a fragment shader entry point's interface includes an input variable decorated with `SampleId`, Sample Shading is considered enabled with a `minSampleShading` value of 1.0.

### Valid Usage

- VUID-SampleId-SampleId-04354
  The `SampleId` decoration must be used only within the Fragment Execution Model.

- VUID-SampleId-SampleId-04355
  The variable decorated with `SampleId` must be declared using the Input Storage Class.

- VUID-SampleId-SampleId-04356
  The variable decorated with `SampleId` must be declared as a scalar 32-bit integer value.

### SampleMask

Decorating a variable with the `SampleMask` built-in decoration will make any variable contain the sample mask for the current fragment shader invocation.

A variable in the Input storage class decorated with `SampleMask` will contain a bitmask of the set of samples covered by the primitive generating the fragment during rasterization. It has a sample bit set if and only if the sample is considered covered for this fragment shader invocation. `SampleMask[]` is an array of integers. Bits are mapped to samples in a manner where bit B of mask M (`SampleMask[M]`) corresponds to sample $32 \times M + B$.

A variable in the Output storage class decorated with `SampleMask` is an array of integers forming a bit array in a manner similar to an input variable decorated with `SampleMask`, but where each bit represents coverage as computed by the shader. This computed `SampleMask` is combined with the generated coverage mask in the multisample coverage operation.

Variables decorated with `SampleMask` must be either an unsized array, or explicitly sized to be no larger than the implementation-dependent maximum sample-mask (as an array of 32-bit elements), determined by the maximum number of samples.

If a fragment shader entry point's interface includes an output variable decorated with
**SampleMask**, the sample mask will be undefined for any array elements of any fragment shader invocations that fail to assign a value. If a fragment shader entry point’s interface does not include an output variable decorated with **SampleMask**, the sample mask has no effect on the processing of a fragment.

### Valid Usage

- VUID-SampleMask-SampleMask-04357
  The **SampleMask** decoration must be used only within the Fragment Execution Model

- VUID-SampleMask-SampleMask-04358
  The variable decorated with **SampleMask** must be declared using the Input or Output Storage Class

- VUID-SampleMask-SampleMask-04359
  The variable decorated with **SampleMask** must be declared as an array of 32-bit integer values

**SamplePosition**

Decorating a variable with the **SamplePosition** built-in decoration will make that variable contain the sub-pixel position of the sample being shaded. The top left of the pixel is considered to be at coordinate (0,0) and the bottom right of the pixel is considered to be at coordinate (1,1).

If a fragment shader entry point’s interface includes an input variable decorated with **SamplePosition**, **Sample Shading** is considered enabled with a **minSampleShading** value of 1.0.

If the current pipeline uses custom sample locations the value of any variable decorated with the **SamplePosition** built-in decoration is undefined.

### Valid Usage

- VUID-SamplePosition-SamplePosition-04360
  The **SamplePosition** decoration must be used only within the Fragment Execution Model

- VUID-SamplePosition-SamplePosition-04361
  The variable decorated with **SamplePosition** must be declared using the Input Storage Class

- VUID-SamplePosition-SamplePosition-04362
  The variable decorated with **SamplePosition** must be declared as a two-component vector of 32-bit floating-point values

**ShadingRateKHR**

Decorating a variable with the **ShadingRateKHR** built-in decoration will make that variable contain the fragment shading rate for the current fragment invocation.
Valid Usage

- VUID-ShadingRateKHR-ShadingRateKHR-04490
  The ShadingRateKHR decoration must be used only within the Fragment Execution Model

- VUID-ShadingRateKHR-ShadingRateKHR-04491
  The variable decorated with ShadingRateKHR must be declared using the Input Storage Class

- VUID-ShadingRateKHR-ShadingRateKHR-04492
  The variable decorated with ShadingRateKHR must be declared as a scalar 32-bit integer value

SubgroupId

Decorating a variable with the SubgroupId built-in decoration will make that variable contain the index of the subgroup within the local workgroup. This variable is in range [0, NumSubgroups-1].

Valid Usage

- VUID-SubgroupId-SubgroupId-04367
  The SubgroupId decoration must be used only within the GLCompute, MeshEXT, TaskEXT, MeshNV, or TaskNV Execution Model

- VUID-SubgroupId-SubgroupId-04368
  The variable decorated with SubgroupId must be declared using the Input Storage Class

- VUID-SubgroupId-SubgroupId-04369
  The variable decorated with SubgroupId must be declared as a scalar 32-bit integer value

SubgroupEqMask

Decorating a variable with the SubgroupEqMask built-in decoration will make that variable contain the subgroup mask of the current subgroup invocation. The bit corresponding to the SubgroupLocalInvocationId is set in the variable decorated with SubgroupEqMask. All other bits are set to zero.

SubgroupEqMaskKHR is an alias of SubgroupEqMask.

Valid Usage

- VUID-SubgroupEqMask-SubgroupEqMask-04370
  The variable decorated with SubgroupEqMask must be declared using the Input Storage Class

- VUID-SubgroupEqMask-SubgroupEqMask-04371
  The variable decorated with SubgroupEqMask must be declared as a four-component vector of 32-bit integer values
SubgroupGeMask

Decorating a variable with the SubgroupGeMask builtin decoration will make that variable contain the subgroup mask of the current subgroup invocation. The bits corresponding to the invocations greater than or equal to SubgroupLocalInvocationId through SubgroupSize-1 are set in the variable decorated with SubgroupGeMask. All other bits are set to zero.

SubgroupGeMaskKHR is an alias of SubgroupGeMask.

Valid Usage

- VUID-SubgroupGeMask-SubgroupGeMask-04372
  The variable decorated with SubgroupGeMask must be declared using the Input Storage Class

- VUID-SubgroupGeMask-SubgroupGeMask-04373
  The variable decorated with SubgroupGeMask must be declared as a four-component vector of 32-bit integer values

SubgroupGtMask

Decorating a variable with the SubgroupGtMask builtin decoration will make that variable contain the subgroup mask of the current subgroup invocation. The bits corresponding to the invocations greater than SubgroupLocalInvocationId through SubgroupSize-1 are set in the variable decorated with SubgroupGtMask. All other bits are set to zero.

SubgroupGtMaskKHR is an alias of SubgroupGtMask.

Valid Usage

- VUID-SubgroupGtMask-SubgroupGtMask-04374
  The variable decorated with SubgroupGtMask must be declared using the Input Storage Class

- VUID-SubgroupGtMask-SubgroupGtMask-04375
  The variable decorated with SubgroupGtMask must be declared as a four-component vector of 32-bit integer values

SubgroupLeMask

Decorating a variable with the SubgroupLeMask builtin decoration will make that variable contain the subgroup mask of the current subgroup invocation. The bits corresponding to the invocations less than or equal to SubgroupLocalInvocationId are set in the variable decorated with SubgroupLeMask. All other bits are set to zero.

SubgroupLeMaskKHR is an alias of SubgroupLeMask.

Valid Usage

- VUID-SubgroupLeMask-SubgroupLeMask-04376
The variable decorated with `SubgroupLeMask` **must** be declared using the *Input Storage Class*

- VUID-SubgroupLeMask-SubgroupLeMask-04377
  The variable decorated with `SubgroupLeMask` **must** be declared as a four-component vector of 32-bit integer values.

### SubgroupLtMask

Decorating a variable with the `SubgroupLtMask` builtin decoration will make that variable contain the *subgroup mask* of the current subgroup invocation. The bits corresponding to the invocations less than `SubgroupLocalInvocationId` are set in the variable decorated with `SubgroupLtMask`. All other bits are set to zero.

`SubgroupLtMaskKHR` is an alias of `SubgroupLtMask`.

#### Valid Usage

- VUID-SubgroupLtMask-SubgroupLtMask-04378
  The variable decorated with `SubgroupLtMask` **must** be declared using the *Input Storage Class*

- VUID-SubgroupLtMask-SubgroupLtMask-04379
  The variable decorated with `SubgroupLtMask` **must** be declared as a four-component vector of 32-bit integer values.

### SubgroupLocalInvocationId

Decorating a variable with the `SubgroupLocalInvocationId` builtin decoration will make that variable contain the index of the invocation within the subgroup. This variable is in range `[0,SubgroupSize-1].

If `VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT` is specified, full subgroups are enabled for that pipeline stage. When full subgroups are enabled, subgroups **must** be launched with all invocations active, i.e., there is an active invocation with `SubgroupLocalInvocationId` for each value in range `[0,SubgroupSize-1].

**Note**

There is no direct relationship between `SubgroupLocalInvocationId` and `LocalInvocationId` or `LocalInvocationIndex`. If the pipeline was created with full subgroups applications can compute their own local invocation index to serve the same purpose:

index = `SubgroupLocalInvocationId` + `SubgroupId` × `SubgroupSize`

If full subgroups are not enabled, some subgroups may be dispatched with inactive invocations that do not correspond to a local workgroup invocation, making the value of index unreliable.
Valid Usage

- VUID-SubgroupLocalInvocationId-SubgroupLocalInvocationId-04380
  The variable decorated with SubgroupLocalInvocationId must be declared using the Input Storage Class
- VUID-SubgroupLocalInvocationId-SubgroupLocalInvocationId-04381
  The variable decorated with SubgroupLocalInvocationId must be declared as a scalar 32-bit integer value

SubgroupSize

Decorating a variable with the SubgroupSize builtin decoration will make that variable contain the implementation-dependent number of invocations in a subgroup. This value must be a power-of-two integer.

If the pipeline was created with the VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT flag set, the SubgroupSize decorated variable will contain the subgroup size for each subgroup that gets dispatched. This value must be between minSubgroupSize and maxSubgroupSize and must be uniform with subgroup scope. The value may vary across a single draw call, and for fragment shaders may vary across a single primitive. In compute dispatches, SubgroupSize must be uniform with command scope.

If the pipeline was created with a chained VkPipelineShaderStageRequiredSubgroupSizeCreateInfo structure, the SubgroupSize decorated variable will match requiredSubgroupSize.

If the pipeline was not created with the VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT flag set and no VkPipelineShaderStageRequiredSubgroupSizeCreateInfo structure was chained, the variable decorated with SubgroupSize will match subgroupSize.

The maximum number of invocations that an implementation can support per subgroup is 128.

Valid Usage

- VUID-SubgroupSize-SubgroupSize-04382
  The variable decorated with SubgroupSize must be declared using the Input Storage Class
- VUID-SubgroupSize-SubgroupSize-04383
  The variable decorated with SubgroupSize must be declared as a scalar 32-bit integer value

TessCoord

Decorating a variable with the TessCoord built-in decoration will make that variable contain the three-dimensional (u,v,w) barycentric coordinate of the tessellated vertex within the patch. u, v, and w are in the range [0,1] and vary linearly across the primitive being subdivided. For the
tessellation modes of Quads or IsoLines, the third component is always zero.

### TessLevelOuter

Decorating a variable with the `TessLevelOuter` built-in decoration will make that variable contain the outer tessellation levels for the current patch.

In tessellation control shaders, the variable decorated with `TessLevelOuter` can be written to, controlling the tessellation factors for the resulting patch. These values are used by the tessellator to control primitive tessellation and can be read by tessellation evaluation shaders.

In tessellation evaluation shaders, the variable decorated with `TessLevelOuter` can read the values written by the tessellation control shader.

### TessLevelInner

Decorating a variable with the `TessLevelInner` built-in decoration will make that variable contain the inner tessellation levels for the current patch.

In tessellation control shaders, the variable decorated with `TessLevelInner` can be written to,
controlling the tessellation factors for the resulting patch. These values are used by the
tessellator to control primitive tessellation and can be read by tessellation evaluation shaders.

In tessellation evaluation shaders, the variable decorated with TessLevelInner can read the
values written by the tessellation control shader.

**Valid Usage**

- VUID-TessLevelInner-TessLevelInner-04394
  The TessLevelInner decoration must be used only within the TessellationControl or
  TessellationEvaluation Execution Model

- VUID-TessLevelInner-TessLevelInner-04395
  The variable decorated with TessLevelInner within the TessellationControl Execution
  Model must be declared using the Output Storage Class

- VUID-TessLevelInner-TessLevelInner-04396
  The variable decorated with TessLevelInner within the TessellationEvaluation Execution
  Model must be declared using the Input Storage Class

- VUID-TessLevelInner-TessLevelInner-04397
  The variable decorated with TessLevelInner must be declared as an array of size two,
  containing 32-bit floating-point values

**VertexIndex**

Decorating a variable with the VertexIndex built-in decoration will make that variable contain
the index of the vertex that is being processed by the current vertex shader invocation. For non-
indexed draws, this variable begins at the firstVertex parameter to vkCmdDraw or the
firstVertex member of a structure consumed by vkCmdDrawIndirect and increments by one for
each vertex in the draw. For indexed draws, its value is the content of the index buffer for the
vertex plus the vertexOffset parameter to vkCmdDrawIndexed or the vertexOffset member of
the structure consumed by vkCmdDrawIndexedIndirect.

**Note**

VertexIndex starts at the same starting value for each instance.

**Valid Usage**

- VUID-VertexIndex-VertexIndex-04398
  The VertexIndex decoration must be used only within the Vertex Execution Model

- VUID-VertexIndex-VertexIndex-04399
  The variable decorated with VertexIndex must be declared using the Input Storage Class

- VUID-VertexIndex-VertexIndex-04400
  The variable decorated with VertexIndex must be declared as a scalar 32-bit integer value
**ViewIndex**

The `ViewIndex` decoration can be applied to a shader input which will be filled with the index of the view that is being processed by the current shader invocation.

If multiview is enabled in the render pass, this value will be one of the bits set in the view mask of the subpass the pipeline is compiled against. If multiview is not enabled in the render pass, this value will be zero.

**Valid Usage**

- VUID-ViewIndex-ViewIndex-04401
  The `ViewIndex` decoration must be used only within the `MeshEXT`, `Vertex`, `Geometry`, `TessellationControl`, `TessellationEvaluation` or `Fragment Execution Model`

- VUID-ViewIndex-ViewIndex-04402
  The variable decorated with `ViewIndex` must be declared using the `Input Storage Class`

- VUID-ViewIndex-ViewIndex-04403
  The variable decorated with `ViewIndex` must be declared as a scalar 32-bit integer value

**ViewportIndex**

Decorating a variable with the `ViewportIndex` built-in decoration will make that variable contain the index of the viewport.

In a vertex, tessellation evaluation, or geometry shader, the variable decorated with `ViewportIndex` can be written to with the viewport index to which the primitive produced by that shader will be directed.

The selected viewport index is used to select the viewport transform and scissor rectangle.

The last active pre-rasterization shader stage (in pipeline order) controls the `ViewportIndex` that is used. Outputs in previous shader stages are not used, even if the last stage fails to write the `ViewportIndex`.

If the last active pre-rasterization shader stage shader entry point's interface does not include a variable decorated with `ViewportIndex` then the first viewport is used. If a pre-rasterization shader stage shader entry point's interface includes a variable decorated with `ViewportIndex`, it must write the same value to `ViewportIndex` for all output vertices of a given primitive.

In a fragment shader, the variable decorated with `ViewportIndex` contains the viewport index of the primitive that the fragment invocation belongs to.

**Valid Usage**

- VUID-ViewportIndex-ViewportIndex-04404
  The `ViewportIndex` decoration must be used only within the `MeshEXT`, `MeshNV`, `Vertex`, `TessellationEvaluation`, `Geometry`, or `Fragment Execution Model`

- VUID-ViewportIndex-ViewportIndex-04405
If the `shaderOutputViewportIndex` feature is not enabled then the `ViewportIndex` decoration must be used only within the Geometry or Fragment Execution Model.

- **VUID-ViewportIndex-ViewportIndex-04406**
  The variable decorated with `ViewportIndex` within the MeshEXT, MeshNV, Vertex, TessellationEvaluation, or Geometry Execution Model must be declared using the Output Storage Class.

- **VUID-ViewportIndex-ViewportIndex-04407**
  The variable decorated with `ViewportIndex` within the Fragment Execution Model must be declared using the Input Storage Class.

- **VUID-ViewportIndex-ViewportIndex-04408**
  The variable decorated with `ViewportIndex` must be declared as a scalar 32-bit integer value.

- **VUID-ViewportIndex-ViewportIndex-07060**
  The variable decorated with `ViewportIndex` within the MeshEXT Execution Model must also be decorated with the PerPrimitiveEXT decoration.

**WorkgroupId**

Decorating a variable with the `WorkgroupId` built-in decoration will make that variable contain the global workgroup that the current invocation is a member of. Each component ranges from a base value to a base + count value, based on the parameters passed into the dispatching commands.

**Valid Usage**

- **VUID-WorkgroupId-WorkgroupId-04422**
  The `WorkgroupId` decoration must be used only within the GLCompute, MeshEXT, TaskEXT, MeshNV, or TaskNV Execution Model.

- **VUID-WorkgroupId-WorkgroupId-04423**
  The variable decorated with `WorkgroupId` must be declared using the Input Storage Class.

- **VUID-WorkgroupId-WorkgroupId-04424**
  The variable decorated with `WorkgroupId` must be declared as a three-component vector of 32-bit integer values.

**WorkgroupSize**

Decorating an object with the `WorkgroupSize` built-in decoration will make that object contain the dimensions of a local workgroup. If an object is decorated with the `WorkgroupSize` decoration, this takes precedence over any LocalSize execution mode.

**Valid Usage**

- **VUID-WorkgroupSize-WorkgroupSize-04425**
  The `WorkgroupSize` decoration must be used only within the GLCompute, MeshEXT, TaskEXT, MeshNV, or TaskNV Execution Model.
• VUID-WorkgroupSize-WorkgroupSize-04426
  The variable decorated with \texttt{WorkgroupSize} \textbf{must} be a specialization constant or a constant

• VUID-WorkgroupSize-WorkgroupSize-04427
  The variable decorated with \texttt{WorkgroupSize} \textbf{must} be declared as a three-component vector of 32-bit integer values
Chapter 16. Image Operations

16.1. Image Operations Overview

Vulkan Image Operations are operations performed by those SPIR-V Image Instructions which take an `OpTypeImage` (representing a `VkImageView`) or `OpTypeSampledImage` (representing a `(VkImageView, VkSampler)` pair). Read, write, and atomic operations also take texel coordinates as operands, and return a value based on a neighborhood of texture elements (texels) within the image. Query operations return properties of the bound image or of the lookup itself. The “Depth” operand of `OpTypeImage` is ignored.

**Note**

Texel is a term which is a combination of the words texture and element. Early interactive computer graphics supported texture operations on textures, a small subset of the image operations on images described here. The discrete samples remain essentially equivalent, however, so we retain the historical term texel to refer to them.

Image Operations include the functionality of the following SPIR-V Image Instructions:

- `OpImageSample*` and `OpImageSparseSample*` read one or more neighboring texels of the image, and **filter** the texel values based on the state of the sampler.
  - Instructions with `ImplicitLod` in the name **determine** the LOD used in the sampling operation based on the coordinates used in neighboring fragments.
  - Instructions with `ExplicitLod` in the name **determine** the LOD used in the sampling operation based on additional coordinates.
  - Instructions with `Proj` in the name apply homogeneous **projection** to the coordinates.
- `OpImageFetch` and `OpImageSparseFetch` return a single texel of the image. No sampler is used.
- `OpImage*Gather` and `OpImageSparse*Gather` read neighboring texels and **return a single component** of each.
- `OpImageRead` (and `OpImageSparseRead`) and `OpImageWrite` read and write, respectively, a texel in the image. No sampler is used.
- `OpImage*Dref*` instructions apply **depth comparison** on the texel values.
- `OpImageSparse*` instructions additionally return a **sparse residency** code.
- `OpImageQueryLod` returns the LOD parameters that would be used in a sample operation. The actual operation is not performed.

16.1.1. Texel Coordinate Systems

Images are addressed by **texel coordinates**. There are three **texel coordinate systems**:
• normalized texel coordinates [0.0, 1.0]
• unnormalized texel coordinates [0.0, width / height / depth]
• integer texel coordinates [0, width / height / depth]


Other image instructions can use either normalized or unnormalized texel coordinates (selected by the unnormalizedCoordinates state of the sampler used in the instruction), but there are limitations on what operations, image state, and sampler state is supported. Normalized coordinates are logically converted to unnormalized as part of image operations, and certain steps are only performed on normalized coordinates. The array layer coordinate is always treated as unnormalized even when other coordinates are normalized.

Normalized texel coordinates are referred to as (s,t,r,q,a), with the coordinates having the following meanings:

- s: Coordinate in the first dimension of an image.
- t: Coordinate in the second dimension of an image.
- r: Coordinate in the third dimension of an image.
  - (s,t,r) are interpreted as a direction vector for Cube images.
- q: Fourth coordinate, for homogeneous (projective) coordinates.
- a: Coordinate for array layer.

The coordinates are extracted from the SPIR-V operand based on the dimensionality of the image variable and type of instruction. For Proj instructions, the components are in order (s, [t,] [r,] q), with t and r being conditionally present based on the Dim of the image. For non-Proj instructions, the coordinates are (s [,t] [,r] [,a]), with t and r being conditionally present based on the Dim of the image and a being conditionally present based on the Arrayed property of the image. Projective image instructions are not supported on Arrayed images.

Unnormalized texel coordinates are referred to as (u,v,w,a), with the coordinates having the following meanings:

- u: Coordinate in the first dimension of an image.
- v: Coordinate in the second dimension of an image.
- w: Coordinate in the third dimension of an image.
- a: Coordinate for array layer.

Only the u and v coordinates are directly extracted from the SPIR-V operand, because only 1D and 2D (non-Arrayed) dimensionalities support unnormalized coordinates. The components are in order (u [,v]), with v being conditionally present when the dimensionality is 2D. When normalized coordinates are converted to unnormalized coordinates, all four coordinates are used.

Integer texel coordinates are referred to as (i,j,k,l,n), with the coordinates having the following meanings:
• i: Coordinate in the first dimension of an image.
• j: Coordinate in the second dimension of an image.
• k: Coordinate in the third dimension of an image.
• l: Coordinate for array layer.
• n: Index of the sample within the texel.

They are extracted from the SPIR-V operand in order (i [,j] [,k] [,l] [,n]), with j and k conditionally present based on the Dim of the image, and l conditionally present based on the Arrayed property of the image. n is conditionally present and is taken from the Sample image operand.

For all coordinate types, unused coordinates are assigned a value of zero.

![Texel Coordinate Systems, Linear Filtering](image)

The Texel Coordinate Systems - For the example shown of an 8x4 texel two dimensional image.

- Normalized texel coordinates:
  - The s coordinate goes from 0.0 to 1.0.
  - The t coordinate goes from 0.0 to 1.0.

- Unnormalized texel coordinates:
  - The u coordinate within the range 0.0 to 8.0 is within the image, otherwise it is outside the image.
  - The v coordinate within the range 0.0 to 4.0 is within the image, otherwise it is outside the image.

- Integer texel coordinates:
  - The i coordinate within the range 0 to 7 addresses texels within the image, otherwise it is outside the image.
The j coordinate within the range 0 to 3 addresses texels within the image, otherwise it is outside the image.

- Also shown for linear filtering:
  - Given the unnormalized coordinates (u,v), the four texels selected are \( i_{0j}, i_{1j}, i_{0j+1}, \) and \( i_{1j+1} \).
  - The fractions \( \alpha \) and \( \beta \).
  - Given the offset \( \Delta_i \) and \( \Delta_j \), the four texels selected by the offset are \( i_{0j}, i_{1j}, i_{0j+1}, \) and \( i_{1j+1} \).

---

**Note**

For formats with reduced-resolution components, \( \Delta_i \) and \( \Delta_j \) are relative to the resolution of the highest-resolution component, and therefore may be divided by two relative to the unnormalized coordinate space of the lower-resolution components.

---

**Figure 4. Texel Coordinate Systems, Nearest Filtering**

The Texel Coordinate Systems - For the example shown of an 8×4 texel two dimensional image.

- Texel coordinates as above. Also shown for nearest filtering:
  - Given the unnormalized coordinates (u,v), the texel selected is \( ij \).
  - Given the offset \( \Delta_i \) and \( \Delta_j \), the texel selected by the offset is \( ij' \).

### 16.2. Conversion Formulas

#### 16.2.1. RGB to Shared Exponent Conversion

An RGB color \((\text{red}, \text{green}, \text{blue})\) is transformed to a shared exponent color \((\text{red}_{\text{shared}}, \text{green}_{\text{shared}}, \text{blue}_{\text{shared}}, \exp_{\text{shared}})\) as follows:
First, the components (red, green, blue) are clamped to \( \text{red}_{\text{clamped}}, \text{green}_{\text{clamped}}, \text{blue}_{\text{clamped}} \) as:

\[
\text{red}_{\text{clamped}} = \max(0, \min(\text{sharedexp}_{\text{max}}, \text{red}))
\]

\[
\text{green}_{\text{clamped}} = \max(0, \min(\text{sharedexp}_{\text{max}}, \text{green}))
\]

\[
\text{blue}_{\text{clamped}} = \max(0, \min(\text{sharedexp}_{\text{max}}, \text{blue}))
\]

where:

\[
N = 9 \quad \text{number of mantissa bits per component}
\]

\[
B = 15 \quad \text{exponent bias}
\]

\[
E_{\text{max}} = 31 \quad \text{maximum possible biased exponent value}
\]

\[
\text{sharedexp}_{\text{max}} = \frac{(2^N - 1)}{2^N} \times 2^{(E_{\text{max}} - B)}
\]

\[\textbf{Note}\]

NaN, if supported, is handled as in \texttt{IEEE 754-2008 minNum()} and \texttt{maxNum()}. This results in any NaN being mapped to zero.

The largest clamped component, \( \text{max}_{\text{clamped}} \) is determined:

\[
\text{max}_{\text{clamped}} = \max(\text{red}_{\text{clamped}}, \text{green}_{\text{clamped}}, \text{blue}_{\text{clamped}})
\]

A preliminary shared exponent \( \text{exp}' \) is computed:

\[
\text{exp}' = \begin{cases} 
\lfloor \log_2(\text{max}_{\text{clamped}}) \rfloor + (B + 1) & \text{for } \text{max}_{\text{clamped}} > 2^{-(B + 1)} \\
0 & \text{for } \text{max}_{\text{clamped}} \leq 2^{-(B + 1)}
\end{cases}
\]

The shared exponent \( \text{exp}_{\text{shared}} \) is computed:

\[
\text{max}_{\text{shared}} = \lfloor \frac{\text{max}_{\text{clamped}}}{2^{\left(\text{exp}' - B - N\right)}} + \frac{1}{2} \rfloor
\]

\[
\text{exp}_{\text{shared}} = \begin{cases} 
\text{exp}' & \text{for } 0 \leq \text{max}_{\text{shared}} < 2^N \\
\text{exp}' + 1 & \text{for } \text{max}_{\text{shared}} = 2^N
\end{cases}
\]

Finally, three integer values in the range 0 to \( 2^N \) are computed:
16.2.2. Shared Exponent to RGB

A shared exponent color \((r_{\text{shared}}, g_{\text{shared}}, b_{\text{shared}}, \exp_{\text{shared}})\) is transformed to an RGB color \((r, g, b)\) as follows:

\[
\begin{align*}
\text{red}_{\text{shared}} &= \left[ \frac{\text{red}_{\text{clamped}}}{2^{\exp_{\text{shared}} - B - N}} \right] + \frac{1}{2} \\
\text{green}_{\text{shared}} &= \left[ \frac{\text{green}_{\text{clamped}}}{2^{\exp_{\text{shared}} - B - N}} \right] + \frac{1}{2} \\
\text{blue}_{\text{shared}} &= \left[ \frac{\text{blue}_{\text{clamped}}}{2^{\exp_{\text{shared}} - B - N}} \right] + \frac{1}{2}
\end{align*}
\]

where:

\[N = 9\] (number of mantissa bits per component)

\[B = 15\] (exponent bias)

16.3. Texel Input Operations

Texel input instructions are SPIR-V image instructions that read from an image. Texel input operations are a set of steps that are performed on state, coordinates, and texel values while processing a texel input instruction, and which are common to some or all texel input instructions. They include the following steps, which are performed in the listed order:

- Validation operations
  - Instruction/Sampler/Image validation
  - Coordinate validation
  - Sparse validation
  - Layout validation
- Format conversion
- Texel replacement
- Depth comparison
Conversion to RGBA
Component swizzle
Chroma reconstruction
Y’CbCr conversion

For texel input instructions involving multiple texels (for sampling or gathering), these steps are applied for each texel that is used in the instruction. Depending on the type of image instruction, other steps are conditionally performed between these steps or involving multiple coordinate or texel values.

If Chroma Reconstruction is implicit, Texel Filtering instead takes place during chroma reconstruction, before sampler Y’CbCr conversion occurs.

16.3.1. Texel Input Validation Operations

Texel input validation operations inspect instruction/image/sampler state or coordinates, and in certain circumstances cause the texel value to be replaced or become undefined. There are a series of validations that the texel undergoes.

Instruction/Sampler/Image View Validation

There are a number of cases where a SPIR-V instruction can mismatch with the sampler, the image view, or both, and a number of further cases where the sampler can mismatch with the image view. In such cases the value of the texel returned is undefined.

These cases include:

- The sampler borderColor is an integer type and the image view format is not one of the VkFormat integer types or a stencil component of a depth/stencil format.
- The sampler borderColor is a float type and the image view format is not one of the VkFormat float types or a depth component of a depth/stencil format.
- The sampler borderColor is one of the opaque black colors (VK_BORDER_COLOR_FLOAT_OPAQUE_BLACK or VK_BORDER_COLOR_INT_OPAQUE_BLACK) and the image view VkComponentSwizzle for any of the VkComponentMapping components is not the identity swizzle.
- The sampler borderColor is a custom color (VK_BORDER_COLOR_FLOAT_CUSTOM_EXT or VK_BORDER_COLOR_INT_CUSTOM_EXT) and the supplied VkSamplerCustomBorderColorCreateInfoEXT::customBorderColor is outside the bounds of the values representable in the image view’s format.
- The sampler borderColor is a custom color (VK_BORDER_COLOR_FLOAT_CUSTOM_EXT or VK_BORDER_COLOR_INT_CUSTOM_EXT) and the image view VkComponentSwizzle for any of the VkComponentMapping components is not the identity swizzle.
- The VkImageLayout of any subresource in the image view does not match the VkDescriptorImageInfo::imageLayout used to write the image descriptor.
- The SPIR-V Image Format is not compatible with the image view’s format.
- The sampler unnormalizedCoordinates is VK_TRUE and any of the limitations of unnormalized
coordinates are violated.

- The SPIR-V instruction is one of the `OpImage*Dref*` instructions and the sampler `compareEnable` is `VK_FALSE`
- The SPIR-V instruction is not one of the `OpImage*Dref*` instructions and the sampler `compareEnable` is `VK_TRUE`
- The SPIR-V instruction is one of the `OpImage*Dref*` instructions and the image view `format` is not one of the depth/stencil formats with a depth component, or the image view aspect is not `VK_IMAGE_ASPECT_DEPTH_BIT`.
- The SPIR-V instruction's image variable's properties are not compatible with the image view:
  - Rules for `viewType`:
    - `VK_IMAGE_VIEW_TYPE_1D` must have `Dim` = 1D, `Arrayed` = 0, `MS` = 0.
    - `VK_IMAGE_VIEW_TYPE_2D` must have `Dim` = 2D, `Arrayed` = 0.
    - `VK_IMAGE_VIEW_TYPE_3D` must have `Dim` = 3D, `Arrayed` = 0, `MS` = 0.
    - `VK_IMAGE_VIEW_TYPE_CUBE` must have `Dim` = Cube, `Arrayed` = 0, `MS` = 0.
    - `VK_IMAGE_VIEW_TYPE_1D_ARRAY` must have `Dim` = 1D, `Arrayed` = 1, `MS` = 0.
    - `VK_IMAGE_VIEW_TYPE_2D_ARRAY` must have `Dim` = 2D, `Arrayed` = 1.
    - `VK_IMAGE_VIEW_TYPE_CUBE_ARRAY` must have `Dim` = Cube, `Arrayed` = 1, `MS` = 0.
  - If the image was created with `VkImageCreateInfo::samples` equal to `VK_SAMPLE_COUNT_1_BIT`, the instruction must have `MS` = 0.
  - If the image was created with `VkImageCreateInfo::samples` not equal to `VK_SAMPLE_COUNT_1_BIT`, the instruction must have `MS` = 1.
  - If the `Sampled Type` of the `OpTypeImage` does not match the SPIR-V Type.
  - If the signedness of any read or sample operation does not match the signedness of the image's format.
- The sampler was created with a specified `VkSamplerCustomBorderColorCreateInfoEXT::format` which does not match the `VkFormat` of the image view(s) it is sampling.
- The sampler is sampling an image view of `VK_FORMAT_B4G4R4A4_UNORM_PACK16`, `VK_FORMAT_B5G6R5_UNORM_PACK16`, or `VK_FORMAT_B5G5R5A1_UNORM_PACK16` format without a specified `VkSamplerCustomBorderColorCreateInfoEXT::format`.

Only `OpImageSample*` and `OpImageSparseSample*` can be used with a sampler or image view that enables sampler Y’C_aC_b conversion.

`OpImageFetch`, `OpImageSparseFetch`, `OpImage*Gather`, and `OpImageSparse*Gather` must not be used with a sampler or image view that enables sampler Y’C_aC_b conversion.

The `ConstOffset` and `Offset` operands must not be used with a sampler or image view that enables sampler Y’C_aC_b conversion.

If the underlying `VkImage` format has an X component in its format description, undefined values are read from those bits.
If the \texttt{VkImage} format and \texttt{VkImageView} format are the same, these bits will be unused by format conversion and this will have no effect. However, if the \texttt{VkImageView} format is different, then some bits of the result may be undefined. For example, when a \texttt{VK_FORMAT_R10X6_UNORM_PACK16} \texttt{VkImage} is sampled via a \texttt{VK_FORMAT_R16_UNORM} \texttt{VkImageView}, the low 6 bits of the value before format conversion are undefined and format conversion may return a range of different values.

Some implementations will return undefined values in the case where a sampler uses a \texttt{VkSamplerAddressMode} of \texttt{VK_SAMPLER_ADDRESS_MODE_MIRRORED_REPEAT}, the sampler is used with operands \texttt{Offset}, \texttt{ConstOffset}, or \texttt{ConstOffsets}, and the value of the offset is larger than or equal to the corresponding width, height, or depth of any accessed image level.

This behavior was not tested prior to Vulkan conformance test suite version 1.3.8.0. Affected implementations will have a conformance test waiver for this issue.

**Integer Texel Coordinate Validation**

Integer texel coordinates are validated against the size of the image level, and the number of layers and number of samples in the image. For SPIR-V instructions that use integer texel coordinates, this is performed directly on the integer coordinates. For instructions that use normalized or unnormalized texel coordinates, this is performed on the coordinates that result after conversion to integer texel coordinates.

If the integer texel coordinates do not satisfy all of the conditions

\[
0 \leq i < w_s \\
0 \leq j < h_s \\
0 \leq k < d_s \\
0 \leq l < \text{layers} \\
0 \leq n < \text{samples}
\]

where:
\( w_s = \) width of the image level

\( h_s = \) height of the image level

\( d_s = \) depth of the image level

layers = number of layers in the image

samples = number of samples per texel in the image

then the texel fails integer texel coordinate validation.

There are four cases to consider:

1. Valid Texel Coordinates
   
   ◦ If the texel coordinates pass validation (that is, the coordinates lie within the image),
   then the texel value comes from the value in image memory.

2. Border Texel
   
   ◦ If the texel coordinates fail validation, and
   ◦ If the read is the result of an image sample instruction or image gather instruction, and
   ◦ If the image is not a cube image,
   then the texel is a border texel and \textit{texel replacement} is performed.

3. Invalid Texel
   
   ◦ If the texel coordinates fail validation, and
   ◦ If the read is the result of an image fetch instruction, image read instruction, or atomic instruction,
   then the texel is an invalid texel and \textit{texel replacement} is performed.

4. Cube Map Edge or Corner

   Otherwise the texel coordinates lie beyond the edges or corners of the selected cube map face, and \textit{Cube map edge handling} is performed.

**Cube Map Edge Handling**

If the texel coordinates lie beyond the edges or corners of the selected cube map face (as described in the prior section), the following steps are performed. Note that this does not occur when using \texttt{VK\_FILTER\_NEAREST} filtering within a mip level, since \texttt{VK\_FILTER\_NEAREST} is treated as using...
VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_EDGE.

- Cube Map Edge Texel
  - If the texel lies beyond the selected cube map face in either only i or only j, then the coordinates (i,j) and the array layer l are transformed to select the adjacent texel from the appropriate neighboring face.

- Cube Map Corner Texel
  - If the texel lies beyond the selected cube map face in both i and j, then there is no unique neighboring face from which to read that texel. The texel should be replaced by the average of the three values of the adjacent texels in each incident face. However, implementations may replace the cube map corner texel by other methods. The methods are subject to the constraint that for linear filtering if the three available texels have the same value, the resulting filtered texel must have that value, and for cubic filtering if the twelve available samples have the same value, the resulting filtered texel must have that value.

Sparse Validation

If the texel reads from an unbound region of a sparse image, the texel is a sparse unbound texel, and processing continues with texel replacement.

Layout Validation

If all planes of a disjoint multi-planar image are not in the same image layout, the image must not be sampled with sampler Y'CbCr conversion enabled.

16.3.2. Format Conversion

Texels undergo a format conversion from the VkFormat of the image view to a vector of either floating point or signed or unsigned integer components, with the number of components based on the number of components present in the format.

- Color formats have one, two, three, or four components, according to the format.
- Depth/stencil formats are one component. The depth or stencil component is selected by the aspectMask of the image view.

Each component is converted based on its type and size (as defined in the Format Definition section for each VkFormat), using the appropriate equations in 16-Bit Floating-Point Numbers, Unsigned 11-Bit Floating-Point Numbers, Unsigned 10-Bit Floating-Point Numbers, Fixed-Point Data Conversion, and Shared Exponent to RGB. Signed integer components smaller than 32 bits are sign-extended.

If the image view format is sRGB, the color components are first converted as if they are UNORM, and then sRGB to linear conversion is applied to the R, G, and B components as described in the “sRGB EOTF” section of the Khronos Data Format Specification. The A component, if present, is unchanged.

If the image view format is block-compressed, then the texel value is first decoded, then converted based on the type and number of components defined by the compressed format.
16.3.3. Texel Replacement

A texel is replaced if it is one (and only one) of:

- a border texel,
- an invalid texel, or
- a sparse unbound texel.

Border texels are replaced with a value based on the image format and the `borderColor` of the sampler. The border color is:

**Table 20. Border Color B, Custom Border Color**

<table>
<thead>
<tr>
<th>Sampler <code>borderColor</code></th>
<th>Corresponding Border Color</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>VK_BORDER_COLOR_FLOAT_TRANSPARENT_BLACK</code></td>
<td>([B_r, B_g, B_b, B_a] = [0.0, 0.0, 0.0, 0.0])</td>
</tr>
<tr>
<td><code>VK_BORDER_COLOR_FLOAT_OPAQUE_BLACK</code></td>
<td>([B_r, B_g, B_b, B_a] = [0.0, 0.0, 0.0, 1.0])</td>
</tr>
<tr>
<td><code>VK_BORDER_COLOR_FLOAT_OPAQUE_WHITE</code></td>
<td>([B_r, B_g, B_b, B_a] = [1.0, 1.0, 1.0, 1.0])</td>
</tr>
<tr>
<td><code>VK_BORDER_COLOR_INT_TRANSPARENT_BLACK</code></td>
<td>([B_r, B_g, B_b, B_a] = [0, 0, 0, 0])</td>
</tr>
<tr>
<td><code>VK_BORDER_COLOR_INT_OPAQUE_BLACK</code></td>
<td>([B_r, B_g, B_b, B_a] = [0, 0, 0, 1])</td>
</tr>
<tr>
<td><code>VK_BORDER_COLOR_INT_OPAQUE_WHITE</code></td>
<td>([B_r, B_g, B_b, B_a] = [1, 1, 1, 1])</td>
</tr>
<tr>
<td><code>VK_BORDER_COLOR_FLOAT_CUSTOM_EXT</code></td>
<td>([B_r, B_g, B_b, B_a] = [U_r, U_g, U_b, U_a])</td>
</tr>
<tr>
<td><code>VK_BORDER_COLOR_INT_CUSTOM_EXT</code></td>
<td>([B_r, B_g, B_b, B_a] = [U_r, U_g, U_b, U_a])</td>
</tr>
</tbody>
</table>

The custom border color (U) **may** be rounded by implementations prior to texel replacement, but the error introduced by such a rounding **must** not exceed one ULP of the image's format.

**Note**

The names `VK_BORDER_COLOR_*_TRANSPARENT_BLACK`, `VK_BORDER_COLOR_*_OPAQUE_BLACK`, and `VK_BORDER_COLOR_*_OPAQUE_WHITE` are meant to describe which components are zeros and ones in the vocabulary of compositing, and are not meant to imply that the numerical value of `VK_BORDER_COLOR_INT_OPAQUE_WHITE` is a saturating value for integers.

This is substituted for the texel value by replacing the number of components in the image format.

**Table 21. Border Texel Components After Replacement**

<table>
<thead>
<tr>
<th>Texel Aspect or Format</th>
<th>Component Assignment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Depth aspect</td>
<td>(D = B_r)</td>
</tr>
<tr>
<td>Stencil aspect</td>
<td>(S = B_t)</td>
</tr>
<tr>
<td>One component color format</td>
<td>(\text{Color}_r = B_r)</td>
</tr>
<tr>
<td>Two component color format</td>
<td>([\text{Color}_r, \text{Color}_g] = [B_r, B_g])</td>
</tr>
<tr>
<td>Three component color format</td>
<td>([\text{Color}_r, \text{Color}_g, \text{Color}_b] = [B_r, B_g, B_b])</td>
</tr>
</tbody>
</table>
Texel Aspect or Format | Component Assignment
--- | ---
Four component color format | \([\text{Color}_r, \text{Color}_g, \text{Color}_b, \text{Color}_a] = [B_r, B_g, B_b, B_a]\)

† \(S = B_g\) may be substituted as the replacement method by the implementation when
\(\text{VkSamplerCreateInfo}::\text{borderColor}\) is \(\text{VK_BORDER_COLOR_INT_CUSTOM_EXT}\) and
\(\text{VkSamplerCustomBorderColorCreateInfoEXT}::\text{format}\) is \(\text{VK_FORMAT_UNDEFINED}\). Implementations should use \(S = B_r\) as the replacement method.

The value returned by a read of an invalid texel is undefined, unless that read operation is from a buffer resource and the \(\text{robustBufferAccess}\) feature is enabled. In that case, an invalid texel is replaced as described by the \(\text{robustBufferAccess}\) feature. If the access is to an image resource and the \(x, y, z,\) or layer coordinate validation fails and the \(\text{robustImageAccess}\) feature is enabled, then zero must be returned for the \(R, G,\) and \(B\) components, if present. Either zero or one must be returned for the \(A\) component, if present. If the \(\text{robustImageAccess2}\) feature is enabled, zero values must be returned. If only the sample index was invalid, the values returned are undefined.

Additionally, if the \(\text{robustImageAccess}\) feature is enabled, but the \(\text{robustImageAccess2}\) feature is not, any invalid texels may be expanded to four components prior to texel replacement. This means that components not present in the image format may be replaced with 0 or may undergo conversion to RGBA as normal.

Loads from a null descriptor return a four component color value of all zeros. However, for storage images and storage texel buffers using an explicit SPIR-V Image Format, loads from a null descriptor may return an alpha value of 1 (float or integer, depending on format) if the format does not include alpha.

If the \(\text{VkPhysicalDeviceSparseProperties}::\text{residencyNonResidentStrict}\) property is \(\text{VK_TRUE}\), a sparse unbound texel is replaced with 0 or 0.0 values for integer and floating-point components of the image format, respectively.

If \(\text{residencyNonResidentStrict}\) is \(\text{VK_FALSE}\), the value of the sparse unbound texel is undefined.

16.3.4. Depth Compare Operation

If the image view has a depth/stencil format, the depth component is selected by the \(\text{aspectMask}\), and the operation is an \(\text{OpImage*Dref*}\) instruction, a depth comparison is performed. The result is 1.0 if the comparison evaluates to true, and 0.0 otherwise. This value replaces the depth component \(D\).

The compare operation is selected by the \(\text{VkCompareOp}\) value set by \(\text{VkSamplerCreateInfo}::\text{compareOp}\). The reference value from the SPIR-V operand \(D_{\text{ref}}\) and the texel depth value \(D_{\text{tex}}\) are used as the \(\text{reference}\) and \(\text{test}\) values, respectively, in that operation.

If the image being sampled has an unsigned normalized fixed-point format, then \(D_{\text{ref}}\) is clamped to \([0,1]\) before the compare operation.

16.3.5. Conversion to RGBA

The texel is expanded from one, two, or three components to four components based on the image base color:
Table 22. Texel Color After Conversion To RGBA

<table>
<thead>
<tr>
<th>Texel Aspect or Format</th>
<th>RGBA Color</th>
</tr>
</thead>
<tbody>
<tr>
<td>Depth aspect</td>
<td>[Color(_r),Color(_g),Color(_b), Color(_a)] = [D,0,0,one]</td>
</tr>
<tr>
<td>Stencil aspect</td>
<td>[Color(_r),Color(_g),Color(_b), Color(_a)] = [S,0,0,one]</td>
</tr>
<tr>
<td>One component color format</td>
<td>[Color(_r),Color(_g),Color(_b), Color(_a)] = [Color(_r),0,0,one]</td>
</tr>
<tr>
<td>Two component color format</td>
<td>[Color(_r),Color(_g),Color(_b), Color(_a)] = [Color(_r),Color(_g),0,one]</td>
</tr>
<tr>
<td>Three component color format</td>
<td>[Color(_r),Color(_g),Color(_b), Color(_a)] = [Color(_r),Color(_g),Color(_b),one]</td>
</tr>
<tr>
<td>Four component color format</td>
<td>[Color(_r),Color(_g),Color(_b), Color(_a)] = [Color(_r),Color(_g),Color(_b),Color(_a)]</td>
</tr>
</tbody>
</table>

where one = 1.0f for floating-point formats and depth aspects, and one = 1 for integer formats and stencil aspects.

16.3.6. Component Swizzle

All texel input instructions apply a swizzle based on:

- the VkComponentSwizzle enums in the components member of the VkImageViewCreateInfo structure for the image being read if sampler Y\(\prime\)CBC\(\prime\) conversion is not enabled, and
- the VkComponentSwizzle enums in the components member of the VkSamplerYcbcrConversionCreateInfo structure for the sampler Y\(\prime\)CBC\(\prime\) conversion if sampler Y\(\prime\)CBC\(\prime\) conversion is enabled.

The swizzle can rearrange the components of the texel, or substitute zero or one for any components. It is defined as follows for each color component:

\[
Color^{\prime}_{component} = \begin{cases} 
Color_{r} & \text{for RED swizzle} \\
Color_{g} & \text{for GREEN swizzle} \\
Color_{b} & \text{for BLUE swizzle} \\
Color_{a} & \text{for ALPHA swizzle} \\
0 & \text{for ZERO swizzle} \\
\text{one} & \text{for ONE swizzle} \\
\text{identity} & \text{for IDENTITY swizzle}
\end{cases}
\]

where:

\[
\text{one} = \begin{cases} 
1.0f & \text{for floating point components} \\
1 & \text{for integer components}
\end{cases}
\]

\[
\text{identity} = \begin{cases} 
Color_{r} & \text{for component} = r \\
Color_{g} & \text{for component} = g \\
Color_{b} & \text{for component} = b \\
Color_{a} & \text{for component} = a
\end{cases}
\]

If the border color is one of the VK\_BORDER\_COLOR\_OPAQUE\_BLACK enums and the VkComponentSwizzle is not the identity swizzle for all components, the value of the texel after
swizzle is undefined.

If the image view has a depth/stencil format and the `VkComponentSwizzle` is `VK_COMPONENT_SWIZZLE_ONE`, the value of the texel after swizzle is undefined.

### 16.3.7. Sparse Residency

OpImageSparse* instructions return a structure which includes a *residency code* indicating whether any texels accessed by the instruction are sparse unbound texels. This code can be interpreted by the OpImageSparseTexelsResident instruction which converts the residency code to a boolean value.

### 16.3.8. Chroma Reconstruction

In some color models, the color representation is defined in terms of monochromatic light intensity (often called “luma”) and color differences relative to this intensity, often called “chroma”. It is common for color models other than RGB to represent the chroma components at lower spatial resolution than the luma component. This approach is used to take advantage of the eye’s lower spatial sensitivity to color compared with its sensitivity to brightness. Less commonly, the same approach is used with additive color, since the green component dominates the eye’s sensitivity to light intensity and the spatial sensitivity to color introduced by red and blue is lower.

Lower-resolution components are “downsampled” by resizing them to a lower spatial resolution than the component representing luminance. This process is also commonly known as “chroma subsampling”. There is one luminance sample in each texture texel, but each chrominance sample may be shared among several texels in one or both texture dimensions.

- “.444” formats do not spatially downsample chroma values compared with luma: there are unique chroma samples for each texel.
- “.422” formats have downsampling in the x dimension (corresponding to u or s coordinates): they are sampled at half the resolution of luma in that dimension.
- “.420” formats have downsampling in the x dimension (corresponding to u or s coordinates) and the y dimension (corresponding to v or t coordinates): they are sampled at half the resolution of luma in both dimensions.

The process of reconstructing a full color value for texture access involves accessing both chroma and luma values at the same location. To generate the color accurately, the values of the lower-resolution components at the location of the luma samples must be reconstructed from the lower-resolution sample locations, an operation known here as “chroma reconstruction” irrespective of the actual color model.

The location of the chroma samples relative to the luma coordinates is determined by the xChromaOffset and yChromaOffset members of the VkSamplerYcbcrConversionCreateInfo structure used to create the sampler Y’C_bC_r conversion.

The following diagrams show the relationship between unnormalized (u,v) coordinates and (i,j) integer texel positions in the luma component (shown in black, with circles showing integer sample positions) and the texel coordinates of reduced-resolution chroma components, shown as crosses in red.
Note

If the chroma values are reconstructed at the locations of the luma samples by means of interpolation, chroma samples from outside the image bounds are needed; these are determined according to Wrapping Operation. These diagrams represent this by showing the bounds of the “chroma texel” extending beyond the image bounds, and including additional chroma sample positions where required for interpolation. The limits of a sample for NEAREST sampling is shown as a grid.

Figure 5. 422 downsampling, xChromaOffset=COSITED_EVEN

Figure 6. 422 downsampling, xChromaOffset=MIDPOINT
Figure 7. 420 downsampling, xChromaOffset=COSITED_EVEN, yChromaOffset=COSITED_EVEN

Figure 8. 420 downsampling, xChromaOffset=MIDPOINT, yChromaOffset=COSITED_EVEN
Reconstruction is implemented in one of two ways:

If the format of the image that is to be sampled sets

\text{VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_BIT},

or the \text{VkSamplerYcbcrConversionCreateInfo}'s \text{forceExplicitReconstruction} is set to \text{VK_TRUE},

reconstruction is performed as an explicit step independent of filtering, described in the \text{Explicit Reconstruction} section.

If the format of the image that is to be sampled does not set

\text{VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_BIT} and if the
VkSamplerYcbcrConversionCreateInfo’s `forceExplicitReconstruction` is set to `VK_FALSE`, reconstruction is performed as an implicit part of filtering prior to color model conversion, with no separate post-conversion texel filtering step, as described in the Implicit Reconstruction section.

### Explicit Reconstruction

- If the `chromaFilter` member of the `VkSamplerYcbcrConversionCreateInfo` structure is `VK_FILTER_NEAREST`:
  - If the format’s R and B components are reduced in resolution in just width by a factor of two relative to the G component (i.e. this is a “.422” format), the \( \tau_{ijk}[\text{level}] \) values accessed by texel filtering are reconstructed as follows:
    \[
    \tau_R'(i, j) = \tau_R([i \times 0.5], j)[\text{level}]
    \tau_B'(i, j) = \tau_B([i \times 0.5], j)[\text{level}]
    \]
  - If the format’s R and B components are reduced in resolution in width and height by a factor of two relative to the G component (i.e. this is a “.420” format), the \( \tau_{ijk}[\text{level}] \) values accessed by texel filtering are reconstructed as follows:
    \[
    \tau_R'(i, j) = \tau_R([i \times 0.5], [j \times 0.5])[\text{level}]
    \tau_B'(i, j) = \tau_B([i \times 0.5], [j \times 0.5])[\text{level}]
    \]

  > **Note**
  
  `xChromaOffset` and `yChromaOffset` have no effect if `chromaFilter` is `VK_FILTER_NEAREST` for explicit reconstruction.

- If the `chromaFilter` member of the `VkSamplerYcbcrConversionCreateInfo` structure is `VK_FILTER_LINEAR`:
  - If the format’s R and B components are reduced in resolution in just width by a factor of two relative to the G component (i.e. this is a “.422” format):
    - If `xChromaOffset` is `VK_CHROMA_LOCATION_COSITED_EVEN`:
    - If `xChromaOffset` is `VK_CHROMA_LOCATION_MIDPOINT`:
  - If the format’s R and B components are reduced in resolution in width and height by a factor of two relative to the G component (i.e. this is a “.420” format), a similar relationship applies. Due to the number of options, these formulae are expressed more concisely as follows:
\[ i_{RB} = \begin{cases} 
0.5 \times (i) & \text{xChromaOffset=COSITED_EVEN} \\
0.5 \times (i - 0.5) & \text{xChromaOffset=MIDPOINT}
\end{cases} \\
\]
\[ j_{RB} = \begin{cases} 
0.5 \times (j) & \text{yChromaOffset=COSITED_EVEN} \\
0.5 \times (j - 0.5) & \text{yChromaOffset=MIDPOINT}
\end{cases} \]

\[ i_{floor} = \lfloor i_{RB} \rfloor \]
\[ j_{floor} = \lfloor j_{RB} \rfloor \]
\[ i_{frac} = i_{RB} - i_{floor} \]
\[ j_{frac} = j_{RB} - j_{floor} \]

\[ \tau_{RB}(i, j) = \begin{cases} 
\tau_{RB}(i_{floor}, j_{floor})[\text{level}] & \times (1 - i_{frac}) \times (1 - j_{frac}) + \\
\tau_{RB}(i_{floor} + 1, j_{floor})[\text{level}] & \times (i_{frac}) \times (1 - j_{frac}) + \\
\tau_{RB}(i_{floor}, j_{floor} + 1)[\text{level}] & \times (1 - i_{frac}) \times (j_{frac}) + \\
\tau_{RB}(i_{floor} + 1, j_{floor} + 1)[\text{level}] & \times (i_{frac}) \times (j_{frac})
\end{cases} \]

**Note**

In the case where the texture itself is bilinearly interpolated as described in Texel Filtering, thus requiring four full-color samples for the filtering operation, and where the reconstruction of these samples uses bilinear interpolation in the chroma components due to `chromaFilter=VK_FILTER_LINEAR`, up to nine chroma samples may be required, depending on the sample location.

**Implicit Reconstruction**

Implicit reconstruction takes place by the samples being interpolated, as required by the filter settings of the sampler, except that `chromaFilter` takes precedence for the chroma samples.

If `chromaFilter` is `VK_FILTER_NEAREST`, an implementation **may** behave as if `xChromaOffset` and `yChromaOffset` were both `VK_CHROMA_LOCATION_MIDPOINT`, irrespective of the values set.

**Note**

This will not have any visible effect if the locations of the luma samples coincide with the location of the samples used for rasterization.

The sample coordinates are adjusted by the downsample factor of the component (such that, for example, the sample coordinates are divided by two if the component has a downsample factor of two relative to the luma component):

\[ u_{RB} = \begin{cases} 
0.5 \times (u + 0.5), & \text{xChromaOffset=COSITED_EVEN} \\
0.5 \times u, & \text{xChromaOffset=MIDPOINT}
\end{cases} \]

\[ v_{RB} = \begin{cases} 
0.5 \times (v + 0.5), & \text{yChromaOffset=COSITED_EVEN} \\
0.5 \times v, & \text{yChromaOffset=MIDPOINT}
\end{cases} \]
16.3.9. Sampler Y'CbCr Conversion

Sampler Y’CbCr conversion performs the following operations, which an implementation may combine into a single mathematical operation:

- Sampler Y’CbCr Range Expansion
- Sampler Y’CbCr Model Conversion

Sampler Y’CbCr Range Expansion

Sampler Y’CbCr range expansion is applied to color component values after all texel input operations which are not specific to sampler Y’CbCr conversion. For example, the input values to this stage have been converted using the normal format conversion rules.

Sampler Y’CbCr range expansion is not applied if ycbcrModel is VK_SAMPLER_YCBCR_MODEL_CONVERSION_RGB_IDENTITY. That is, the shader receives the vector C’rgba as output by the Component Swizzle stage without further modification.

For other values of ycbcrModel, range expansion is applied to the texel component values output by the Component Swizzle defined by the components member of VkSamplerYcbcrConversionCreateInfo. Range expansion applies independently to each component of the image. For the purposes of range expansion and Y’CbCr model conversion, the R and B components contain color difference (chroma) values and the G component contains luma. The A component is not modified by sampler Y’CbCr range expansion.

The range expansion to be applied is defined by the ycbcrRange member of the VkSamplerYcbcrConversionCreateInfo structure:

- If ycbcrRange is VK_SAMPLER_YCBCR_RANGE_ITU_FULL, the following transformations are applied:

\[
Y' = C'_{gba}[G] \\
C_B = C'_{gba}[B] - \frac{2^{(n-1)}}{(2^n) - 1} \\
C_R = C'_{gba}[R] - \frac{2^{(n-1)}}{(2^n) - 1}
\]

**Note**

These formulae correspond to the “full range” encoding in the “Quantization schemes” chapter of the Khronos Data Format Specification.

Should any future amendments be made to the ITU specifications from which these equations are derived, the formulae used by Vulkan may also be updated to maintain parity.

- If ycbcrRange is VK_SAMPLER_YCBCR_RANGE_ITU_NARROW, the following transformations are applied:
\[ Y' = \frac{C'_{rgb} \cdot [G] \times (2^n - 1) - 16 \times 2^n - 8}{219 \times 2^n - 8} \]
\[ C_B = \frac{C'_{rgb} \cdot [B] \times (2^n - 1) - 128 \times 2^n - 8}{224 \times 2^n - 8} \]
\[ C_R = \frac{C'_{rgb} \cdot [R] \times (2^n - 1) - 128 \times 2^n - 8}{224 \times 2^n - 8} \]

Note

These formulae correspond to the “narrow range” encoding in the “Quantization schemes” chapter of the Khronos Data Format Specification.

• \( n \) is the bit-depth of the components in the format.

The precision of the operations performed during range expansion must be at least that of the source format.

An implementation may clamp the results of these range expansion operations such that \( Y' \) falls in the range \([0,1]\), and/or such that \( C_B \) and \( C_R \) fall in the range \([-0.5,0.5]\).

Sampler \( Y'C_BC_R \) Model Conversion

The range-expanded values are converted between color models, according to the color model conversion specified in the `ycbcrModel` member:

**VK_SAMPLER_YCBCR_MODEL_CONVERSION_RGB_IDENTITY**

The color components are not modified by the color model conversion since they are assumed already to represent the desired color model in which the shader is operating; \( Y'C_BC_R \) range expansion is also ignored.

**VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_IDENTITY**

The color components are not modified by the color model conversion and are assumed to be treated as though in \( Y'C_BC_R \) form both in memory and in the shader; \( Y'C_BC_R \) range expansion is applied to the components as for other \( Y'C_BC_R \) models, with the vector \((C_R,Y',C_B,A)\) provided to the shader.

**VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_709**

The color components are transformed from a \( Y'C_BC_R \) representation to an \( R'G'B' \) representation as described in the “BT.709 Y'C_BC_R conversion” section of the Khronos Data Format Specification.

**VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_601**

The color components are transformed from a \( Y'C_BC_R \) representation to an \( R'G'B' \) representation as described in the “BT.601 Y'C_BC_R conversion” section of the Khronos Data Format Specification.

**VK_SAMPLER_YCBCR_MODEL_CONVERSION_YCBCR_2020**

The color components are transformed from a \( Y'C_BC_R \) representation to an \( R'G'B' \) representation as described in the “BT.2020 Y'C_BC_R conversion” section of the Khronos Data Format Specification.
In this operation, each output component is dependent on each input component.

An implementation may clamp the R’G’B’ results of these conversions to the range \([0,1]\).

The precision of the operations performed during model conversion must be at least that of the source format.

The alpha component is not modified by these model conversions.

**Note**

Sampling operations in a non-linear color space can introduce color and intensity shifts at sharp transition boundaries. To avoid this issue, the technically precise color correction sequence described in the “Introduction to Color Conversions” chapter of the Khronos Data Format Specification may be performed as follows:

- Calculate the unnormalized texel coordinates corresponding to the desired sample position.
- For a minFilter or magFilter of VK_FILTER_NEAREST:
  1. Calculate \((i,j)\) for the sample location as described under the “nearest filtering” formulae in \((u,v,w,a)\) to \((i,j,k,l,n)\) Transformation and Array Layer Selection
  2. Calculate the normalized texel coordinates corresponding to these integer coordinates.
  3. Sample using sampler Y’C_bC_a conversion at this location.
- For a minFilter or magFilter of VK_FILTER_LINEAR:
  1. Calculate \((i_{0,1,1,0})\) for the sample location as described under the “linear filtering” formulae in \((u,v,w,a)\) to \((i,j,k,l,n)\) Transformation and Array Layer Selection
  2. Calculate the normalized texel coordinates corresponding to these integer coordinates.
  3. Sample using sampler Y’C_bC_a conversion at each of these locations.
  4. Convert the non-linear A’R’G’B’ outputs of the Y’C_bC_a conversions to linear ARGB values as described in the “Transfer Functions” chapter of the Khronos Data Format Specification.
  5. Interpolate the linear ARGB values using the \(\alpha\) and \(\beta\) values described in the “linear filtering” section of \((u,v,w,a)\) to \((i,j,k,l,n)\) Transformation and Array Layer Selection and the equations in Texel Filtering.

The additional calculations and, especially, additional number of sampling operations in the VK_FILTER_LINEAR case can be expected to have a performance impact compared with using the outputs directly. Since the variations from “correct” results are subtle for most content, the application author should determine whether a more costly implementation is strictly necessary.

If chromaFilter, and minFilter or magFilter are both VK_FILTER_NEAREST, these
operations are redundant and sampling using sampler Y'C_bC_r conversion at the desired sample coordinates will produce the “correct” results without further processing.

16.4. Texel Output Operations

*Texel output instructions* are SPIR-V image instructions that write to an image. *Texel output operations* are a set of steps that are performed on state, coordinates, and texel values while processing a texel output instruction, and which are common to some or all texel output instructions. They include the following steps, which are performed in the listed order:

- **Validation operations**
  - Format validation
  - Type validation
  - Coordinate validation
  - Sparse validation
- **Texel output format conversion**

16.4.1. Texel Output Validation Operations

*Texel output validation operations* inspect instruction/image state or coordinates, and in certain circumstances cause the write to have no effect. There are a series of validations that the texel undergoes.

**Texel Format Validation**

If the image format of the *OpTypeImage* is not compatible with the *VkImageView’s format*, the write causes the contents of the image’s memory to become undefined.

**Texel Type Validation**

If the *Sampled Type* of the *OpTypeImage* does not match the *SPIR-V Type*, the write causes the value of the texel to become undefined. For integer types, if the signedness of the access does not match the signedness of the accessed resource, the write causes the value of the texel to become undefined.

16.4.2. Integer Texel Coordinate Validation

The integer texel coordinates are validated according to the same rules as for texel input *coordinate validation*.

If the texel fails integer texel coordinate validation, then the write has no effect.

16.4.3. Sparse Texel Operation

If the texel attempts to write to an unbound region of a sparse image, the texel is a sparse unbound texel. In such a case, if the *VkPhysicalDeviceSparseProperties::residencyNon ResidentStrict* property is *VK_TRUE*, the sparse unbound texel write has no effect. If *residencyNon ResidentStrict* is *VK_FALSE*, the
16.4.4. Texel Output Format Conversion

If the image format is sRGB, a linear to sRGB conversion is applied to the R, G, and B components as described in the “sRGB EOTF” section of the Khronos Data Format Specification. The A component, if present, is unchanged.

Texels then undergo a format conversion from the floating point, signed, or unsigned integer type of the texel data to the VkFormat of the image view. If the number of components in the texel data is larger than the number of components in the format, additional components are discarded.

Each component is converted based on its type and size (as defined in the Format Definition section for each VkFormat). Floating-point outputs are converted as described in Floating-Point Format Conversions and Fixed-Point Data Conversion. Integer outputs are converted such that their value is preserved. The converted value of any integer that cannot be represented in the target format is undefined.

If the VkImageView format has an X component in its format description, undefined values are written to those bits.

If the underlying VkImage format has an X component in its format description, undefined values are also written to those bits, even if result format conversion produces a valid value for those bits because the VkImageView format is different.

16.5. Normalized Texel Coordinate Operations

If the image sampler instruction provides normalized texel coordinates, some of the following operations are performed.

16.5.1. Projection Operation

For Proj image operations, the normalized texel coordinates \((s,t,r,q,a)\) and (if present) the \(D_{ref}\) coordinate are transformed as follows:

\[
\begin{align*}
    s &= \frac{s}{q} & \text{for 1D, 2D, or 3D image} \\
    t &= \frac{t}{q} & \text{for 2D or 3D image} \\
    r &= \frac{r}{q} & \text{for 3D image} \\
    D_{ref} &= \frac{D_{ref}}{q} & \text{if provided}
\end{align*}
\]
16.5.2. Derivative Image Operations

Derivatives are used for LOD selection. These derivatives are either implicit (in an `ImplicitLod` image instruction in a fragment shader) or explicit (provided explicitly by shader to the image instruction in any shader).

For implicit derivatives image instructions, the derivatives of texel coordinates are calculated in the same manner as derivative operations. That is:

\[
\frac{\partial s}{\partial x} = dPdx(s), \quad \frac{\partial s}{\partial y} = dPdy(s), \quad \text{for 1D, 2D, Cube, or 3D image}
\]

\[
\frac{\partial t}{\partial x} = dPdx(t), \quad \frac{\partial t}{\partial y} = dPdy(t), \quad \text{for 2D, Cube, or 3D image}
\]

\[
\frac{\partial r}{\partial x} = dPdx(r), \quad \frac{\partial r}{\partial y} = dPdy(r), \quad \text{for Cube or 3D image}
\]

Partial derivatives not defined above for certain image dimensionalities are set to zero.

For explicit LOD image instructions, if the optional SPIR-V operand `Grad` is provided, then the operand values are used for the derivatives. The number of components present in each derivative for a given image dimensionality matches the number of partial derivatives computed above.

If the optional SPIR-V operand `Lod` is provided, then derivatives are set to zero, the cube map derivative transformation is skipped, and the scale factor operation is skipped. Instead, the floating point scalar coordinate is directly assigned to \(\lambda_{\text{base}}\) as described in LOD Operation.

If the image or sampler object used by an implicit derivative image instruction is not uniform across the quad and `quadDivergentImplicitLod` is not supported, then the derivative and LOD values are undefined. Implicit derivatives are well-defined when the image and sampler and control flow are uniform across the quad, even if they diverge between different quads.

If `quadDivergentImplicitLod` is supported, then derivatives and implicit LOD values are well-defined even if the image or sampler object are not uniform within a quad. The derivatives are computed as specified above, and the implicit LOD calculation proceeds for each shader invocation using its respective image and sampler object.

16.5.3. Cube Map Face Selection and Transformations

For cube map image instructions, the \((s,t,r)\) coordinates are treated as a direction vector \((r_x,r_y,r_z)\). The direction vector is used to select a cube map face. The direction vector is transformed to a per-face texel coordinate system \((s_{\text{face}},t_{\text{face}})\). The direction vector is also used to transform the derivatives to per-face derivatives.

16.5.4. Cube Map Face Selection

The direction vector selects one of the cube map's faces based on the largest magnitude coordinate direction (the major axis direction). Since two or more coordinates can have identical magnitude, the implementation must have rules to disambiguate this situation.

The rules should have as the first rule that \(r_z\) wins over \(r_y\) and \(r_x\), and the second rule that \(r_y\) wins over \(r_x\). An implementation may choose other rules, but the rules must be deterministic and depend only on \((r_x,r_y,r_z)\).
The layer number (corresponding to a cube map face), the coordinate selections for $s_c$, $t_c$, $r_c$, and the selection of derivatives, are determined by the major axis direction as specified in the following two tables.

**Table 23. Cube map face and coordinate selection**

<table>
<thead>
<tr>
<th>Major Axis Direction</th>
<th>Layer Number</th>
<th>Cube Map Face</th>
<th>$s_c$</th>
<th>$t_c$</th>
<th>$r_c$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$+r_x$</td>
<td>0</td>
<td>Positive X</td>
<td>$-r_z$</td>
<td>$-r_y$</td>
<td>$r_x$</td>
</tr>
<tr>
<td>$-r_x$</td>
<td>1</td>
<td>Negative X</td>
<td>$+r_z$</td>
<td>$-r_y$</td>
<td>$r_x$</td>
</tr>
<tr>
<td>$+r_y$</td>
<td>2</td>
<td>Positive Y</td>
<td>$+r_z$</td>
<td>$r_y$</td>
<td></td>
</tr>
<tr>
<td>$-r_y$</td>
<td>3</td>
<td>Negative Y</td>
<td>$+r_z$</td>
<td>$-r_y$</td>
<td>$r_x$</td>
</tr>
<tr>
<td>$+r_z$</td>
<td>4</td>
<td>Positive Z</td>
<td>$+r_z$</td>
<td>$-r_y$</td>
<td>$r_x$</td>
</tr>
<tr>
<td>$-r_z$</td>
<td>5</td>
<td>Negative Z</td>
<td>$-r_x$</td>
<td>$-r_y$</td>
<td>$r_z$</td>
</tr>
</tbody>
</table>

**Table 24. Cube map derivative selection**

<table>
<thead>
<tr>
<th>Major Axis Direction</th>
<th>$\partial s_c / \partial x$</th>
<th>$\partial s_c / \partial y$</th>
<th>$\partial t_c / \partial x$</th>
<th>$\partial t_c / \partial y$</th>
<th>$\partial r_c / \partial x$</th>
<th>$\partial r_c / \partial y$</th>
</tr>
</thead>
<tbody>
<tr>
<td>$+r_x$</td>
<td>$-\partial r_z / \partial x$</td>
<td>$-\partial r_z / \partial y$</td>
<td>$-\partial r_y / \partial x$</td>
<td>$-\partial r_y / \partial y$</td>
<td>$+\partial r_z / \partial x$</td>
<td>$+\partial r_z / \partial y$</td>
</tr>
<tr>
<td>$-r_x$</td>
<td>$+\partial r_z / \partial x$</td>
<td>$+\partial r_z / \partial y$</td>
<td>$-\partial r_y / \partial x$</td>
<td>$-\partial r_y / \partial y$</td>
<td>$-\partial r_z / \partial x$</td>
<td>$-\partial r_z / \partial y$</td>
</tr>
<tr>
<td>$+r_y$</td>
<td>$+\partial r_z / \partial x$</td>
<td>$+\partial r_z / \partial y$</td>
<td>$+\partial r_z / \partial x$</td>
<td>$+\partial r_z / \partial y$</td>
<td>$+\partial r_y / \partial x$</td>
<td>$+\partial r_y / \partial y$</td>
</tr>
<tr>
<td>$-r_y$</td>
<td>$+\partial r_z / \partial x$</td>
<td>$+\partial r_z / \partial y$</td>
<td>$-\partial r_z / \partial x$</td>
<td>$-\partial r_z / \partial y$</td>
<td>$-\partial r_z / \partial x$</td>
<td>$-\partial r_z / \partial y$</td>
</tr>
<tr>
<td>$+r_z$</td>
<td>$+\partial r_z / \partial x$</td>
<td>$+\partial r_z / \partial y$</td>
<td>$-\partial r_z / \partial x$</td>
<td>$-\partial r_z / \partial y$</td>
<td>$-\partial r_z / \partial x$</td>
<td>$-\partial r_z / \partial y$</td>
</tr>
<tr>
<td>$-r_z$</td>
<td>$-\partial r_z / \partial x$</td>
<td>$-\partial r_z / \partial y$</td>
<td>$-\partial r_z / \partial x$</td>
<td>$-\partial r_z / \partial y$</td>
<td>$-\partial r_z / \partial x$</td>
<td>$-\partial r_z / \partial y$</td>
</tr>
</tbody>
</table>

**16.5.5. Cube Map Coordinate Transformation**

$$s_{face} = \frac{1}{2} \times \frac{s_c}{|r_c|} + \frac{1}{2}$$

$$t_{face} = \frac{1}{2} \times \frac{t_c}{|r_c|} + \frac{1}{2}$$

**16.5.6. Cube Map Derivative Transformation**
16.5.7. Scale Factor Operation, LOD Operation and Image Level(s) Selection

LOD selection can be either explicit (provided explicitly by the image instruction) or implicit (determined from a scale factor calculated from the derivatives). The LOD must be computed with \texttt{mipmapPrecisionBits} of accuracy.

**Scale Factor Operation**

The magnitude of the derivatives are calculated by:

\[
\begin{align*}
\frac{\partial s_{face}}{\partial x} &= \frac{\partial}{\partial x} \left( \frac{1}{2} \times \frac{s_c}{|r_c|} + \frac{1}{2} \right) \\
\frac{\partial s_{face}}{\partial y} &= \frac{\partial}{\partial y} \left( \frac{s_c}{|r_c|} \right) \\
\frac{\partial s_{face}}{\partial x} &= \frac{1}{2} \times \left( r_c \times \frac{\partial s_c / \partial x - s_c \times \partial r_c / \partial x}{(r_c)^2} \right) \\
\frac{\partial s_{face}}{\partial y} &= \frac{1}{2} \times \left( r_c \times \frac{\partial s_c / \partial y - s_c \times \partial r_c / \partial y}{(r_c)^2} \right) \\
\frac{\partial t_{face}}{\partial x} &= \frac{1}{2} \times \left( r_c \times \frac{\partial t_c / \partial x - t_c \times \partial r_c / \partial x}{(r_c)^2} \right) \\
\frac{\partial t_{face}}{\partial y} &= \frac{1}{2} \times \left( r_c \times \frac{\partial t_c / \partial y - t_c \times \partial r_c / \partial y}{(r_c)^2} \right)
\end{align*}
\]

where:

\[
\frac{\partial t}{\partial x} = \frac{\partial t}{\partial y} = 0 \text{ (for 1D images)}
\]
\[ \frac{\partial r}{\partial x} = \frac{\partial r}{\partial y} = 0 \] (for 1D, 2D or Cube images)

and:

\[ w_{\text{base}} = \text{image.w} \]

\[ h_{\text{base}} = \text{image.h} \]

\[ d_{\text{base}} = \text{image.d} \]

(for the baseMipLevel, from the image descriptor).

A point sampled in screen space has an elliptical footprint in texture space. The minimum and maximum scale factors (\( \rho_{\text{min}}, \rho_{\text{max}} \)) should be the minor and major axes of this ellipse.

The scale factors \( \rho_x \) and \( \rho_y \), calculated from the magnitude of the derivatives in x and y, are used to compute the minimum and maximum scale factors.

\( \rho_x \) and \( \rho_y \) may be approximated with functions \( f_x \) and \( f_y \), subject to the following constraints:

- \( f_x \) is continuous and monotonically increasing in each of \( m_{ux}, m_{vx}, \text{ and } m_{wx} \)
- \( f_y \) is continuous and monotonically increasing in each of \( m_{uy}, m_{vy}, \text{ and } m_{wy} \)

\[
\begin{align*}
\max(|m_{ux}|, |m_{vx}|, |m_{wx}|) & \leq f_x \leq \sqrt{2}(|m_{ux}| + |m_{vx}| + |m_{wx}|) \\
\max(|m_{uy}|, |m_{vy}|, |m_{wy}|) & \leq f_y \leq \sqrt{2}(|m_{uy}| + |m_{vy}| + |m_{wy}|)
\end{align*}
\]

The minimum and maximum scale factors (\( \rho_{\text{min}}, \rho_{\text{max}} \)) are determined by:

\[ \rho_{\text{max}} = \max(\rho_x, \rho_y) \]

\[ \rho_{\text{min}} = \min(\rho_x, \rho_y) \]

The ratio of anisotropy is determined by:

\[ \eta = \min(\rho_{\text{max}}/\rho_{\text{min}}, \max_{\text{Aniso}}) \]

where:

\[ \text{sampler.max}_{\text{Aniso}} = \max_{\text{Anisotropy}} \text{ (from sampler descriptor)} \]
limits.maxAniso = maxSamplerAnisotropy (from physical device limits)

maxAniso = min(sampler.maxAniso, limits.maxAniso)

If \( \rho_{\text{max}} = \rho_{\text{min}} = 0 \), then all the partial derivatives are zero, the fragment’s footprint in texel space is a point, and \( \eta \) should be treated as 1. If \( \rho_{\text{max}} \neq 0 \) and \( \rho_{\text{min}} = 0 \) then all partial derivatives along one axis are zero, the fragment’s footprint in texel space is a line segment, and \( \eta \) should be treated as maxAniso. However, anytime the footprint is small in texel space the implementation may use a smaller value of \( \eta \), even when \( \rho_{\text{min}} \) is zero or close to zero. If either VkPhysicalDeviceFeatures::samplerAnisotropy or VkSamplerCreateInfo::anisotropyEnable are VK_FALSE, maxAniso is set to 1.

If \( \eta = 1 \), sampling is isotropic. If \( \eta > 1 \), sampling is anisotropic.

The sampling rate (N) is derived as:

\[
N = ⌈\eta⌉
\]

An implementation may round N up to the nearest supported sampling rate. An implementation may use the value of N as an approximation of \( \eta \).

**LOD Operation**

The LOD parameter \( \lambda \) is computed as follows:

\[
\lambda_{\text{base}}(x, y) = \begin{cases} 
\text{shaderOp.Lod} & \text{(from optional SPIR-V operand)} \\
\log_{\eta}(\frac{\rho_{\text{max}}}{\eta}) & \text{otherwise}
\end{cases}
\]

\[
\lambda'(x, y) = \lambda_{\text{base}} + \text{clamp}(\text{sampler.bias} + \text{shaderOp.bias}, -\text{maxSamplerLodBias}, \text{maxSamplerLodBias})
\]

\[
\lambda = \begin{cases} 
\text{lod}_{\text{max}}, & \lambda' > \text{lod}_{\text{max}} \\
\text{lod}_{\text{min}}, & \text{lod}_{\text{min}} \leq \lambda' \leq \text{lod}_{\text{max}} \\
\text{undefined}, & \text{lod}_{\text{min}} > \text{lod}_{\text{max}}
\end{cases}
\]

where:

\[
sampler.bias = \text{mipLodBias}
\]

\[
\text{shaderOp.bias} = \begin{cases} 
\text{Bias} & \text{(from optional SPIR-V operand)} \\
0 & \text{otherwise}
\end{cases}
\]

\[
sampler.lod_{\text{min}} = \text{minLod}
\]

\[
\text{shaderOp.lod}_{\text{min}} = \begin{cases} 
\text{MinLod} & \text{(from optional SPIR-V operand)} \\
0 & \text{otherwise}
\end{cases}
\]

\[
\text{lod}_{\text{min}} = \max(sampler.lod_{\text{min}}, \text{shaderOp.lod}_{\text{min}})
\]

\[
\text{lod}_{\text{max}} = \maxLod
\]

and maxSamplerLodBias is the value of the VkPhysicalDeviceLimits feature maxSamplerLodBias.
Image Level(s) Selection

The image level(s) $d$, $d_{hi}$, and $d_{lo}$ which texels are read from are determined by an image-level parameter $d_l$, which is computed based on the LOD parameter, as follows:

$$d_l = \begin{cases} 
\text{nearest}(d') , & \text{mipmapMode is VK_SAMPLER_MIPMAP_MODE_NEAREST} \\
\text{otherwise} & 
\end{cases}$$

where:

$$d' = level_{base} + \text{clamp}(\lambda, 0, q)$$

$$\text{nearest}(d') = \begin{cases} 
[d' + 0.5] - 1 , & \text{preferred} \\
|d' + 0.5| , & \text{alternative} 
\end{cases}$$

and:

$$level_{base} = baseMipLevel$$

$$q = levelCount - 1$$

$baseMipLevel$ and $levelCount$ are taken from the subresourceRange of the image view.

If the sampler’s mipmapMode is VK_SAMPLER_MIPMAP_MODE_NEAREST, then the level selected is $d = d_l$.

If the sampler’s mipmapMode is VK_SAMPLER_MIPMAP_MODE_LINEAR, two neighboring levels are selected:

$$d_{hi} = \lfloor d_l \rfloor$$

$$d_{lo} = \min(d_{hi} + 1, level_{base} + q)$$

$$\delta = d_l - d_{hi}$$

$\delta$ is the fractional value, quantized to the number of mipmap precision bits, used for linear filtering between levels.

16.5.8. $(s,t,r,q,a)$ to $(u,v,w,a)$ Transformation

The normalized texel coordinates are scaled by the image level dimensions and the array layer is selected.

This transformation is performed once for each level used in filtering (either $d$, or $d_{hi}$ and $d_{lo}$).

$$u(x, y) = s(x, y) \times \text{width}_{scale} + \Delta_i$$

$$v(x, y) = \begin{cases} 
0 & \text{for 1D images} \\
t(x, y) \times \text{height}_{scale} + \Delta_j & \text{otherwise} 
\end{cases}$$

$$w(x, y) = \begin{cases} 
0 & \text{for 2D or Cube images} \\
r(x, y) \times \text{depth}_{scale} + \Delta_k & \text{otherwise} 
\end{cases}$$

$$a(x, y) = \begin{cases} 
a(x, y) & \text{for array images} \\
0 & \text{otherwise} 
\end{cases}$$
where:

\[ \text{width}_{\text{scale}} = \text{width}_{\text{level}} \]

\[ \text{height}_{\text{scale}} = \text{height}_{\text{level}} \]

\[ \text{depth}_{\text{scale}} = \text{depth}_{\text{level}} \]

and where \((\Delta_i, \Delta_j, \Delta_k)\) are taken from the image instruction if it includes a \texttt{ConstOffset} or \texttt{Offset} operand, otherwise they are taken to be zero.

Operations then proceed to Unnormalized Texel Coordinate Operations.

16.6. Unnormalized Texel Coordinate Operations

16.6.1. \((u,v,w,a)\) to \((i,j,k,l,n)\) Transformation and Array Layer Selection

The unnormalized texel coordinates are transformed to integer texel coordinates relative to the selected mipmap level.

The layer index \(l\) is computed as:

\[ l = \text{clamp}(\text{RNE}(a), 0, \text{layerCount} - 1) + \text{baseArrayLayer} \]

where \text{layerCount} is the number of layers in the image subresource range of the image view, \text{baseArrayLayer} is the first layer from the subresource range, and where:

\[
\text{RNE}(a) = \begin{cases} 
\text{roundTiesToEven}(a) & \text{preferred, from IEEE Std 754-2008 Floating-Point Arithmetic} \\
[a + 0.5] & \text{alternative}
\end{cases}
\]

The sample index \(n\) is assigned the value 0.

Nearest filtering (\texttt{VK_FILTER_NEAREST}) computes the integer texel coordinates that the unnormalized coordinates lie within:

\[
i = \lfloor u + \text{shift} \rfloor \\
j = \lfloor v + \text{shift} \rfloor \\
k = \lfloor w + \text{shift} \rfloor
\]

where:

\[ \text{shift} = 0.0 \]

Linear filtering (\texttt{VK_FILTER_LINEAR}) computes a set of neighboring coordinates which bound the
unnormalized coordinates. The integer texel coordinates are combinations of \(i_0\) or \(i_1\), \(j_0\) or \(j_1\), \(k_0\) or \(k_1\), as well as weights \(\alpha\), \(\beta\), and \(\gamma\).

\[
\begin{align*}
  i_0 &= \lfloor u - \text{shift} \rfloor \\
  i_1 &= i_0 + 1 \\
  j_0 &= \lfloor v - \text{shift} \rfloor \\
  j_1 &= j_0 + 1 \\
  k_0 &= \lfloor w - \text{shift} \rfloor \\
  k_1 &= k_0 + 1
\end{align*}
\]

\[
\begin{align*}
  \alpha &= \text{frac}(u - \text{shift}) \\
  \beta &= \text{frac}(v - \text{shift}) \\
  \gamma &= \text{frac}(w - \text{shift})
\end{align*}
\]

where:

\[
\text{shift} = 0.5
\]

and where:

\[
\text{frac}(x) = x - \lfloor x \rfloor
\]

where the number of fraction bits retained is specified by \texttt{VkPhysicalDeviceLimits::subTexelPrecisionBits}.

Cubic filtering (\texttt{VK_FILTER_CUBIC_EXT}) computes a set of neighboring coordinates which bound the unnormalized coordinates. The integer texel coordinates are combinations of \(i_0\), \(i_1\), \(i_2\) or \(i_3\), \(j_0\), \(j_1\), \(j_2\) or \(j_3\), \(k_0\), \(k_1\), \(k_2\) or \(k_3\), as well as weights \(\alpha\), \(\beta\), and \(\gamma\).

\[
\begin{align*}
  i_0 &= \lfloor u - \frac{3}{2} \rfloor \\
  i_1 &= i_0 + 1 \\
  i_2 &= i_1 + 1 \\
  i_3 &= i_2 + 1 \\
  j_0 &= \lfloor v - \frac{3}{2} \rfloor \\
  j_1 &= j_0 + 1 \\
  j_2 &= j_1 + 1 \\
  j_3 &= j_2 + 1 \\
  k_0 &= \lfloor w - \frac{3}{2} \rfloor \\
  k_1 &= k_0 + 1 \\
  k_2 &= k_1 + 1 \\
  k_3 &= k_2 + 1
\end{align*}
\]

\[
\begin{align*}
  \alpha &= \text{frac}\left(u - \frac{1}{2}\right) \\
  \beta &= \text{frac}\left(v - \frac{1}{2}\right) \\
  \gamma &= \text{frac}\left(w - \frac{1}{2}\right)
\end{align*}
\]

where:
where the number of fraction bits retained is specified by `VkPhysicalDeviceLimits::subTexelPrecisionBits`.

### 16.7. Integer Texel Coordinate Operations

The `OpImageFetch` and `OpImageFetchSparse` SPIR-V instructions may supply a LOD from which texels are to be fetched using the optional SPIR-V operand `Lod`. Other integer-coordinate operations must not. If the `Lod` is provided then it must be an integer.

The image level selected is:

\[
    d = level_{base} + \begin{cases} 
    Lod & \text{(from optional SPIR-V operand)} \\
    0 & \text{otherwise}
    \end{cases}
\]

If \(d\) does not lie in the range \([\text{baseMipLevel}, \text{baseMipLevel} + \text{levelCount})\) then any values fetched are zero if the `robustImageAccess2` feature is enabled, otherwise are undefined, and any writes (if supported) are discarded.

### 16.8. Image Sample Operations

#### 16.8.1. Wrapping Operation

`Cube` images ignore the wrap modes specified in the sampler. Instead, if `VK_FILTER_NEAREST` is used within a mip level then `VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_EDGE` is used, and if `VK_FILTER_LINEAR` is used within a mip level then sampling at the edges is performed as described earlier in the `Cube map edge handling` section.

The first integer texel coordinate \(i\) is transformed based on the `addressModeU` parameter of the sampler.

\[
i = \begin{cases} 
    i \mod \text{size} & \text{for repeat} \\
    (\text{size} - 1) - \text{mirror} ((i \mod (2 \times \text{size})) - \text{size}) & \text{for mirrored repeat} \\
    \text{clamp}(i, 0, \text{size} - 1) & \text{for clamp to edge} \\
    \text{clamp}(i, -1, \text{size}) & \text{for clamp to border} \\
    \text{clamp}(\text{mirror}(i), 0, \text{size} - 1) & \text{for mirror clamp to edge}
    \end{cases}
\]

where:

\[
    \text{mirror}(n) = \begin{cases} 
    n & \text{for } n \geq 0 \\
    -(1 + n) & \text{otherwise}
    \end{cases}
\]

\(j\) (for 2D and `Cube` image) and \(k\) (for 3D image) are similarly transformed based on the `addressModeV` and `addressModeW` parameters of the sampler, respectively.
16.8.2. Texel Gathering

SPIR-V instructions with \texttt{Gather} in the name return a vector derived from 4 texels in the base level of the image view. The rules for the \texttt{VK FILTER LINEAR} minification filter are applied to identify the four selected texels. Each texel is then converted to an RGBA value according to \texttt{conversion to RGBA} and then \texttt{swizzled}. A four-component vector is then assembled by taking the component indicated by the \texttt{Component} value in the instruction from the swizzled color value of the four texels. If the operation does not use the \texttt{ConstOffsets} image operand then the four texels form the \(2 \times 2\) rectangle used for texture filtering:

\[
\begin{align*}
\tau[R] &= \tau_{i0j0}\texttt{base}\langle level\rangle,comp \\texttt{base}\langle level\rangle,comp \\
\tau[G] &= \tau_{i1j0}\texttt{base}\langle level\rangle,comp \\
\tau[B] &= \tau_{i1j1}\texttt{base}\langle level\rangle,comp \\
\tau[A] &= \tau_{i0j1}\texttt{base}\langle level\rangle,comp
\end{align*}
\]

If the operation does use the \texttt{ConstOffsets} image operand then the offsets allow a custom filter to be defined:

\[
\begin{align*}
\tau[R] &= \tau_{i0j0} + \Delta_0\texttt{base}\langle level\rangle,comp \\
\tau[G] &= \tau_{i0j0} + \Delta_1\texttt{base}\langle level\rangle,comp \\
\tau[B] &= \tau_{i0j0} + \Delta_2\texttt{base}\langle level\rangle,comp \\
\tau[A] &= \tau_{i0j0} + \Delta_3\texttt{base}\langle level\rangle,comp
\end{align*}
\]

where:

\[
\tau\texttt{base}\langle level\rangle,comp = \begin{cases}
\tau\texttt{base}\langle level\rangle,R, & \text{for } \text{comp} = 0 \\
\tau\texttt{base}\langle level\rangle,G, & \text{for } \text{comp} = 1 \\
\tau\texttt{base}\langle level\rangle,B, & \text{for } \text{comp} = 2 \\
\tau\texttt{base}\langle level\rangle,A, & \text{for } \text{comp} = 3
\end{cases}
\]

\texttt{OpImage*Gather} must not be used on a sampled image with \texttt{sampler Y’C’C’ conversion} enabled.

16.8.3. Texel Filtering

Texel filtering is first performed for each level (either \(d\) or \(d_{hi}\) and \(d_{lo}\)).

If \(\lambda\) is less than or equal to zero, the texture is said to be \textit{magnified}, and the filter mode within a mip level is selected by the \texttt{magFilter} in the sampler. If \(\lambda\) is greater than zero, the texture is said to be \textit{minified}, and the filter mode within a mip level is selected by the \texttt{minFilter} in the sampler.

\textbf{Texel Nearest Filtering}

Within a mip level, \texttt{VK FILTER NEAREST} filtering selects a single value using the \((i, j, k)\) texel coordinates, with all texels taken from layer \(l\).
\[
\tau[\text{level}] = \begin{cases} 
\tau_{ijk}[\text{level}], & \text{for 3D image} \\
\tau_{ij}[\text{level}], & \text{for 2D or Cube image} \\
\tau_i[\text{level}], & \text{for 1D image}
\end{cases}
\]

**Texel Linear Filtering**

Within a mip level, **VK_FILTER_LINEAR** filtering combines 8 (for 3D), 4 (for 2D or Cube), or 2 (for 1D) texel values, together with their linear weights. The linear weights are derived from the fractions computed earlier:

\[
\begin{align*}
    w_{i_0} &= (1 - \alpha) \\
    w_{i_1} &= (\alpha) \\
    w_{j_0} &= (1 - \beta) \\
    w_{j_1} &= (\beta) \\
    w_{k_0} &= (1 - \gamma) \\
    w_{k_1} &= (\gamma)
\end{align*}
\]

The values of multiple texels, together with their weights, are combined to produce a filtered value.

The **VkSamplerReductionModeCreateInfo::reductionMode** can control the process by which multiple texels, together with their weights, are combined to produce a filtered texture value.

When the **reductionMode** is set (explicitly or implicitly) to **VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE**, a weighted average is computed:

\[
\begin{align*}
    \tau_{3D} &= \sum_{k = k_0}^{k_1} \sum_{j = j_0}^{j_1} \sum_{i = i_0}^{i_1} (w_i)(w_j)(w_k)\tau_{ijk} \\
    \tau_{2D} &= \sum_{j = j_0}^{j_1} \sum_{i = i_0}^{i_1} (w_i)(w_j)\tau_{ij} \\
    \tau_{1D} &= \sum_{i = i_0}^{i_1} (w_i)\tau_i
\end{align*}
\]

However, if the reduction mode is **VK_SAMPLER_REDUCTION_MODE_MIN** or **VK_SAMPLER_REDUCTION_MODE_MAX**, the process operates on the above set of multiple texels, together with their weights, computing a component-wise minimum or maximum, respectively, of the components of the set of texels with non-zero weights.

**Texel Cubic Filtering**

Within a mip level, **VK_FILTER_CUBIC_EXT**, filtering computes a weighted average of 64 (for 3D), 16 (for 2D), or 4 (for 1D) texel values, together with their Catmull-Rom weights.

Catmull-Rom weights are derived from the fractions computed earlier.
The values of multiple texels, together with their weights, are combined to produce a filtered value.

The `VkSamplerReductionModeCreateInfo::reductionMode` can control the process by which multiple texels, together with their weights, are combined to produce a filtered texture value.

When the `reductionMode` is set (explicitly or implicitly) to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`, a weighted average is computed:

$$
\tau_{3D} = \sum_{k=j_0}^{k_3} \sum_{j=j_0}^{j_3} \sum_{l=l_0}^{l_3} (w_i)(w_j)(w_k)\tau_{ijk}
$$

$$
\tau_{2D} = \sum_{j=j_0}^{j_3} \sum_{l=l_0}^{l_3} (w_i)(w_j)\tau_{ij}
$$

$$
\tau_{1D} = \sum_{i=i_0}^{i_3} (w_i)\tau_i
$$

However, if the reduction mode is `VK_SAMPLER_REDUCTION_MODE_MIN` or `VK_SAMPLER_REDUCTION_MODE_MAX`, the process operates on the above set of multiple texels, together with their weights, computing a component-wise minimum or maximum, respectively, of the components of the set of texels with non-zero weights.

**Texel Mipmap Filtering**

`VK_SAMPLER_MIPMAP_MODE_NEAREST` filtering returns the value of a single mipmap level,

$$
\tau = \tau[d].
$$

`VK_SAMPLER_MIPMAP_MODE_LINEAR` filtering combines the values of multiple mipmap levels ($\tau[hi]$ and $\tau[lo]$), together with their linear weights.

The linear weights are derived from the fraction computed earlier:

$$
\begin{align*}
\mathbf{w}_{hi} &= (1 - \delta) \\
\mathbf{w}_{lo} &= (\delta)
\end{align*}
$$
The values of multiple mipmap levels, together with their weights, are combined to produce a final filtered value.

The `VkSamplerReductionModeCreateInfo::reductionMode` can control the process by which multiple texels, together with their weights, are combined to produce a filtered texture value.

When the `reductionMode` is set (explicitly or implicitly) to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`, a weighted average is computed:

$$\tau = (w_{hi})\tau[hi] + (w_{lo})\tau[lo]$$

However, if the reduction mode is `VK_SAMPLER_REDUCTION_MODE_MIN` or `VK_SAMPLER_REDUCTION_MODE_MAX`, the process operates on the above values, together with their weights, computing a component-wise minimum or maximum, respectively, of the components of the values with non-zero weights.

**Texel Anisotropic Filtering**

Anisotropic filtering is enabled by the `anisotropyEnable` in the sampler. When enabled, the image filtering scheme accounts for a degree of anisotropy.

The particular scheme for anisotropic texture filtering is implementation-dependent. Implementations should consider the `magFilter`, `minFilter` and `mipmapMode` of the sampler to control the specifics of the anisotropic filtering scheme used. In addition, implementations should consider `minLod` and `maxLod` of the sampler.

**Note**

For historical reasons, vendor implementations of anisotropic filtering interpret these sampler parameters in different ways, particularly in corner cases such as `magFilter`, `minFilter` of `NEAREST` or `maxAnisotropy` equal to 1.0. Applications should not expect consistent behavior in such cases, and should use anisotropic filtering only with parameters which are expected to give a quality improvement relative to `LINEAR` filtering.

The following describes one particular approach to implementing anisotropic filtering for the 2D Image case; implementations may choose other methods:

Given a `magFilter`, `minFilter` of `VK_FILTER_LINEAR` and a `mipmapMode` of `VK_SAMPLER_MIPMAP_MODE_NEAREST`:

Instead of a single isotropic sample, N isotropic samples are sampled within the image footprint of the image level d to approximate an anisotropic filter. The sum $\tau_{2Daniso}$ is defined using the single isotropic $\tau_{2D}(u,v)$ at level d.

$$\tau_{2Daniso} = \frac{1}{N} \sum_{i=1}^{N} \tau_{2D} \left( u \left( x - \frac{1}{2} + \frac{i}{N+1}, y \right), v \left( x - \frac{1}{2} + \frac{i}{N+1} \right) \right).$$

when $\rho_x > \rho_y$

$$\tau_{2Daniso} = \frac{1}{N} \sum_{i=1}^{N} \tau_{2D} \left( u \left( x, y - \frac{1}{2} + \frac{i}{N+1} \right), v \left( x, y - \frac{1}{2} + \frac{i}{N+1} \right) \right).$$

when $\rho_y \geq \rho_x$

When `VkSamplerReductionModeCreateInfo::reductionMode` is set to
16.9. Image Operation Steps

Each step described in this chapter is performed by a subset of the image instructions:

- Texel Input Validation Operations, Format Conversion, Texel Replacement, Conversion to RGBA, and Component Swizzle: Performed by all instructions except OpImageWrite.
- Depth Comparison: Performed by OpImage*Dref instructions.
- All Texel output operations: Performed by OpImageWrite.
- Projection: Performed by all OpImage*Proj instructions.
- Derivative Image Operations, Cube Map Operations, Scale Factor Operation, LOD Operation and Image Level(s) Selection, and Texel Anisotropic Filtering: Performed by all OpImageSample* and OpImageSparseSample* instructions.
- (s,t,r,q,a) to (u,v,w,a) Transformation, Wrapping, and (u,v,w,a) to (i,j,k,l,n) Transformation And Array Layer Selection: Performed by all OpImageSample, OpImageSparseSample, and OpImage*Gather instructions.
- Texel Filtering: Performed by all OpImageSample* and OpImageSparseSample* instructions.
- Sparse Residency: Performed by all OpImageSparse* instructions.

16.10. Image Query Instructions

16.10.1. Image Property Queries

OpImageQuerySize, OpImageQuerySizeLod, OpImageQueryLevels, and OpImageQuerySamples query properties of the image descriptor that would be accessed by a shader image operation. They return 0 if the bound descriptor is a null descriptor.

OpImageQuerySizeLod returns the size of the image level identified by the Level of Detail operand. If that level does not exist in the image, and the descriptor is not null, then the value returned is undefined.

16.10.2. Lod Query

OpImageQueryLod returns the Lod parameters that would be used in an image operation with the given image and coordinates. If the descriptor that would be accessed is a null descriptor then (0,0) is returned. Otherwise, the steps described in this chapter are performed as if for OpImageSampleImplicitLod, up to Scale Factor Operation, LOD Operation and Image Level(s) Selection. The return value is the vector (λ', d). These values may be subject to implementation-
specific maxima and minima for very large, out-of-range values.
Chapter 17. Queries

Queries provide a mechanism to return information about the processing of a sequence of Vulkan commands. Query operations are asynchronous, and as such, their results are not returned immediately. Instead, their results, and their availability status are stored in a Query Pool. The state of these queries can be read back on the host, or copied to a buffer object on the device.

The supported query types are Occlusion Queries, Pipeline Statistics Queries, and Timestamp Queries. Performance Queries are supported if the associated extension is available.

17.1. Query Pools

Queries are managed using query pool objects. Each query pool is a collection of a specific number of queries of a particular type.

Query pools are represented by VkQueryPool handles:

```c
// Provided by VK_VERSION_1_0
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkQueryPool)
```

To create a query pool, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkCreateQueryPool(
    VkDevice device,           // Logical device that creates the query pool.
    const VkQueryPoolCreateInfo* pCreateInfo,       // Pointer to a VkQueryPoolCreateInfo structure containing the number and type of queries to be managed by the pool.
    const VkAllocationCallbacks* pAllocator,         // Controls host memory allocation as described in the Memory Allocation chapter.
    VkQueryPool* pQueryPool
);
```

- `device` is the logical device that creates the query pool.
- `pCreateInfo` is a pointer to a VkQueryPoolCreateInfo structure containing the number and type of queries to be managed by the pool.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.
- `pQueryPool` is a pointer to a VkQueryPool handle in which the resulting query pool object is returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, `vkCreateQueryPool` must not return VK_ERROR_OUT_OF_HOST_MEMORY.

### Valid Usage

- VUID-vkCreateQueryPool-device-09663
  - `device` must support at least one queue family with one of the VK_QUEUE_COMPUTE_BIT, or VK_QUEUE_GRAPHICS_BIT capabilities
The number of query pools currently allocated from device plus 1 must be less than or equal to the total number of query pools requested via VkDeviceObjectReservationCreateInfo::queryPoolRequestCount specified when device was created.

**Valid Usage (Implicit)**

- VUID-vkCreateQueryPool-device-parameter
  device must be a valid VkDevice handle
- VUID-vkCreateQueryPool-pCreateInfo-parameter
  pCreateInfo must be a valid pointer to a valid VkQueryPoolCreateInfo structure
- VUID-vkCreateQueryPool-pAllocator-null
  pAllocator must be NULL
- VUID-vkCreateQueryPool-pQueryPool-parameter
  pQueryPool must be a valid pointer to a VkQueryPool handle

**Return Codes**

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkQueryPoolCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkQueryPoolCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkQueryPoolCreateFlags flags;
    VkQueryType queryType;
    uint32_t queryCount;
    VkQueryPipelineStatisticFlags pipelineStatistics;
} VkQueryPoolCreateInfo;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **flags** is reserved for future use.
- **queryType** is a VkQueryType value specifying the type of queries managed by the pool.
• **queryCount** is the number of queries managed by the pool.

• **pipelineStatistics** is a bitmask of **VkQueryPipelineStatisticFlagBits** specifying which counters will be returned in queries on the new pool, as described below in Pipeline Statistics Queries.

**pipelineStatistics** is ignored if **queryType** is not VK_QUERY_TYPE_PIPELINE_STATISTICS.

### Valid Usage

- **VUID-VkQueryPoolCreateInfo-queryType-00791**
  
  If the **pipelineStatisticsQuery** feature is not enabled, **queryType** must not be VK_QUERY_TYPE_PIPELINE_STATISTICS

- **VUID-VkQueryPoolCreateInfo-queryType-00792**
  
  If **queryType** is VK_QUERY_TYPE_PIPELINE_STATISTICS, **pipelineStatistics** must be a valid combination of **VkQueryPipelineStatisticFlagBits** values

- **VUID-VkQueryPoolCreateInfo-queryType-09534**
  
  If **queryType** is VK_QUERY_TYPE_PIPELINE_STATISTICS, **pipelineStatistics** must not be zero

- **VUID-VkQueryPoolCreateInfo-queryType-03222**
  
  If **queryType** is VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR, the **pNext** chain must include a **VkQueryPoolPerformanceCreateInfoKHR** structure

- **VUID-VkQueryPoolCreateInfo-queryCount-02763**
  
  **queryCount** must be greater than 0

- **VUID-VkQueryPoolCreateInfo-queryType-05046**
  
  If **queryType** is VK_QUERY_TYPE_OCCLUSION then **queryCount** must be less than or equal to the maximum of all **VkDeviceObjectReservationCreateInfo::maxOcclusionQueriesPerPool** values specified when **device** was created

- **VUID-VkQueryPoolCreateInfo-queryType-05047**
  
  If **queryType** is VK_QUERY_TYPE_PIPELINE_STATISTICS then **queryCount** must be less than or equal to the maximum of all **VkDeviceObjectReservationCreateInfo::maxPipelineStatisticsQueriesPerPool** values specified when **device** was created

- **VUID-VkQueryPoolCreateInfo-queryType-05048**
  
  If **queryType** is VK_QUERY_TYPE_TIMESTAMP then **queryCount** must be less than or equal to the maximum of all **VkDeviceObjectReservationCreateInfo::maxTimestampQueriesPerPool** values specified when **device** was created

- **VUID-VkQueryPoolCreateInfo-queryType-05049**
  
  If **queryType** is VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR then **queryCount** must be less than or equal to the maximum of all **VkPerformanceQueryReservationInfoKHR::maxPerformanceQueriesPerPool** values specified when **device** was created

### Valid Usage (Implicit)

- **VUID-VkQueryPoolCreateInfo-sType-sType**
  
  **sType** must be VK_STRUCTURE_TYPE_QUERY_POOL_CREATE_INFO

- **VUID-VkQueryPoolCreateInfo-pNext-pNext**
pNext must be NULL or a pointer to a valid instance of VkQueryPoolPerformanceCreateInfoKHR

- VUID-VkQueryPoolCreateInfo-sType-unique
  The sType value of each struct in the pNext chain must be unique

- VUID-VkQueryPoolCreateInfo-flags-zerobitmask
  flags must be 0

- VUID-VkQueryPoolCreateInfo-queryType-parameter
  queryType must be a valid VkQueryType value

// Provided by VK_VERSION_1_0
typedef VkFlags VkQueryPoolCreateFlags;

VkQueryPoolCreateFlags is a bitmask type for setting a mask, but is currently reserved for future use.

The VkQueryPoolPerformanceCreateInfoKHR structure is defined as:

// Provided by VK_KHR_performance_query
typedef struct VkQueryPoolPerformanceCreateInfoKHR {
  VkStructureType sType;
  const void* pNext;
  uint32_t queueFamilyIndex;
  uint32_t counterIndexCount;
  const uint32_t* pCounterIndices;
} VkQueryPoolPerformanceCreateInfoKHR;

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- queueFamilyIndex is the queue family index to create this performance query pool for.
- counterIndexCount is the length of the pCounterIndices array.
- pCounterIndices is a pointer to an array of indices into the vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR::pCounters to enable in this performance query pool.

Valid Usage

- VUID-VkQueryPoolPerformanceCreateInfoKHR-queueFamilyIndex-03236
  queueFamilyIndex must be a valid queue family index of the device

- VUID-VkQueryPoolPerformanceCreateInfoKHR-performanceCounterQueryPools-03237
  The performanceCounterQueryPools feature must be enabled

- VUID-VkQueryPoolPerformanceCreateInfoKHR-pCounterIndices-03321
  Each element of pCounterIndices must be in the range of counters reported by vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR for the queue family
To query the number of passes required to query a performance query pool on a physical device, call:

```c
// Provided by VK_KHR_performance_query
void vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR(
    VkPhysicalDevice physicalDevice,
    const VkQueryPoolPerformanceCreateInfoKHR* pPerformanceQueryCreateInfo,
    uint32_t* pNumPasses);
```

- `physicalDevice` is the handle to the physical device whose queue family performance query counter properties will be queried.
- `pPerformanceQueryCreateInfo` is a pointer to a `VkQueryPoolPerformanceCreateInfoKHR` of the performance query that is to be created.
- `pNumPasses` is a pointer to an integer related to the number of passes required to query the performance query pool, as described below.

The `pPerformanceQueryCreateInfo` member `VkQueryPoolPerformanceCreateInfoKHR::queueFamilyIndex` must be a queue family of `physicalDevice`. The number of passes required to capture the counters specified in the `pPerformanceQueryCreateInfo` member `VkQueryPoolPerformanceCreateInfoKHR::pCounters` is returned in `pNumPasses`. 
pNumPasses must be a valid pointer to a uint32_t value

Query pools cannot be destroyed [SCID-4]. If VkPhysicalDeviceVulkanSC10Properties::deviceDestroyFreesMemory is VK_TRUE, the memory is returned to the system when the device is destroyed.

Possible values of VkQueryPoolCreateInfo::queryType, specifying the type of queries managed by the pool, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkQueryType {
    VK_QUERY_TYPE_OCCLUSION = 0,
    VK_QUERY_TYPE_PIPELINE_STATISTICS = 1,
    VK_QUERY_TYPE_TIMESTAMP = 2,
    // Provided by VK_KHR_performance_query
    VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR = 1000116000,
} VkQueryType;
```

- VK_QUERY_TYPE_OCCLUSION specifies an occlusion query.
- VK_QUERY_TYPE_PIPELINE_STATISTICS specifies a pipeline statistics query.
- VK_QUERY_TYPE_TIMESTAMP specifies a timestamp query.
- VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR specifies a performance query.

17.2. Query Operation

The operation of queries is controlled by the commands vkCmdBeginQuery, vkCmdEndQuery, vkCmdResetQueryPool, vkCmdCopyQueryPoolResults, vkCmdWriteTimestamp2KHR, and vkCmdWriteTimestamp.

In order for a VkCommandBuffer to record query management commands, the queue family for which its VkCommandPool was created must support the appropriate type of operations (graphics, compute) suitable for the query type of a given query pool.

Each query in a query pool has a status that is either unavailable or available, and also has state to store the numerical results of a query operation of the type requested when the query pool was created. Resetting a query via vkCmdResetQueryPool or vkResetQueryPool sets the status to unavailable and makes the numerical results undefined. A query is made available by the operation of vkCmdEndQuery, vkCmdWriteTimestamp2KHR, or vkCmdWriteTimestamp. Both the availability status and numerical results can be retrieved by calling either_vkGetQueryPoolResults or vkCmdCopyQueryPoolResults.

After query pool creation, each query is in an uninitialized state and must be reset before it is used. Queries must also be reset between uses.

If a logical device includes multiple physical devices, then each command that writes a query must execute on a single physical device, and any call to vkCmdBeginQuery must execute the
To reset a range of queries in a query pool on a queue, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdResetQueryPool(
    VkCommandBuffer commandBuffer,
    VkQueryPool queryPool,
    uint32_t firstQuery,
    uint32_t queryCount);
```

- `commandBuffer` is the command buffer into which this command will be recorded.
- `queryPool` is the handle of the query pool managing the queries being reset.
- `firstQuery` is the initial query index to reset.
- `queryCount` is the number of queries to reset.

When executed on a queue, this command sets the status of query indices `[firstQuery, firstQuery + queryCount - 1]` to unavailable.

This command defines an execution dependency between other query commands that reference the same query.

The first synchronization scope includes all commands which reference the queries in `queryPool` indicated by `firstQuery` and `queryCount` that occur earlier in submission order.

The second synchronization scope includes all commands which reference the queries in `queryPool` indicated by `firstQuery` and `queryCount` that occur later in submission order.

The operation of this command happens after the first scope and happens before the second scope.

If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR`, this command sets the status of query indices `[firstQuery, firstQuery + queryCount - 1]` to unavailable for each pass of `queryPool`, as indicated by a call to `vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR`.

---

**Note**

Because `vkCmdResetQueryPool` resets all the passes of the indicated queries, applications must not record a `vkCmdResetQueryPool` command for a `queryPool` created with `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR` in a command buffer that needs to be submitted multiple times as indicated by a call to `vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR`. Otherwise applications will never be able to complete the recorded queries.

---

**Valid Usage**

- **VUID-vkCmdResetQueryPool-firstQuery-09436**
  
  `firstQuery` must be less than the number of queries in `queryPool`
The sum of `firstQuery` and `queryCount` must be less than or equal to the number of queries in `queryPool`.

All queries used by the command must not be active.

If `queryPool` was created with `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR`, this command must not be recorded in a command buffer that, either directly or through secondary command buffers, also contains begin commands for a query from the set of queries `[firstQuery, firstQuery + queryCount - 1]`.

**Valid Usage (Implicit)**

- **VUID-vkCmdResetQueryPool-commandBuffer-parameter**
  
  `commandBuffer` must be a valid `VkCommandBuffer` handle.

- **VUID-vkCmdResetQueryPool-queryPool-parameter**
  
  `queryPool` must be a valid `VkQueryPool` handle.

- **VUID-vkCmdResetQueryPool-commandBuffer-recording**
  
  `commandBuffer` must be in the recording state.

- **VUID-vkCmdResetQueryPool-commandBuffer-cmdpool**
  
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics, or compute operations.

- **VUID-vkCmdResetQueryPool-renderpass**
  
  This command must only be called outside of a render pass instance.

- **VUID-vkCmdResetQueryPool-commonparent**
  
  Both of `commandBuffer`, and `queryPool` must have been created, allocated, or retrieved from the same `VkDevice`.

**Host Synchronization**

- Host access to `commandBuffer` must be externally synchronized.

- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized.

**Command Properties**

<table>
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<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>
To reset a range of queries in a query pool on the host, call:

```c
// Provided by VK_VERSION_1_2
void vkResetQueryPool(
    VkDevice device,
    VkQueryPool queryPool,
    uint32_t firstQuery,
    uint32_t queryCount);
```

- `device` is the logical device that owns the query pool.
- `queryPool` is the handle of the query pool managing the queries being reset.
- `firstQuery` is the initial query index to reset.
- `queryCount` is the number of queries to reset.

This command sets the status of query indices `[firstQuery, firstQuery + queryCount - 1]` to unavailable.

If `queryPool` is `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR` this command sets the status of query indices `[firstQuery, firstQuery + queryCount - 1]` to unavailable for each pass.

### Valid Usage

- **VUID-vkResetQueryPool-firstQuery-09436**
  firstQuery must be less than the number of queries in queryPool

- **VUID-vkResetQueryPool-firstQuery-09437**
  The sum of firstQuery and queryCount must be less than or equal to the number of queries in queryPool

- **VUID-vkResetQueryPool-None-02665**
  The hostQueryReset feature must be enabled

- **VUID-vkResetQueryPool-firstQuery-02741**
  Submitted commands that refer to the range specified by firstQuery and queryCount in queryPool must have completed execution

- **VUID-vkResetQueryPool-firstQuery-02742**
  The range of queries specified by firstQuery and queryCount in queryPool must not be in use by calls to vkGetQueryPoolResults or vkResetQueryPool in other threads

### Valid Usage (Implicit)

- **VUID-vkResetQueryPool-device-parameter**
  device must be a valid VkDevice handle

- **VUID-vkResetQueryPool-queryPool-parameter**
  queryPool must be a valid VkQueryPool handle
Once queries are reset and ready for use, query commands can be issued to a command buffer. Occlusion queries and pipeline statistics queries count events - drawn samples and pipeline stage invocations, respectively - resulting from commands that are recorded between a vkCmdBeginQuery command and a vkCmdEndQuery command within a specified command buffer, effectively scoping a set of drawing and/or dispatching commands. Timestamp queries write timestamps to a query pool. Performance queries record performance counters to a query pool.

A query must begin and end in the same command buffer, although if it is a primary command buffer, and the inheritedQueries feature is enabled, it can execute secondary command buffers during the query operation. For a secondary command buffer to be executed while a query is active, it must set the occlusionQueryEnable, queryFlags, and/or pipelineStatistics members of VkCommandBufferInheritanceInfo to conservative values, as described in the Command Buffer Recording section. A query must either begin and end inside the same subpass of a render pass instance, or must both begin and end outside of a render pass instance (i.e. contain entire render pass instances).

If queries are used while executing a render pass instance that has multiview enabled, the query uses N consecutive query indices in the query pool (starting at query) where N is the number of bits set in the view mask in the subpass the query is used in. How the numerical results of the query are distributed among the queries is implementation-dependent. For example, some implementations may write each view’s results to a distinct query, while other implementations may write the total result to the first query and write zero to the other queries. However, the sum of the results in all the queries must accurately reflect the total result of the query summed over all views. Applications can sum the results from all the queries to compute the total result.

Queries used with multiview rendering must not span subpasses, i.e. they must begin and end in the same subpass.

To begin a query, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdBeginQuery(
    VkCommandBuffer commandBuffer,
    VkQueryPool queryPool,
    uint32_t query,
    VkQueryControlFlags flags);
```

- commandBuffer is the command buffer into which this command will be recorded.
- queryPool is the query pool that will manage the results of the query.
- query is the query index within the query pool that will contain the results.
- flags is a bitmask of VkQueryControlFlagBits specifying constraints on the types of queries that can be performed.

If the queryType of the pool is VK_QUERY_TYPE_OCCLUSION and flags contains
VK_QUERY_CONTROL_PRECISE_BIT, an implementation must return a result that matches the actual number of samples passed. This is described in more detail in Occlusion Queries.

After beginning a query, that query is considered active within the command buffer it was called in until that same query is ended. Queries active in a primary command buffer when secondary command buffers are executed are considered active for those secondary command buffers.

This command defines an execution dependency between other query commands that reference the same query.

The first synchronization scope includes all commands which reference the queries in queryPool indicated by query that occur earlier in submission order.

The second synchronization scope includes all commands which reference the queries in queryPool indicated by query that occur later in submission order.

The operation of this command happens after the first scope and happens before the second scope.

Valid Usage

- VUID-vkCmdBeginQuery-None-00807
  All queries used by the command must be unavailable

- VUID-vkCmdBeginQuery-queryType-02804
  The queryType used to create queryPool must not be VK_QUERY_TYPE_TIMESTAMP

- VUID-vkCmdBeginQuery-queryType-00800
  If the occlusionQueryPrecise feature is not enabled, or the queryType used to create queryPool was not VK_QUERY_TYPE_OCCLUSION, flags must not contain VK_QUERY_CONTROL_PRECISE_BIT

- VUID-vkCmdBeginQuery-query-00802
  query must be less than the number of queries in queryPool

- VUID-vkCmdBeginQuery-queryType-00803
  If the queryType used to create queryPool was VK_QUERY_TYPE_OCCLUSION, the VkCommandPool that commandBuffer was allocated from must support graphics operations

- VUID-vkCmdBeginQuery-queryType-00804
  If the queryType used to create queryPool was VK_QUERY_TYPE_PIPELINE_STATISTICS and any of the pipelineStatistics indicate graphics operations, the VkCommandPool that commandBuffer was allocated from must support graphics operations

- VUID-vkCmdBeginQuery-queryType-00805
  If the queryType used to create queryPool was VK_QUERY_TYPE_PIPELINE_STATISTICS and any of the pipelineStatistics indicate compute operations, the VkCommandPool that commandBuffer was allocated from must support compute operations

- VUID-vkCmdBeginQuery-commandBuffer-01885
  commandBuffer must not be a protected command buffer

- VUID-vkCmdBeginQuery-query-00808
  If called within a render pass instance, the sum of query and the number of bits set in the
current subpass’s view mask **must** be less than or equal to the number of queries in `queryPool`.

**VUID-vkCmdBeginQuery-queryPool-01922**

`queryPool` **must** have been created with a `queryType` that differs from that of any queries that are active within `commandBuffer`.

**VUID-vkCmdBeginQuery-queryPool-07289**

If `queryPool` was created with a `queryType` of `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR`, then the `VkQueryPoolPerformanceCreateInfoKHR::queueFamilyIndex` `queryPool` was created with **must** equal the queue family index of the `VkCommandPool` that `commandBuffer` was allocated from.

**VUID-vkCmdBeginQuery-queryPool-03223**

If `queryPool` was created with a `queryType` of `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR`, the profiling lock **must** have been held before `vkBeginCommandBuffer` was called on `commandBuffer`.

**VUID-vkCmdBeginQuery-queryPool-03224**

If `queryPool` was created with a `queryType` of `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR` and one of the counters used to create `queryPool` was `VK_PERFORMANCE_COUNTER_SCOPE_COMMAND_BUFFER_KHR`, the query begin **must** be the first recorded command in `commandBuffer`.

**VUID-vkCmdBeginQuery-queryPool-03225**

If `queryPool` was created with a `queryType` of `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR` and another query pool with a `queryType` `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR` has been used within `commandBuffer`, its parent primary command buffer or secondary command buffer recorded within the same parent primary command buffer as `commandBuffer`, the `performanceCounterMultipleQueryPools` feature **must** be enabled.

**VUID-vkCmdBeginQuery-None-02863**

If `queryPool` was created with a `queryType` of `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR`, this command **must** not be recorded in a command buffer that, either directly or through secondary command buffers, also contains a `vkCmdResetQueryPool` command affecting the same query.

---

**Valid Usage (Implicit)**

- **VUID-vkCmdBeginQuery-commandBuffer-parameter**
  
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle.

- **VUID-vkCmdBeginQuery-queryPool-parameter**
  
  `queryPool` **must** be a valid `VkQueryPool` handle.

- **VUID-vkCmdBeginQuery-flags-parameter**

---
flags must be a valid combination of VkQueryControlFlagBits values

- VUID-vkCmdBeginQuery-commandBuffer-recording
  commandBuffer must be in the recording state
- VUID-vkCmdBeginQuery-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics, or compute operations
- VUID-vkCmdBeginQuery-commonparent
  Both of commandBuffer, and queryPool must have been created, allocated, or retrieved from the same VkDevice

Host Synchronization

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Command Properties

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Bits which can be set in vkCmdBeginQuery::flags, specifying constraints on the types of queries that can be performed, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkQueryControlFlagBits {
    VK_QUERY_CONTROL_PRECISE_BIT = 0x00000001,
} VkQueryControlFlagBits;
```

- **VK_QUERY_CONTROL_PRECISE_BIT** specifies the precision of occlusion queries.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkQueryControlFlags;
```

VkQueryControlFlags is a bitmask type for setting a mask of zero or more VkQueryControlFlagBits.

To end a query after the set of desired drawing or dispatching commands is executed, call:
void vkCmdEndQuery(
    VkCommandBuffer commandBuffer,
    VkQueryPool queryPool,
    uint32_t query);

• commandBuffer is the command buffer into which this command will be recorded.
• queryPool is the query pool that is managing the results of the query.
• query is the query index within the query pool where the result is stored.

The command completes the query in queryPool identified by query, and marks it as available.

This command defines an execution dependency between other query commands that reference the same query.

The first synchronization scope includes all commands which reference the queries in queryPool indicated by query that occur earlier in submission order.

The second synchronization scope includes only the operation of this command.

Valid Usage

• VUID-vkCmdEndQuery-None-01923
  All queries used by the command must be active

• VUID-vkCmdEndQuery-query-00810
  query must be less than the number of queries in queryPool

• VUID-vkCmdEndQuery-commandBuffer-01886
  commandBuffer must not be a protected command buffer

• VUID-vkCmdEndQuery-query-00812
  If vkCmdEndQuery is called within a render pass instance, the sum of query and the number of bits set in the current subpass’s view mask must be less than or equal to the number of queries in queryPool

• VUID-vkCmdEndQuery-queryPool-03227
  If queryPool was created with a queryType of VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR and one or more of the counters used to create queryPool was VK_PERFORMANCE_COUNTER_SCOPE_COMMAND_BUFFER_KHR, the vkCmdEndQuery must be the last recorded command in commandBuffer

• VUID-vkCmdEndQuery-queryPool-03228
  If queryPool was created with a queryType of VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR and one or more of the counters used to create queryPool was VK_PERFORMANCE_COUNTER_SCOPE_RENDER_PASS_KHR, the vkCmdEndQuery must not be recorded within a render pass instance

• VUID-vkCmdEndQuery-None-07007
  If called within a subpass of a render pass instance, the corresponding vkCmdBeginQuery*
command **must** have been called previously within the same subpass

### Valid Usage (Implicit)

- VUID-vkCmdEndQuery-commandBuffer-parameter  
  commandBuffer **must** be a valid VkCommandBuffer handle

- VUID-vkCmdEndQuery-queryPool-parameter  
  queryPool **must** be a valid VkQueryPool handle

- VUID-vkCmdEndQuery-commandBuffer-recording  
  commandBuffer **must** be in the recording state

- VUID-vkCmdEndQuery-commandBuffer-cmdpool  
  The VkCommandPool that commandBuffer was allocated from **must** support graphics, or compute operations

- VUID-vkCmdEndQuery-commonparent  
  Both of commandBuffer, and queryPool **must** have been created, allocated, or retrieved from the same VkDevice

### Host Synchronization

- Host access to commandBuffer **must** be externally synchronized

- Host access to the VkCommandPool that commandBuffer was allocated from **must** be externally synchronized

### Command Properties

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</tr>
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An application **can** retrieve results either by requesting they be written into application-provided memory, or by requesting they be copied into a VkBuffer. In either case, the layout in memory is defined as follows:

- The first query’s result is written starting at the first byte requested by the command, and each subsequent query’s result begins **stride** bytes later.

- Occlusion queries, pipeline statistics queries, and timestamp queries store results in a tightly packed array of unsigned integers, either 32- or 64-bits as requested by the command, storing the numerical results and, if requested, the availability status.

- Performance queries store results in a tightly packed array whose type is determined by the **unit** member of the corresponding VkPerformanceCounterKHR.
• If `VK_QUERY_RESULT_WITH_AVAILABILITY_BIT` is used, the final element of each query's result is an integer indicating whether the query's result is available, with any non-zero value indicating that it is available.

• Occlusion queries write one integer value - the number of samples passed. Pipeline statistics queries write one integer value for each bit that is enabled in the `pipelineStatistics` when the pool is created, and the statistics values are written in bit order starting from the least significant bit. Timestamp queries write one integer value. Performance queries write one `VkPerformanceCounterResultKHR` value for each `VkPerformanceCounterKHR` in the query.

• If more than one query is retrieved and `stride` is not at least as large as the size of the array of values corresponding to a single query, the values written to memory are undefined.

To retrieve status and results for a set of queries, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkGetQueryPoolResults(
    VkDevice device,
    VkQueryPool queryPool,
    uint32_t firstQuery,
    uint32_t queryCount,
    size_t dataSize,
    void* pData,
    VkDeviceSize stride,
    VkQueryResultFlags flags);
```

- `device` is the logical device that owns the query pool.
- `queryPool` is the query pool managing the queries containing the desired results.
- `firstQuery` is the initial query index.
- `queryCount` is the number of queries to read.
- `dataSize` is the size in bytes of the buffer pointed to by `pData`.
- `pData` is a pointer to a user-allocated buffer where the results will be written.
- `stride` is the stride in bytes between results for individual queries within `pData`.
- `flags` is a bitmask of `VkQueryResultFlagBits` specifying how and when results are returned.

Any results written for a query are written according to a layout dependent on the query type.

If no bits are set in `flags`, and all requested queries are in the available state, results are written as an array of 32-bit unsigned integer values. Behavior when not all queries are available is described below.

If `VK_QUERY_RESULT_WITH_AVAILABILITY_BIT` is set, results for all queries in `queryPool` identified by `firstQuery` and `queryCount` are copied to `pData`, along with an extra availability value written directly after the results of each query and interpreted as an unsigned integer. A value of zero indicates that the results are not yet available, otherwise the query is complete and results are available. The size of the availability values is 64 bits if `VK_QUERY_RESULT_64_BIT` is set in `flags`. Otherwise, it is 32 bits.
If `VK_QUERY_RESULT_WITH_AVAILABILITY_BIT` is set, the layout of data in the buffer is a `(result, availability)` pair for each query returned, and `stride` is the stride between each pair.

Results for any available query written by this command are final and represent the final result of the query. If `VK_QUERY_RESULT_PARTIAL_BIT` is set, then for any query that is unavailable, an intermediate result between zero and the final result value is written for that query. Otherwise, any result written by this command is undefined.

If `VK_QUERY_RESULT_64_BIT` is set, results and, if returned, availability values for all queries are written as an array of 64-bit values. If the `queryPool` was created with `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR`, results for each query are written as an array of the type indicated by `VkPerformanceCounterKHR::storage` for the counter being queried. Otherwise, results and availability values are written as an array of 32-bit values. If an unsigned integer query’s value overflows the result type, the value may either wrap or saturate. If a signed integer query’s value overflows the result type, the value is undefined. If a floating point query’s value is not representable as the result type, the value is undefined.

If `VK_QUERY_RESULT_WAIT_BIT` is set, this command defines an execution dependency with any earlier commands that writes one of the identified queries. The first synchronization scope includes all instances of `vkCmdEndQuery`, `vkCmdWriteTimestamp2KHR`, and `vkCmdWriteTimestamp` that reference any query in `queryPool` indicated by `firstQuery` and `queryCount`. The second synchronization scope includes the host operations of this command.

If `VK_QUERY_RESULT_WAIT_BIT` is not set, `vkGetQueryPoolResults` may return `VK_NOT_READY` if there are queries in the unavailable state.

Applications must take care to ensure that use of the `VK_QUERY_RESULT_WAIT_BIT` bit has the desired effect.

For example, if a query has been used previously and a command buffer records the commands `vkCmdResetQueryPool`, `vkCmdBeginQuery`, and `vkCmdEndQuery` for that query, then the query will remain in the available state until `vkResetQueryPool` is called or the `vkCmdResetQueryPool` command executes on a queue. Applications can use fences or events to ensure that a query has already been reset before checking for its results or availability status. Otherwise, a stale value could be returned from a previous use of the query.

The above also applies when `VK_QUERY_RESULT_WAIT_BIT` is used in combination with `VK_QUERY_RESULT_WITH_AVAILABILITY_BIT`. In this case, the returned availability status may reflect the result of a previous use of the query unless `vkResetQueryPool` is called or the `vkCmdResetQueryPool` command has been executed since the last use of the query.

Applications can double-buffer query pool usage, with a pool per frame, and reset
queries at the end of the frame in which they are read.

If \texttt{VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations} is \texttt{VK_TRUE}, \texttt{vkGetQueryPoolResults} must not return \texttt{VK_ERROR_OUT_OF_HOST_MEMORY}.

### Valid Usage

- **VUID-vkGetQueryPoolResults-firstQuery-09436**
  
  \texttt{firstQuery} must be less than the number of queries in \texttt{queryPool}

- **VUID-vkGetQueryPoolResults-firstQuery-09437**
  
  The sum of \texttt{firstQuery} and \texttt{queryCount} must be less than or equal to the number of queries in \texttt{queryPool}

- **VUID-vkGetQueryPoolResults-queryCount-09438**
  
  If \texttt{queryCount} is greater than 1, \texttt{stride} must not be zero

- **VUID-vkGetQueryPoolResults-queryType-09439**
  
  If the \texttt{queryType} used to create \texttt{queryPool} was \texttt{VK_QUERY_TYPE_TIMESTAMP}, \texttt{flags} must not contain \texttt{VK_QUERY_RESULT_PARTIAL_BIT}

- **VUID-vkGetQueryPoolResults-queryType-09440**
  
  If the \texttt{queryType} used to create \texttt{queryPool} was \texttt{VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR}, \texttt{flags} must not contain \texttt{VK_QUERY_RESULT_WITH_AVAILABILITY_BIT}, \texttt{VK_QUERY_RESULT_PARTIAL_BIT}, or \texttt{VK_QUERY_RESULT_64_BIT}

- **VUID-vkGetQueryPoolResults-queryType-09441**
  
  If the \texttt{queryType} used to create \texttt{queryPool} was \texttt{VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR}, the \texttt{queryPool} must have been recorded once for each pass as retrieved via a call to \texttt{vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR}

- **VUID-vkGetQueryPoolResults-None-09401**
  
  All queries used by the command must not be uninitialized

- **VUID-vkGetQueryPoolResults-flags-02828**
  
  If \texttt{VK_QUERY_RESULT_64_BIT} is not set in \texttt{flags} and the \texttt{queryType} used to create \texttt{queryPool} was not \texttt{VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR}, then \texttt{pData} and \texttt{stride} must be multiples of 4

- **VUID-vkGetQueryPoolResults-flags-00815**
  
  If \texttt{VK_QUERY_RESULT_64_BIT} is set in \texttt{flags} then \texttt{pData} and \texttt{stride} must be multiples of 8

- **VUID-vkGetQueryPoolResults-stride-08993**
  
  If \texttt{VK_QUERY_RESULT_WITH_AVAILABILITY_BIT} is set, \texttt{stride} must be large enough to contain the unsigned integer representing availability in addition to the query result

- **VUID-vkGetQueryPoolResults-queryType-03229**
  
  If the \texttt{queryType} used to create \texttt{queryPool} was \texttt{VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR}, then \texttt{pData} and \texttt{stride} must be multiples of the size of \texttt{VkPerformanceCounterResultKHR}

- **VUID-vkGetQueryPoolResults-queryType-04519**
  
  If the \texttt{queryType} used to create \texttt{queryPool} was \texttt{VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR}, then \texttt{stride} must be large enough to contain the \texttt{VkQueryPoolPerformanceCreateInfoKHR::counterIndexCount} used to create \texttt{queryPool} times the size of
VkPerformanceCounterResultKHR

- VUID-vkGetQueryPoolResults-dataSize-00817
dataSize must be large enough to contain the result of each query, as described here

Valid Usage (Implicit)

- VUID-vkGetQueryPoolResults-device-parameter
device must be a valid VkDevice handle
- VUID-vkGetQueryPoolResults-queryPool-parameter
queryPool must be a valid VkQueryPool handle
- VUID-vkGetQueryPoolResults-pData-parameter
pData must be a valid pointer to an array of dataSize bytes
- VUID-vkGetQueryPoolResults-flags-parameter
flags must be a valid combination of VkQueryResultFlagBits values
- VUID-vkGetQueryPoolResults-dataSize-arraylength
dataSize must be greater than 0
- VUID-vkGetQueryPoolResults-queryPool-parent
queryPool must have been created, allocated, or retrieved from device

Return Codes

Success

- VK_SUCCESS
- VK_NOT_READY

Failure

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_DEVICE_LOST

Bits which can be set in vkGetQueryPoolResults::flags and vkCmdCopyQueryPoolResults::flags, specifying how and when results are returned, are:

// Provided by VK_VERSION_1_0
typedef enum VkQueryResultFlagBits {
    VK_QUERY_RESULT_64_BIT = 0x00000001,
    VK_QUERY_RESULT_WAIT_BIT = 0x00000002,
    VK_QUERY_RESULT_WITH_AVAILABILITY_BIT = 0x00000004,
    VK_QUERY_RESULT_PARTIAL_BIT = 0x00000008,
} VkQueryResultFlagBits;
• **VK_QUERY_RESULT_64_BIT** specifies the results will be written as an array of 64-bit unsigned integer values. If this bit is not set, the results will be written as an array of 32-bit unsigned integer values.

• **VK_QUERY_RESULT_WAIT_BIT** specifies that Vulkan will wait for each query’s status to become available before retrieving its results.

• **VK_QUERY_RESULT_WITH_AVAILABILITY_BIT** specifies that the availability status accompanies the results.

• **VK_QUERY_RESULT_PARTIAL_BIT** specifies that returning partial results is acceptable.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkQueryResultFlags;
```

**VkQueryResultFlags** is a bitmask type for setting a mask of zero or more **VkQueryResultFlagBits**.

To copy query statuses and numerical results directly to buffer memory, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdCopyQueryPoolResults(
    VkCommandBuffer commandBuffer,
    VkQueryPool queryPool,
    uint32_t firstQuery,
    uint32_t queryCount,
    VkBuffer dstBuffer,
    VkDeviceSize dstOffset,
    VkDeviceSize stride,
    VkQueryResultFlags flags);
```

• **commandBuffer** is the command buffer into which this command will be recorded.

• **queryPool** is the query pool managing the queries containing the desired results.

• **firstQuery** is the initial query index.

• **queryCount** is the number of queries. **firstQuery** and **queryCount** together define a range of queries.

• **dstBuffer** is a **VkBuffer** object that will receive the results of the copy command.

• **dstOffset** is an offset into **dstBuffer**.

• **stride** is the stride in bytes between results for individual queries within **dstBuffer**. The required size of the backing memory for **dstBuffer** is determined as described above for **vkGetQueryPoolResults**.

• **flags** is a bitmask of **VkQueryResultFlagBits** specifying how and when results are returned.

Any results written for a query are written according to a layout dependent on the query type.

Results for any query in **queryPool** identified by **firstQuery** and **queryCount** that is available are copied to **dstBuffer**.
If \texttt{VK\_QUERY\_RESULT\_WITH\_AVAILABILITY\_BIT} is set, results for all queries in \texttt{queryPool} identified by \texttt{firstQuery} and \texttt{queryCount} are copied to \texttt{dstBuffer}, along with an extra availability value written directly after the results of each query and interpreted as an unsigned integer. A value of zero indicates that the results are not yet available, otherwise the query is complete and results are available.

Results for any available query written by this command are final and represent the final result of the query. If \texttt{VK\_QUERY\_RESULT\_PARTIAL\_BIT} is set, then for any query that is unavailable, an intermediate result between zero and the final result value is written for that query. Otherwise, any result written by this command is undefined.

If \texttt{VK\_QUERY\_RESULT\_64\_BIT} is set, results and availability values for all queries are written as an array of 64-bit values. If the \texttt{queryPool} was created with \texttt{VK\_QUERY\_TYPE\_PERFORMANCE\_QUERY\_KHR}, results for each query are written as an array of the type indicated by \texttt{VkPerformanceCounterKHR} ::storage for the counter being queried. Otherwise, results and availability values are written as an array of 32-bit values. If an unsigned integer query's value overflows the result type, the value may either wrap or saturate. If a signed integer query's value overflows the result type, the value is undefined. If a floating point query's value is not representable as the result type, the value is undefined.

This command defines an execution dependency between other query commands that reference the same query.

The first synchronization scope includes all commands which reference the queries in \texttt{queryPool} indicated by \texttt{query} that occur earlier in submission order. If \texttt{flags} does not include \texttt{VK\_QUERY\_RESULT\_WAIT\_BIT}, \texttt{vkCmdWriteTimestamp2KHR}, \texttt{vkCmdEndQuery}, and \texttt{vkCmdWriteTimestamp} are excluded from this scope.

The second synchronization scope includes all commands which reference the queries in \texttt{queryPool} indicated by \texttt{query} that occur later in submission order.

The operation of this command happens after the first scope and happens before the second scope.

\texttt{vkCmdCopyQueryPoolResults} is considered to be a transfer operation, and its writes to buffer memory must be synchronized using \texttt{VK\_PIPELINE\_STAGE\_TRANSFER\_BIT} and \texttt{VK\_ACCESS\_TRANSFER\_WRITE\_BIT} before using the results.

\begin{center}
\textbf{Valid Usage}
\end{center}

- VUID-vkCmdCopyQueryPoolResults-firstQuery-09436  
  \texttt{firstQuery} must be less than the number of queries in \texttt{queryPool}

- VUID-vkCmdCopyQueryPoolResults-firstQuery-09437  
  The sum of \texttt{firstQuery} and \texttt{queryCount} must be less than or equal to the number of queries in \texttt{queryPool}

- VUID-vkCmdCopyQueryPoolResults-queryCount-09438  
  If \texttt{queryCount} is greater than 1, \texttt{stride} must not be zero

- VUID-vkCmdCopyQueryPoolResults-queryType-09439
If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_TIMESTAMP`, flags must not contain `VK_QUERY_RESULT_PARTIAL_BIT`.

- **VUID-vkCmdCopyQueryPoolResults-queryType-09440**
  If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR`, flags must not contain `VK_QUERY_RESULT_WITH_AVAILABILITY_BIT`, `VK_QUERY_RESULT_PARTIAL_BIT`, or `VK_QUERY_RESULT_64_BIT`.

- **VUID-vkCmdCopyQueryPoolResults-queryType-09441**
  If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR`, the `queryPool` must have been recorded once for each pass as retrieved via a call to `vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR`.

- **VUID-vkCmdCopyQueryPoolResults-None-09402**
  All queries used by the command must not be uninitialized when the command is executed.

- **VUID-vkCmdCopyQueryPoolResults-dstOffset-00819**
  `dstOffset` must be less than the size of `dstBuffer`.

- **VUID-vkCmdCopyQueryPoolResults-flags-00822**
  If `VK_QUERY_RESULT_64_BIT` is not set in `flags` then `dstOffset` and `stride` must be multiples of 4.

- **VUID-vkCmdCopyQueryPoolResults-flags-00823**
  If `VK_QUERY_RESULT_64_BIT` is set in `flags` then `dstOffset` and `stride` must be multiples of 8.

- **VUID-vkCmdCopyQueryPoolResults-dstBuffer-00824**
  `dstBuffer` must have enough storage, from `dstOffset`, to contain the result of each query, as described here.

- **VUID-vkCmdCopyQueryPoolResults-dstBuffer-00825**
  `dstBuffer` must have been created with `VK_BUFFER_USAGE_TRANSFER_DST_BIT` usage flag.

- **VUID-vkCmdCopyQueryPoolResults-dstBuffer-00826**
  If `dstBuffer` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

- **VUID-vkCmdCopyQueryPoolResults-queryType-03232**
  If the `queryType` used to create `queryPool` was `VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR`, `VkPhysicalDevicePerformanceQueryPropertiesKHR::allowCommandBufferQueryCopies` must be `VK_TRUE`.

- **VUID-vkCmdCopyQueryPoolResults-None-07429**
  All queries used by the command must not be active.

- **VUID-vkCmdCopyQueryPoolResults-None-08752**
  All queries used by the command must have been made available by prior executed commands.

---

**Valid Usage (Implicit)**

- **VUID-vkCmdCopyQueryPoolResults-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle.
• VUID-vkCmdCopyQueryPoolResults-queryPool-parameter
  queryPool must be a validVkQueryPool handle

• VUID-vkCmdCopyQueryPoolResults-dstBuffer-parameter
  dstBuffer must be a validVkBuffer handle

• VUID-vkCmdCopyQueryPoolResults-flags-parameter
  flags must be a valid combination ofVkQueryResultFlagBits values

• VUID-vkCmdCopyQueryPoolResults-commandBuffer-recording
  commandBuffer must be in therecording state

• VUID-vkCmdCopyQueryPoolResults-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics, or
  compute operations

• VUID-vkCmdCopyQueryPoolResults-renderpass
  This command must only be called outside of a render pass instance

• VUID-vkCmdCopyQueryPoolResults-commonparent
  Each of commandBuffer, dstBuffer, and queryPool must have been created, allocated, or
  retrieved from the same VkDevice

Host Synchronization

• Host access to commandBuffer must be externally synchronized

• Host access to the VkCommandPool that commandBuffer was allocated from must be externally
  synchronized

Command Properties

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<tr>
<td>Secondary</td>
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<td></td>
</tr>
</tbody>
</table>

Rendering operations such as clears, MSAA resolves, attachment load/store operations, and blits may count towards the results of queries. This behavior is implementation-dependent and may vary depending on the path used within an implementation. For example, some implementations have several types of clears, some of which may include vertices and some not.

17.3. Occlusion Queries

Occlusion queries track the number of samples that pass the per-fragment tests for a set of drawing commands. As such, occlusion queries are only available on queue families supporting graphics operations. The application can then use these results to inform future rendering decisions. An occlusion query is begun and ended by calling vkCmdBeginQuery and vkCmdEndQuery, respectively.
When an occlusion query begins, the count of passing samples always starts at zero. For each drawing command, the count is incremented as described in Sample Counting. If flags does not contain VK_QUERY_CONTROL_PRECISE_BIT an implementation may generate any non-zero result value for the query if the count of passing samples is non-zero.

**Note**

Not setting VK_QUERY_CONTROL_PRECISE_BIT mode may be more efficient on some implementations, and should be used where it is sufficient to know a boolean result on whether any samples passed the per-fragment tests. In this case, some implementations may only return zero or one, indifferent to the actual number of samples passing the per-fragment tests.

Setting VK_QUERY_CONTROL_PRECISE_BIT does not guarantee that different implementations return the same number of samples in an occlusion query. Some implementations may kill fragments in the pre-rasterization shader stage, and these killed fragments do not contribute to the final result of the query. It is possible that some implementations generate a zero result value for the query, while others generate a non-zero value.

When an occlusion query finishes, the result for that query is marked as available. The application can then either copy the result to a buffer (via vkCmdCopyQueryPoolResults) or request it be put into host memory (via vkGetQueryPoolResults).

**Note**

If occluding geometry is not drawn first, samples can pass the depth test, but still not be visible in a final image.

### 17.4. Pipeline Statistics Queries

Pipeline statistics queries allow the application to sample a specified set of VkPipeline counters. These counters are accumulated by Vulkan for a set of either drawing or dispatching commands while a pipeline statistics query is active. As such, pipeline statistics queries are available on queue families supporting either graphics or compute operations. The availability of pipeline statistics queries is indicated by the pipelineStatisticsQuery member of the VkPhysicalDeviceFeatures object (see vkGetPhysicalDeviceFeatures and vkCreateDevice for detecting and requesting this query type on a VkDevice).

A pipeline statistics query is begun and ended by calling vkCmdBeginQuery and vkCmdEndQuery, respectively. When a pipeline statistics query begins, all statistics counters are set to zero. While the query is active, the pipeline type determines which set of statistics are available, but these must be configured on the query pool when it is created. If a statistic counter is issued on a command buffer that does not support the corresponding operation, or the counter corresponds to a shading stage which is missing from any of the pipelines used while the query is active, the value of that counter is undefined after the query has been made available. At least one statistic counter relevant to the operations supported on the recording command buffer must be enabled.

Bits which can be set in VkQueryPoolCreateInfo::pipelineStatistics for query pools and in
VkCommandBufferInheritanceInfo::pipelineStatistics for secondary command buffers, individually enabling pipeline statistics counters, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkQueryPipelineStatisticFlagBits {
    VK_QUERY_PIPELINE_STATISTIC_INPUT_ASSEMBLY_VERTICES_BIT = 0x00000001,
    VK_QUERY_PIPELINE_STATISTIC_INPUT_ASSEMBLY_PRIMITIVES_BIT = 0x00000002,
    VK_QUERY_PIPELINE_STATISTIC_VERTEX_SHADER_INVOCATIONS_BIT = 0x00000004,
    VK_QUERY_PIPELINE_STATISTIC_GEOMETRY_SHADER_INVOCATIONS_BIT = 0x00000008,
    VK_QUERY_PIPELINE_STATISTIC_GEOMETRY_SHADER_PRIMITIVES_BIT = 0x00000010,
    VK_QUERY_PIPELINE_STATISTIC_CLIPPING_INVOCATIONS_BIT = 0x00000020,
    VK_QUERY_PIPELINE_STATISTIC_CLIPPING_PRIMITIVES_BIT = 0x00000040,
    VK_QUERY_PIPELINE_STATISTIC_FRAGMENT_SHADER_INVOCATIONS_BIT = 0x00000080,
    VK_QUERY_PIPELINE_STATISTIC_TESSELLATION_CONTROL_SHADER_PATCHES_BIT = 0x00000100,
    VK_QUERY_PIPELINE_STATISTIC_TESSELLATION_EVALUATION_SHADER_INVOCATIONS_BIT = 0x00000200,
    VK_QUERY_PIPELINE_STATISTIC_COMPUTE_SHADER_INVOCATIONS_BIT = 0x00000400,
} VkQueryPipelineStatisticFlagBits;
```

- **VK_QUERY_PIPELINE_STATISTIC_INPUT_ASSEMBLY_VERTICES_BIT** specifies that queries managed by the pool will count the number of vertices processed by the input assembly stage. Vertices corresponding to incomplete primitives may contribute to the count.

- **VK_QUERY_PIPELINE_STATISTIC_INPUT_ASSEMBLY_PRIMITIVES_BIT** specifies that queries managed by the pool will count the number of primitives processed by the input assembly stage. If primitive restart is enabled, restarting the primitive topology has no effect on the count. Incomplete primitives may be counted.

- **VK_QUERY_PIPELINE_STATISTIC_VERTEX_SHADER_INVOCATIONS_BIT** specifies that queries managed by the pool will count the number of vertex shader invocations. This counter’s value is incremented each time a vertex shader is invoked.

- **VK_QUERY_PIPELINE_STATISTIC_GEOMETRY_SHADER_INVOCATIONS_BIT** specifies that queries managed by the pool will count the number of geometry shader invocations. This counter’s value is incremented each time a geometry shader is invoked. In the case of instanced geometry shaders, the geometry shader invocations count is incremented for each separate instanced invocation.

- **VK_QUERY_PIPELINE_STATISTIC_GEOMETRY_SHADER_PRIMITIVES_BIT** specifies that queries managed by the pool will count the number of primitives generated by geometry shader invocations. The counter’s value is incremented each time the geometry shader emits a primitive. Restarting primitive topology using the SPIR-V instructions OpEndPrimitive or OpEndStreamPrimitive has no effect on the geometry shader output primitives count.

- **VK_QUERY_PIPELINE_STATISTIC_CLIPPING_INVOCATIONS_BIT** specifies that queries managed by the pool will count the number of primitives processed by the Primitive Clipping stage of the pipeline. The counter’s value is incremented each time a primitive reaches the primitive clipping stage.

- **VK_QUERY_PIPELINE_STATISTIC_CLIPPING_PRIMITIVES_BIT** specifies that queries managed by the pool will count the number of primitives output by the Primitive Clipping stage of the pipeline.
The counter’s value is incremented each time a primitive passes the primitive clipping stage. The actual number of primitives output by the primitive clipping stage for a particular input primitive is implementation-dependent but **must** satisfy the following conditions:

- If at least one vertex of the input primitive lies inside the clipping volume, the counter is incremented by one or more.
- Otherwise, the counter is incremented by zero or more.

- **VK_QUERY_PIPELINE_STATISTIC_FRAGMENT_SHADER_INVOCATIONS_BIT** specifies that queries managed by the pool will count the number of fragment shader invocations. The counter’s value is incremented each time the fragment shader is **invoked**.

- **VK_QUERY_PIPELINE_STATISTIC_TESSELLATION_CONTROL_SHADER_PATCHES_BIT** specifies that queries managed by the pool will count the number of patches processed by the tessellation control shader. The counter’s value is incremented once for each patch for which a tessellation control shader is **invoked**.

- **VK_QUERY_PIPELINE_STATISTIC_TESSELLATION_EVALUATION_SHADER_INVOCATIONS_BIT** specifies that queries managed by the pool will count the number of invocations of the tessellation evaluation shader. The counter’s value is incremented each time the tessellation evaluation shader is **invoked**.

- **VK_QUERY_PIPELINE_STATISTIC_COMPUTE_SHADER_INVOCATIONS_BIT** specifies that queries managed by the pool will count the number of compute shader invocations. The counter’s value is incremented every time the compute shader is invoked. Implementations **may** skip the execution of certain compute shader invocations or execute additional compute shader invocations for implementation-dependent reasons as long as the results of rendering otherwise remain unchanged.

These values are intended to measure relative statistics on one implementation. Various device architectures will count these values differently. Any or all counters **may** be affected by the issues described in **Query Operation**.

**Note**

For example, tile-based rendering devices **may** need to replay the scene multiple times, affecting some of the counts.

If a pipeline has **rasterizerDiscardEnable** enabled, implementations **may** discard primitives after the final pre-rasterization shader stage. As a result, if **rasterizerDiscardEnable** is enabled, the clipping input and output primitives counters **may** not be incremented.

When a pipeline statistics query finishes, the result for that query is marked as available. The application **can** copy the result to a buffer (via **vkCmdCopyQueryPoolResults**), or request it be put into host memory (via **vkGetQueryPoolResults**).

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkQueryPipelineStatisticFlags;
```

**VkQueryPipelineStatisticFlags** is a bitmask type for setting a mask of zero or more **VkQueryPipelineStatisticFlagBits**.
17.5. Timestamp Queries

Timestamps provide applications with a mechanism for timing the execution of commands. A timestamp is an integer value generated by the VkPhysicalDevice. Unlike other queries, timestamps do not operate over a range, and so do not use vkCmdBeginQuery or vkCmdEndQuery. The mechanism is built around a set of commands that allow the application to tell the VkPhysicalDevice to write timestamp values to a query pool and then either read timestamp values on the host (using vkGetQueryPoolResults) or copy timestamp values to a VkBuffer (using vkCmdCopyQueryPoolResults). The application can then compute differences between timestamps to determine execution time.

The number of valid bits in a timestamp value is determined by the VkQueueFamilyProperties::timestampValidBits property of the queue on which the timestamp is written. Timestamps are supported on any queue which reports a non-zero value for timestampValidBits via vkGetPhysicalDeviceQueueFamilyProperties. If the timestampComputeAndGraphics limit is VK_TRUE, timestamps are supported by every queue family that supports either graphics or compute operations (see VkQueueFamilyProperties).

The number of nanoseconds it takes for a timestamp value to be incremented by 1 can be obtained from VkPhysicalDeviceLimits::timestampPeriod after a call to vkGetPhysicalDeviceProperties.

To request a timestamp and write the value to memory, call:

```c
// Provided by VK_KHR_synchronization2
void vkCmdWriteTimestamp2KHR(
    VkCommandBuffer      commandBuffer,
    VkPipelineStageFlags2 stage,
    VkQueryPool          queryPool,
    uint32_t             query);
```

- commandBuffer is the command buffer into which the command will be recorded.
- stage specifies a stage of the pipeline.
- queryPool is the query pool that will manage the timestamp.
- query is the query within the query pool that will contain the timestamp.

When vkCmdWriteTimestamp2KHR is submitted to a queue, it defines an execution dependency on commands that were submitted before it, and writes a timestamp to a query pool.

The first synchronization scope includes all commands that occur earlier in submission order. The synchronization scope is limited to operations on the pipeline stage specified by stage.

The second synchronization scope includes only the timestamp write operation.

>Note
Implementations may write the timestamp at any stage that is logically later than stage.
Any timestamp write that happens-after another timestamp write in the same submission must not have a lower value unless its value overflows the maximum supported integer bit width of the query. If VK_KHR_calibrated_timestamps is enabled, this extends to timestamp writes across all submissions on the same logical device: any timestamp write that happens-after another must not have a lower value unless its value overflows the maximum supported integer bit width of the query. Timestamps written by this command must be in the VK_TIME_DOMAIN_DEVICE_KHR time domain. If an overflow occurs, the timestamp value must wrap back to zero.

Note
Comparisons between timestamps should be done between timestamps where they are guaranteed to not decrease. For example, subtracting an older timestamp from a newer one to determine the execution time of a sequence of commands is only a reliable measurement if the two timestamp writes were performed in the same submission, or if the writes were performed on the same logical device and VK_KHR_calibrated_timestamps is enabled.

If vkCmdWriteTimestamp2KHR is called while executing a render pass instance that has multiview enabled, the timestamp uses \( N \) consecutive query indices in the query pool (starting at query) where \( N \) is the number of bits set in the view mask of the subpass the command is executed in. The resulting query values are determined by an implementation-dependent choice of one of the following behaviors:

- The first query is a timestamp value and (if more than one bit is set in the view mask) zero is written to the remaining queries. If two timestamps are written in the same subpass, the sum of the execution time of all views between those commands is the difference between the first query written by each command.

- All \( N \) queries are timestamp values. If two timestamps are written in the same subpass, the sum of the execution time of all views between those commands is the sum of the difference between corresponding queries written by each command. The difference between corresponding queries may be the execution time of a single view.

In either case, the application can sum the differences between all \( N \) queries to determine the total execution time.

Valid Usage

- VUID-vkCmdWriteTimestamp2-stage-03929
  If the geometryShader feature is not enabled, stage must not contain VK_PIPELINE_STAGE_2_GEOMETRY_SHADER_BIT

- VUID-vkCmdWriteTimestamp2-stage-03930
  If the tessellationShader feature is not enabled, stage must not contain VK_PIPELINE_STAGE_2_TESSELLATION_CONTROL_SHADER_BIT or VK_PIPELINE_STAGE_2_TESSELLATION_EVALUATION_SHADER_BIT

- VUID-vkCmdWriteTimestamp2-stage-07317
  If the attachmentFragmentShadingRate feature is not enabled, stage must not contain VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR
The synchronization feature must be enabled.

stage must only include a single pipeline stage.

stage must only include stages valid for the queue family that was used to create the command pool that commandBuffer was allocated from.

stage must only include stages valid for the queue family that was used to create the command pool that commandBuffer was allocated from.

queryPool must have been created with a queryType of VK_QUERY_TYPE_TIMESTAMP.

The command pool's queue family must support a non-zero timestampValidBits.

query must be less than the number of queries in queryPool.

query must be unavailable.

If vkCmdWriteTimestamp2KHR is called within a render pass instance, the sum of query and the number of bits set in the current subpass's view mask must be less than or equal to the number of queries in queryPool.

commandBuffer must be a valid VkCommandBuffer handle.

stage must be a valid combination of VkPipelineStageFlagBits2 values.

queryPool must be a valid VkQueryPool handle.

commandBuffer must be in the recording state.

The VkCommandPool that commandBuffer was allocated from must support transfer, graphics, or compute operations.

Both of commandBuffer, and queryPool must have been created, allocated, or retrieved from the same VkDevice.

Host access to commandBuffer must be externally synchronized.
Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized.

### Command Properties

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<td>Both</td>
<td>Transfer</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
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<td>Graphics</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>

To request a timestamp and write the value to memory, call:

```c
// Provided by VK_VERSION_1_0
define void vkCmdWriteTimestamp(
    VkCommandBuffer commandBuffer,
    VkPipelineStageFlagBits pipelineStage,
    VkQueryPool queryPool,
    uint32_t query);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `pipelineStage` is a `VkPipelineStageFlagBits` value, specifying a stage of the pipeline.
- `queryPool` is the query pool that will manage the timestamp.
- `query` is the query within the query pool that will contain the timestamp.

When `vkCmdWriteTimestamp` is submitted to a queue, it defines an execution dependency on commands that were submitted before it, and writes a timestamp to a query pool.

The first **synchronization scope** includes all commands that occur earlier in submission order. The synchronization scope is limited to operations on the pipeline stage specified by `pipelineStage`.

The second **synchronization scope** includes only the timestamp write operation.

### Note

Implementations may write the timestamp at any stage that is logically later than stage.

Any timestamp write that happens-after another timestamp write in the same submission must not have a lower value unless its value overflows the maximum supported integer bit width of the query. If `VK_KHR_calibrated_timestamps` is enabled, this extends to timestamp writes across all submissions on the same logical device: any timestamp write that happens-after another must not have a lower value unless its value overflows the maximum supported integer bit width of the query. Timestamps written by this command must be in the `VK_TIME_DOMAIN_DEVICE_KHR` time domain. If an overflow occurs, the timestamp value must wrap back to zero.
Note
Comparisons between timestamps should be done between timestamps where they are guaranteed to not decrease. For example, subtracting an older timestamp from a newer one to determine the execution time of a sequence of commands is only a reliable measurement if the two timestamp writes were performed in the same submission, or if the writes were performed on the same logical device and `VK_KHR_calibrated_timestamps` is enabled.

If `vkCmdWriteTimestamp` is called while executing a render pass instance that has multiview enabled, the timestamp uses \( N \) consecutive query indices in the query pool (starting at `query`) where \( N \) is the number of bits set in the view mask of the subpass the command is executed in. The resulting query values are determined by an implementation-dependent choice of one of the following behaviors:

- The first query is a timestamp value and (if more than one bit is set in the view mask) zero is written to the remaining queries. If two timestamps are written in the same subpass, the sum of the execution time of all views between those commands is the difference between the first query written by each command.

- All \( N \) queries are timestamp values. If two timestamps are written in the same subpass, the sum of the execution time of all views between those commands is the sum of the difference between corresponding queries written by each command. The difference between corresponding queries may be the execution time of a single view.

In either case, the application can sum the differences between all \( N \) queries to determine the total execution time.

Valid Usage

- `VUID-vkCmdWriteTimestamp-pipelineStage-04074`  
  `pipelineStage` must be a valid stage for the queue family that was used to create the command pool that `commandBuffer` was allocated from

- `VUID-vkCmdWriteTimestamp-pipelineStage-04075`  
  If the `geometryShader` feature is not enabled, `pipelineStage` must not be `VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT`

- `VUID-vkCmdWriteTimestamp-pipelineStage-04076`  
  If the `tessellationShader` feature is not enabled, `pipelineStage` must not be `VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT` or `VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT`

- `VUID-vkCmdWriteTimestamp-fragmentShadingRate-07315`  
  If the `attachmentFragmentShadingRate` feature is not enabled, `pipelineStage` must not be `VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`

- `VUID-vkCmdWriteTimestamp-synchronization2-06489`  
  If the `synchronization2` feature is not enabled, `pipelineStage` must not be `VK_PIPELINE_STAGE_NONE`

- `VUID-vkCmdWriteTimestamp-queryPool-01416`  
  `queryPool` must have been created with a `queryType` of `VK_QUERY_TYPE_TIMESTAMP`
The command pool's queue family must support a non-zero `timestampValidBits`.

Query must be less than the number of queries in `queryPool`.

All queries used by the command must be unavailable.

If `vkCmdWriteTimestamp` is called within a render pass instance, the sum of `query` and the number of bits set in the current subpass's view mask must be less than or equal to the number of queries in `queryPool`.

**Valid Usage (Implicit)**

- `commandBuffer` must be a valid `VkCommandBuffer` handle.
- `pipelineStage` must be a valid `VkPipelineStageFlagBits` value.
- `queryPool` must be a valid `VkQueryPool` handle.
- `commandBuffer` must be in the recording state.
- The `VkCommandPool` that `commandBuffer` was allocated from must support transfer, graphics, or compute operations.
- Both of `commandBuffer`, and `queryPool` must have been created, allocated, or retrieved from the same `VkDevice`.

**Host Synchronization**

- Host access to `commandBuffer` must be externally synchronized.
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized.
### 17.6. Performance Queries

Performance queries provide applications with a mechanism for getting performance counter information about the execution of command buffers, render passes, and commands.

Each queue family advertises the performance counters that can be queried on a queue of that family via a call to `vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR`. Implementations may limit access to performance counters based on platform requirements or only to specialized drivers for development purposes.

#### Note
This may include no performance counters being enumerated, or a reduced set. Please refer to platform-specific documentation for guidance on any such restrictions.

Performance queries use the existing `vkCmdBeginQuery` and `vkCmdEndQuery` to control what command buffers, render passes, or commands to get performance information for.

Implementations may require multiple passes where the command buffer, render passes, or commands being recorded are the same and are executed on the same queue to record performance counter data. This is achieved by submitting the same batch and providing a `VkPerformanceQuerySubmitInfoKHR` structure containing a counter pass index. The number of passes required for a given performance query pool can be queried via a call to `vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR`.

#### Note
Command buffers created with `VK_COMMAND_BUFFER_USAGE_ONE_TIME_SUBMIT_BIT` must not be re-submitted. Changing command buffer usage bits may affect performance. To avoid this, the application should re-record any command buffers with the `VK_COMMAND_BUFFER_USAGE_ONE_TIME_SUBMIT_BIT` when multiple counter passes are required.

Performance counter results from a performance query pool can be obtained with the command `vkGetQueryPoolResults`.

The `VkPerformanceCounterResultKHR` union is defined as:
typedef union VkPerformanceCounterResultKHR {
    int32_t int32;
    int64_t int64;
    uint32_t uint32;
    uint64_t uint64;
    float float32;
    double float64;
} VkPerformanceCounterResultKHR;

• int32 is a 32-bit signed integer value.
• int64 is a 64-bit signed integer value.
• uint32 is a 32-bit unsigned integer value.
• uint64 is a 64-bit unsigned integer value.
• float32 is a 32-bit floating-point value.
• float64 is a 64-bit floating-point value.

Performance query results are returned in an array of VkPerformanceCounterResultKHR unions containing the data associated with each counter in the query, stored in the same order as the counters supplied in pCounterIndices when creating the performance query. VkPerformanceCounterKHR::storage specifies how to parse the counter data.

17.6.1. Profiling Lock

To record and submit a command buffer containing a performance query pool the profiling lock must be held. The profiling lock must be acquired prior to any call to vkBeginCommandBuffer that will be using a performance query pool. The profiling lock must be held while any command buffer containing a performance query pool is in the recording, executable, or pending state. To acquire the profiling lock, call:

// Provided by VK_KHR_performance_query
VkResult vkAcquireProfilingLockKHR(
    VkDevice device,
    const VkAcquireProfilingLockInfoKHR* pInfo);

• device is the logical device to profile.
• pInfo is a pointer to a VkAcquireProfilingLockInfoKHR structure containing information about how the profiling is to be acquired.

Implementations may allow multiple actors to hold the profiling lock concurrently.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkAcquireProfilingLockKHR must not return VK_ERROR_OUT_OF_HOST_MEMORY.
Valid Usage (Implicit)

- VUID-vkAcquireProfilingLockKHR-device-parameter
device must be a valid VkDevice handle

- VUID-vkAcquireProfilingLockKHR-pInfo-parameter
pInfo must be a valid pointer to a valid VkAcquireProfilingLockInfoKHR structure

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_TIMEOUT

The VkAcquireProfilingLockInfoKHR structure is defined as:

```c
// Provided by VK_KHR_performance_query
typedef struct VkAcquireProfilingLockInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkAcquireProfilingLockFlagsKHR flags;
    uint64_t timeout;
} VkAcquireProfilingLockInfoKHR;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `flags` is reserved for future use.
- `timeout` indicates how long the function waits, in nanoseconds, if the profiling lock is not available.

Valid Usage (Implicit)

- VUID-VkAcquireProfilingLockInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_ACQUIRE_PROFILING_LOCK_INFO_KHR

- VUID-VkAcquireProfilingLockInfoKHR-pNext-pNext
  pNext must be NULL

- VUID-VkAcquireProfilingLockInfoKHR-flags-zerobitmask
  flags must be 0

If timeout is 0, vkAcquireProfilingLockKHR will not block while attempting to acquire the profiling
lock. If `timeout` is `UINT64_MAX`, the function will not return until the profiling lock was acquired.

```c
// Provided by VK_KHR_performance_query
typedef enum VkAcquireProfilingLockFlagBitsKHR {
} VkAcquireProfilingLockFlagBitsKHR;
```

```c
// Provided by VK_KHR_performance_query
typedef VkFlags VkAcquireProfilingLockFlagsKHR;
```

`VkAcquireProfilingLockFlagsKHR` is a bitmask type for setting a mask, but is currently reserved for future use.

To release the profiling lock, call:

```c
// Provided by VK_KHR_performance_query
void vkReleaseProfilingLockKHR(
    VkDevice device);
```

- `device` is the logical device to cease profiling on.

**Valid Usage**

- VUID-vkReleaseProfilingLockKHR-device-03235
  The profiling lock of `device` must have been held via a previous successful call to `vkAcquireProfilingLockKHR`

**Valid Usage (Implicit)**

- VUID-vkReleaseProfilingLockKHR-device-parameter
  `device` must be a valid `VkDevice` handle
Chapter 18. Clear Commands

18.1. Clearing Images Outside a Render Pass Instance

Color and depth/stencil images can be cleared outside a render pass instance using `vkCmdClearColorImage` or `vkCmdClearDepthStencilImage`, respectively. These commands are only allowed outside of a render pass instance.

To clear one or more subranges of a color image, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdClearColorImage(
    VkCommandBuffer commandBuffer,
    VkImage image,
    VkImageLayout imageLayout,
    const VkClearColorValue* pColor,
    uint32_t rangeCount,
    const VkImageSubresourceRange* pRanges);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `image` is the image to be cleared.
- `imageLayout` specifies the current layout of the image subresource ranges to be cleared, and must be `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR`, `VK_IMAGE_LAYOUT_GENERAL` or `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL`.
- `pColor` is a pointer to a `VkClearColorValue` structure containing the values that the image subresource ranges will be cleared to (see `Clear Values` below).
- `rangeCount` is the number of image subresource range structures in `pRanges`.
- `pRanges` is a pointer to an array of `VkImageSubresourceRange` structures describing a range of mipmap levels, array layers, and aspects to be cleared, as described in `Image Views`.

Each specified range in `pRanges` is cleared to the value specified by `pColor`.

Valid Usage

- VUID-vkCmdClearColorImage-image-01993
  The format features of `image` must contain `VK_FORMAT_FEATURE_TRANSFER_DST_BIT`
- VUID-vkCmdClearColorImage-image-00002
  `image` must have been created with `VK_IMAGE_USAGE_TRANSFER_DST_BIT` usage flag
- VUID-vkCmdClearColorImage-image-01545
  `image` must not use any of the formats that require a sampler Y’C’bC’r conversion
- VUID-vkCmdClearColorImage-image-00003
  If `image` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object
• **VUID-vkCmdClearColorImage-imageLayout-00004**
  imageLayout must specify the layout of the image subresource ranges of image specified in pRanges at the time this command is executed on a VkDevice

• **VUID-vkCmdClearColorImage-imageLayout-01394**
  imageLayout must be `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR`, `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`

• **VUID-vkCmdClearColorImage-aspectMask-02498**
  The VkImageSubresourceRange::aspectMask members of the elements of the pRanges array must each only include `VK_IMAGE_ASPECT_COLOR_BIT`

• **VUID-vkCmdClearColorImage-baseMipLevel-01470**
  The VkImageSubresourceRange::baseMipLevel members of the elements of the pRanges array must each be less than the mipLevels specified in VkImageCreateInfo when image was created

• **VUID-vkCmdClearColorImage-pRanges-01692**
  For each VkImageSubresourceRange element of pRanges, if the levelCount member is not `VK_REMAINING_MIP_LEVELS`, then baseMipLevel + levelCount must be less than or equal to the mipLevels specified in VkImageCreateInfo when image was created

• **VUID-vkCmdClearColorImage-baseArrayLayer-01472**
  The VkImageSubresourceRange::baseArrayLayer members of the elements of the pRanges array must each be less than the arrayLayers specified in VkImageCreateInfo when image was created

• **VUID-vkCmdClearColorImage-pRanges-01693**
  For each VkImageSubresourceRange element of pRanges, if the layerCount member is not `VK_REMAINING_ARRAY_LAYERS`, then baseArrayLayer + layerCount must be less than or equal to the arrayLayers specified in VkImageCreateInfo when image was created

• **VUID-vkCmdClearColorImage-image-00007**
  image must not have a compressed or depth/stencil format

• **VUID-vkCmdClearColorImage-pColor-04961**
  pColor must be a valid pointer to a VkClearColorValue union

• **VUID-vkCmdClearColorImage-commandBuffer-01805**
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, image must not be a protected image

• **VUID-vkCmdClearColorImage-commandBuffer-01806**
  If commandBuffer is a protected command buffer and protectedNoFault is not supported, must not be an unprotected image

---

**Valid Usage (Implicit)**

• **VUID-vkCmdClearColorImage-commandBuffer-parameter**
  commandBuffer must be a valid VkCommandBuffer handle

• **VUID-vkCmdClearColorImage-image-parameter**
  image must be a valid VkImage handle
- **VUID-vkCmdClearColorImage-imageLayout-parameter**
  
  `imageLayout must` be a valid `VkImageLayout` value

- **VUID-vkCmdClearColorImage-pRanges-parameter**
  
  `pRanges must` be a valid pointer to an array of `rangeCount` valid `VkImageSubresourceRange` structures

- **VUID-vkCmdClearColorImage-commandBuffer-recording**
  
  `commandBuffer must` be in the `recording state`

- **VUID-vkCmdClearColorImage-commandBuffer-cmdpool**
  
  The `VkCommandPool` that `commandBuffer` was allocated from `must` support graphics, or compute operations

- **VUID-vkCmdClearColorImage-renderpass**
  
  This command `must` only be called outside of a render pass instance

- **VUID-vkCmdClearColorImage-rangeCount-arraylength**
  
  `rangeCount must` be greater than 0

- **VUID-vkCmdClearColorImage-commonparent**
  
  Both of `commandBuffer`, and `image must` have been created, allocated, or retrieved from the same `VkDevice`

---

**Host Synchronization**

- Host access to `commandBuffer must` be externally synchronized

- Host access to the `VkCommandPool` that `commandBuffer` was allocated from `must` be externally synchronized

---

**Command Properties**

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<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To clear one or more subranges of a depth/stencil image, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdClearDepthStencilImage(
    VkCommandBuffer commandBuffer,
    VkImage image,
    VkImageLayout imageLayout,
    const VkClearDepthStencilValue* pDepthStencil,
    uint32_t rangeCount,
    const VkImageSubresourceRange* pRanges);
```
• **commandBuffer** is the command buffer into which the command will be recorded.

• **image** is the image to be cleared.

• **imageLayout** specifies the current layout of the image subresource ranges to be cleared, and **must** be `VK_IMAGE_LAYOUT_GENERAL` or `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL`.

• **pDepthStencil** is a pointer to a `VkClearDepthStencilValue` structure containing the values that the depth and stencil image subresource ranges will be cleared to (see **Clear Values** below).

• **rangeCount** is the number of image subresource range structures in **pRanges**.

• **pRanges** is a pointer to an array of `VkImageSubresourceRange` structures describing a range of mipmap levels, array layers, and aspects to be cleared, as described in **Image Views**.

---

### Valid Usage

- **VUID-vkCmdClearDepthStencilImage-image-01994**
  The format features of **image** **must** contain `VK_FORMAT_FEATURE_TRANSFER_DST_BIT`

- **VUID-vkCmdClearDepthStencilImage-pRanges-02658**
  If the **aspect** member of any element of **pRanges** includes `VK_IMAGE_ASPECT_STENCIL_BIT`, and **image** was created with separate stencil usage, `VK_IMAGE_USAGE_TRANSFER_DST_BIT` **must** have been included in the `VkImageStencilUsageCreateInfo::stencilUsage` used to create **image**

- **VUID-vkCmdClearDepthStencilImage-pRanges-02659**
  If the **aspect** member of any element of **pRanges** includes `VK_IMAGE_ASPECT_STENCIL_BIT`, and **image** was not created with separate stencil usage, `VK_IMAGE_USAGE_TRANSFER_DST_BIT` **must** have been included in the `VkImageCreateInfo::usage` used to create **image**

- **VUID-vkCmdClearDepthStencilImage-pRanges-02660**
  If the **aspect** member of any element of **pRanges** includes `VK_IMAGE_ASPECT_DEPTH_BIT`, `VK_IMAGE_USAGE_TRANSFER_DST_BIT` **must** have been included in the `VkImageCreateInfo::usage` used to create **image**

- **VUID-vkCmdClearDepthStencilImage-image-00010**
  If **image** is non-sparse then it **must** be bound completely and contiguously to a single `VkDeviceMemory` object

- **VUID-vkCmdClearDepthStencilImage-imageLayout-00011**
  **imageLayout** **must** specify the layout of the image subresource ranges of **image** specified in **pRanges** at the time this command is executed on a **VkDevice**

- **VUID-vkCmdClearDepthStencilImage-imageLayout-00012**
  **imageLayout** **must** be either of `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`

- **VUID-vkCmdClearDepthStencilImage-aspectMask-02824**
  The `VkImageSubresourceRange::aspectMask` member of each element of the **pRanges** array **must** not include bits other than `VK_IMAGE_ASPECT_DEPTH_BIT` or `VK_IMAGE_ASPECT_STENCIL_BIT`

- **VUID-vkCmdClearDepthStencilImage-aspectMask-02825**
  If the **image**'s format does not have a stencil component, then the `VkImageSubresourceRange::aspectMask` member of each element of the **pRanges** array
must not include the VK_IMAGE_ASPECT_STENCIL_BIT bit

• VUID-vkCmdClearDepthStencilImage-image-02826
  If the image’s format does not have a depth component, then the VkImageSubresourceRange::aspectMask member of each element of the pRanges array must not include the VK_IMAGE_ASPECT_DEPTH_BIT bit

• VUID-vkCmdClearDepthStencilImage-baseMipLevel-01474
  The VkImageSubresourceRange::baseMipLevel members of the elements of the pRanges array must each be less than the mipLevels specified in VkImageCreateInfo when image was created

• VUID-vkCmdClearDepthStencilImage-pRanges-01694
  For each VkImageSubresourceRange element of pRanges, if the levelCount member is not VK_REMAINING_MIP_LEVELS, then baseMipLevel + levelCount must be less than or equal to the mipLevels specified in VkImageCreateInfo when image was created

• VUID-vkCmdClearDepthStencilImage-baseArrayLayer-01476
  The VkImageSubresourceRange::baseArrayLayer members of the elements of the pRanges array must each be less than the arrayLayers specified in VkImageCreateInfo when image was created

• VUID-vkCmdClearDepthStencilImage-pRanges-01695
  For each VkImageSubresourceRange element of pRanges, if the layerCount member is not VK_REMAINING_ARRAY_LAYERS, then baseArrayLayer + layerCount must be less than or equal to the arrayLayers specified in VkImageCreateInfo when image was created

• VUID-vkCmdClearDepthStencilImage-image-00014
  image must have a depth/stencil format

• VUID-vkCmdClearDepthStencilImage-commandBuffer-01807
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, image must not be a protected image

• VUID-vkCmdClearDepthStencilImage-commandBuffer-01808
  If commandBuffer is a protected command buffer and protectedNoFault is not supported, image must not be an unprotected image

---

**Valid Usage (Implicit)**

• VUID-vkCmdClearDepthStencilImage-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

• VUID-vkCmdClearDepthStencilImage-image-parameter
  image must be a valid VkImage handle

• VUID-vkCmdClearDepthStencilImage-imageLayout-parameter
  imageLayout must be a valid VkImageLayout value

• VUID-vkCmdClearDepthStencilImage-pDepthStencil-parameter
  pDepthStencil must be a valid pointer to a valid VkClearDepthStencilValue structure

• VUID-vkCmdClearDepthStencilImage-pRanges-parameter
  pRanges must be a valid pointer to an array of rangeCount valid VkImageSubresourceRange
structures

- VUID-vkCmdClearDepthStencilImage-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdClearDepthStencilImage-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

- VUID-vkCmdClearDepthStencilImage-renderpass
  This command must only be called outside of a render pass instance

- VUID-vkCmdClearDepthStencilImage-rangeCount-arraylength
  rangeCount must be greater than 0

- VUID-vkCmdClearDepthStencilImage-commonparent
  Both of commandBuffer, and image must have been created, allocated, or retrieved from the same VkDevice

### Host Synchronization

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

### Command Properties

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<tbody>
<tr>
<td>Primary Secondary</td>
<td>Outside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
</tbody>
</table>

Clears outside render pass instances are treated as transfer operations for the purposes of memory barriers.

### 18.2. Clearing Images Inside a Render Pass Instance

To clear one or more regions of color and depth/stencil attachments inside a render pass instance, call:
```c
void vkCmdClearAttachments(
    VkCommandBuffer commandBuffer, 
    uint32_t attachmentCount, 
    const VkClearAttachment* pAttachments, 
    uint32_t rectCount, 
    const VkClearRect* pRects);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `attachmentCount` is the number of entries in the `pAttachments` array.
- `pAttachments` is a pointer to an array of `VkClearAttachment` structures defining the attachments to clear and the clear values to use.
- `rectCount` is the number of entries in the `pRects` array.
- `pRects` is a pointer to an array of `VkClearRect` structures defining regions within each selected attachment to clear.

Unlike other clear commands, `vkCmdClearAttachments` is not a transfer command. It performs its operations in rasterization order. For color attachments, the operations are executed as color attachment writes, by the `VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT` stage. For depth/stencil attachments, the operations are executed as depth writes and stencil writes by the `VK_PIPELINE_STAGE_EARLY_FRAGMENT_TESTS_BIT` and `VK_PIPELINE_STAGE_LATE_FRAGMENT_TESTS_BIT` stages.

`vkCmdClearAttachments` is not affected by the bound pipeline state.

**Note**

It is generally preferable to clear attachments by using the `VK_ATTACHMENT_LOAD_OP_CLEAR` load operation at the start of rendering, as it is more efficient on some implementations.

If any attachment’s `aspectMask` to be cleared is not backed by an image view, the clear has no effect on that aspect.

If an attachment being cleared refers to an image view created with an `aspectMask` equal to one of `VK_IMAGE_ASPECT_PLANE_0_BIT`, `VK_IMAGE_ASPECT_PLANE_1_BIT` or `VK_IMAGE_ASPECT_PLANE_2_BIT`, it is considered to be `VK_IMAGE_ASPECT_COLOR_BIT` for purposes of this command, and **must** be cleared with the `VK_IMAGE_ASPECT_COLOR_BIT` aspect as specified by image view creation.

**Valid Usage**

- VUID-vkCmdClearAttachments-aspectMask-07884
  If the `aspectMask` member of any element of `pAttachments` contains `VK_IMAGE_ASPECT_DEPTH_BIT`, the current subpass instance’s depth-stencil attachment **must** be either `VK_ATTACHMENT_UNUSED` or the attachment format **must** contain a depth component.

- VUID-vkCmdClearAttachments-aspectMask-07885
  If the `aspectMask` member of any element of `pAttachments` contains...
VK_IMAGE_ASPECT_STENCIL_BIT, the current subpass instance's depth-stencil attachment **must** be either VK_ATTACHMENT_UNUSED or the attachment **format must** contain a stencil component

- **VUID-vkCmdClearAttachments-aspectMask-07271**
  If the `aspectMask` member of any element of `pAttachments` contains VK_IMAGE_ASPECT_COLOR_BIT, the `colorAttachment` **must** be a valid color attachment index in the current render pass instance

- **VUID-vkCmdClearAttachments-rect-02682**
  The `rect` member of each element of `pRects` **must** have an `extent.width` greater than 0

- **VUID-vkCmdClearAttachments-rect-02683**
  The `rect` member of each element of `pRects` **must** have an `extent.height` greater than 0

- **VUID-vkCmdClearAttachments-pRects-00016**
  The rectangular region specified by each element of `pRects` **must** be contained within the render area of the current render pass instance

- **VUID-vkCmdClearAttachments-pRects-06937**
  The layers specified by each element of `pRects` **must** be contained within every attachment that `pAttachments` refers to, i.e. for each element of `pRects`, `VkClearRect::baseArrayLayer + VkClearRect::layerCount` **must** be less than or equal to the number of layers rendered to in the current render pass instance

- **VUID-vkCmdClearAttachments-layerCount-01934**
  The `layerCount` member of each element of `pRects` **must** not be 0

- **VUID-vkCmdClearAttachments-commandBuffer-02504**
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, each attachment to be cleared **must** not be a protected image

- **VUID-vkCmdClearAttachments-commandBuffer-02505**
  If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, each attachment to be cleared **must** not be an unprotected image

- **VUID-vkCmdClearAttachments-baseArrayLayer-00018**
  If the render pass instance this is recorded in uses multiview, then `baseArrayLayer` **must** be zero and `layerCount` **must** be one

---

**Valid Usage (Implicit)**

- **VUID-vkCmdClearAttachments-commandBuffer-parameter**
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle

- **VUID-vkCmdClearAttachments-pAttachments-parameter**
  `pAttachments` **must** be a valid pointer to an array of `attachmentCount` valid `VkClearAttachment` structures

- **VUID-vkCmdClearAttachments-pRects-parameter**
  `pRects` **must** be a valid pointer to an array of `rectCount` `VkClearRect` structures

- **VUID-vkCmdClearAttachments-commandBuffer-recording**
  `commandBuffer` **must** be in the `recording` state
The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations.

This command must only be called inside of a render pass instance.

`attachmentCount` must be greater than 0.

`rectCount` must be greater than 0.

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized.
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized.

### Command Properties

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</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The `VkClearColor` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkClearColor {
    VkRect2D    rect;
    uint32_t    baseArrayLayer;
    uint32_t    layerCount;
} VkClearColor;
```

- `rect` is the two-dimensional region to be cleared.
- `baseArrayLayer` is the first layer to be cleared.
- `layerCount` is the number of layers to clear.

The layers `[baseArrayLayer, baseArrayLayer + layerCount)` counting from the base layer of the attachment image view are cleared.

The `VkClearAttachment` structure is defined as:
typedef struct VkClearAttachment {
  VkImageAspectFlags aspectMask;
  uint32_t colorAttachment;
  VkClearValue clearValue;
} VkClearAttachment;

• **aspectMask** is a mask selecting the color, depth and/or stencil aspects of the attachment to be cleared.

• **colorAttachment** is only meaningful if **VK_IMAGE_ASPECT_COLOR_BIT** is set in **aspectMask**, in which case it is an index into the currently bound color attachments.

• **clearValue** is the color or depth/stencil value to clear the attachment to, as described in Clear Values below.

### Valid Usage

- **VUID-VkClearAttachment-aspectMask-00019**
  If **aspectMask** includes **VK_IMAGE_ASPECT_COLOR_BIT**, it **must** not include **VK_IMAGE_ASPECT_DEPTH_BIT** or **VK_IMAGE_ASPECT_STENCIL_BIT**

- **VUID-VkClearAttachment-aspectMask-00020**
  **aspectMask** **must** not include **VK_IMAGE_ASPECT_METADATA_BIT**

- **VUID-VkClearAttachment-aspectMask-02246**
  **aspectMask** **must** not include **VK_IMAGE_ASPECT_MEMORY_PLANE_i_BIT_EXT** for any index \( i \)

### Valid Usage (Implicit)

- **VUID-VkClearAttachment-aspectMask-parameter**
  **aspectMask** **must** be a valid combination of **VkImageAspectFlagBits** values

- **VUID-VkClearAttachment-aspectMask-requiredbitmask**
  **aspectMask** **must** not be 0

### 18.3. Clear Values

The **VkClearColorValue** structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef union VkClearColorValue {
  float float32[4];
  int32_t int32[4];
  uint32_t uint32[4];
} VkClearColorValue;
```
• **float32** are the color clear values when the format of the image or attachment is one of the numeric formats with a numeric type that is floating-point. Floating point values are automatically converted to the format of the image, with the clear value being treated as linear if the image is sRGB.

• **int32** are the color clear values when the format of the image or attachment has a numeric type that is signed integer (SINT). Signed integer values are converted to the format of the image by casting to the smaller type (with negative 32-bit values mapping to negative values in the smaller type). If the integer clear value is not representable in the target type (e.g. would overflow in conversion to that type), the clear value is undefined.

• **uint32** are the color clear values when the format of the image or attachment has a numeric type that is unsigned integer (UINT). Unsigned integer values are converted to the format of the image by casting to the integer type with fewer bits.

The four array elements of the clear color map to R, G, B, and A components of image formats, in order.

If the image has more than one sample, the same value is written to all samples for any pixels being cleared.

The **VkClearDepthStencilValue** structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkClearDepthStencilValue {
    float depth;
    uint32_t stencil;
} VkClearDepthStencilValue;
```

• **depth** is the clear value for the depth aspect of the depth/stencil attachment. It is a floating-point value which is automatically converted to the attachment's format.

• **stencil** is the clear value for the stencil aspect of the depth/stencil attachment. It is a 32-bit integer value which is converted to the attachment's format by taking the appropriate number of LSBs.

**Valid Usage**

• VUID-VkClearDepthStencilValue-depth-00022
  Unless the VK_EXT_depth_range_unrestricted extension is enabled **depth must be between 0.0 and 1.0**, inclusive

The **VkClearValue** union is defined as:
typedef union VkClearColorValue {
    VkClearDepthStencilValue depthStencil;
} VkClearColorValue;

• color specifies the color image clear values to use when clearing a color image or attachment.
• depthStencil specifies the depth and stencil clear values to use when clearing a depth/stencil image or attachment.

This union is used where part of the API requires either color or depth/stencil clear values, depending on the attachment, and defines the initial clear values in the VkRenderPassBeginInfo structure.

18.4. Filling Buffers

To clear buffer data, call:

```c
void vkCmdFillBuffer(
    VkCommandBuffer commandBuffer,
    VkBuffer dstBuffer,
    VkDeviceSize dstOffset,
    VkDeviceSize size,
    uint32_t data);
```

• commandBuffer is the command buffer into which the command will be recorded.
• dstBuffer is the buffer to be filled.
• dstOffset is the byte offset into the buffer at which to start filling, and must be a multiple of 4.
• size is the number of bytes to fill, and must be either a multiple of 4, or VK_WHOLE_SIZE to fill the range from offset to the end of the buffer. If VK_WHOLE_SIZE is used and the remaining size of the buffer is not a multiple of 4, then the nearest smaller multiple is used.
• data is the 4-byte word written repeatedly to the buffer to fill size bytes of data. The data word is written to memory according to the host endianness.

vkCmdFillBuffer is treated as a “transfer” operation for the purposes of synchronization barriers. The VK_BUFFER_USAGE_TRANSFER_DST_BIT must be specified in usage of VkBufferCreateInfo in order for the buffer to be compatible with vkCmdFillBuffer.

Valid Usage

• VUID-vkCmdFillBuffer-dstOffset-00024
dstOffset must be less than the size of dstBuffer
• VUID-vkCmdFillBuffer-dstOffset-00025
**dstOffset** must be a multiple of 4

- VUID-vkCmdFillBuffer-size-00026
  If size is not equal to VK_WHOLE_SIZE, size must be greater than 0

- VUID-vkCmdFillBuffer-size-00027
  If size is not equal to VK_WHOLE_SIZE, size must be less than or equal to the size of dstBuffer minus dstOffset

- VUID-vkCmdFillBuffer-size-00028
  If size is not equal to VK_WHOLE_SIZE, size must be a multiple of 4

- VUID-vkCmdFillBuffer-dstBuffer-00029
  dstBuffer must have been created with VK_BUFFER_USAGE_TRANSFER_DST_BIT usage flag

- VUID-vkCmdFillBuffer-apiVersion-07894
  VkCommandPool that commandBuffer was allocated from must support graphics or compute operations

- VUID-vkCmdFillBuffer-dstBuffer-00031
  If dstBuffer is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

- VUID-vkCmdFillBuffer-commandBuffer-01811
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, dstBuffer must not be a protected buffer

- VUID-vkCmdFillBuffer-commandBuffer-01812
  If commandBuffer is a protected command buffer and protectedNoFault is not supported, dstBuffer must not be an unprotected buffer

---

**Valid Usage (Implicit)**

- VUID-vkCmdFillBuffer-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdFillBuffer-dstBuffer-parameter
  dstBuffer must be a valid VkBuffer handle

- VUID-vkCmdFillBuffer-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdFillBuffer-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support transfer, graphics or compute operations

- VUID-vkCmdFillBuffer-renderpass
  This command must only be called outside of a render pass instance

- VUID-vkCmdFillBuffer-commonparent
  Both of commandBuffer, and dstBuffer must have been created, allocated, or retrieved from the same VkDevice
Host Synchronization

- Host access to `commandBuffer` must be externally synchronized.
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized.

### Command Properties

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<tr>
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</tr>
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</table>

#### 18.5. Updating Buffers

To update buffer data inline in a command buffer, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdUpdateBuffer(
    VkCommandBuffer commandBuffer,
    VkBuffer dstBuffer,
    VkDeviceSize dstOffset,
    VkDeviceSize dataSize,
    const void* pData);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `dstBuffer` is a handle to the buffer to be updated.
- `dstOffset` is the byte offset into the buffer to start updating, and must be a multiple of 4.
- `dataSize` is the number of bytes to update, and must be a multiple of 4.
- `pData` is a pointer to the source data for the buffer update, and must be at least `dataSize` bytes in size.

`dataSize` must be less than or equal to 65536 bytes. For larger updates, applications can use buffer to buffer copies.

**Note**

Buffer updates performed with `vkCmdUpdateBuffer` first copy the data into command buffer memory when the command is recorded (which requires additional storage and may incur an additional allocation), and then copy the data from the command buffer into `dstBuffer` when the command is executed on a device.
The additional cost of this functionality compared to buffer to buffer copies means it is only recommended for very small amounts of data, and is why it is limited to only 65536 bytes.

Applications can work around this by issuing multiple `vkCmdUpdateBuffer` commands to different ranges of the same buffer, but it is strongly recommended that they should not.

The source data is copied from the user pointer to the command buffer when the command is called.

`vkCmdUpdateBuffer` is only allowed outside of a render pass. This command is treated as a “transfer” operation for the purposes of synchronization barriers. The `VK_BUFFER_USAGE_TRANSFER_DST_BIT` must be specified in usage of `VkBufferCreateInfo` in order for the buffer to be compatible with `vkCmdUpdateBuffer`.

### Valid Usage

- VUID-vkCmdUpdateBuffer-dstOffset-00032
  
  `dstOffset` must be less than the size of `dstBuffer`

- VUID-vkCmdUpdateBuffer-dataSize-00033
  
  `dataSize` must be less than or equal to the size of `dstBuffer` minus `dstOffset`

- VUID-vkCmdUpdateBuffer-dstBuffer-00034
  
  `dstBuffer` must have been created with `VK_BUFFER_USAGE_TRANSFER_DST_BIT` usage flag

- VUID-vkCmdUpdateBuffer-dstBuffer-00035
  
  If `dstBuffer` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object

- VUID-vkCmdUpdateBuffer-dstOffset-00036
  
  `dstOffset` must be a multiple of 4

- VUID-vkCmdUpdateBuffer-dataSize-00037
  
  `dataSize` must be less than or equal to 65536

- VUID-vkCmdUpdateBuffer-dataSize-00038
  
  `dataSize` must be a multiple of 4

- VUID-vkCmdUpdateBuffer-commandBuffer-01813
  
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `dstBuffer` must not be a protected buffer

- VUID-vkCmdUpdateBuffer-commandBuffer-01814
  
  If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, `dstBuffer` must not be an unprotected buffer

### Valid Usage (Implicit)

- VUID-vkCmdUpdateBuffer-commandBuffer-parameter
  
  `commandBuffer` must be a valid `VkCommandBuffer` handle
- VUID-vkCmdUpdateBuffer-dstBuffer-parameter
dstBuffer must be a valid VkBuffer handle

- VUID-vkCmdUpdateBuffer-pData-parameter
pData must be a valid pointer to an array of dataSize bytes

- VUID-vkCmdUpdateBuffer-commandBuffer-recording
commandBuffer must be in the recording state

- VUID-vkCmdUpdateBuffer-commandBuffer-cmdpool
The VkCommandPool that commandBuffer was allocated from must support transfer, graphics, or compute operations

- VUID-vkCmdUpdateBuffer-renderpass
This command must only be called outside of a render pass instance

- VUID-vkCmdUpdateBuffer-dataSize-arraylength
dataSize must be greater than 0

- VUID-vkCmdUpdateBuffer-commonparent
Both of commandBuffer, and dstBuffer must have been created, allocated, or retrieved from the same VkDevice

**Host Synchronization**

- Host access to commandBuffer must be externally synchronized

- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

**Command Properties**

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</tr>
<tr>
<td></td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>
Chapter 19. Copy Commands

An application can copy buffer and image data using several methods described in this chapter, depending on the type of data transfer.

All copy commands are treated as “transfer” operations for the purposes of synchronization barriers.

All copy commands that have a source format with an X component in its format description read undefined values from those bits.

All copy commands that have a destination format with an X component in its format description write undefined values to those bits.

19.1. Copying Data Between Buffers

To copy data between buffer objects, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdCopyBuffer(
    VkCommandBuffer commandBuffer,
    VkBuffer srcBuffer,
    VkBuffer dstBuffer,
    uint32_t regionCount,
    const VkBufferCopy* pRegions);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `srcBuffer` is the source buffer.
- `dstBuffer` is the destination buffer.
- `regionCount` is the number of regions to copy.
- `pRegions` is a pointer to an array of `VkBufferCopy` structures specifying the regions to copy.

Each source region specified by `pRegions` is copied from the source buffer to the destination region of the destination buffer. If any of the specified regions in `srcBuffer` overlaps in memory with any of the specified regions in `dstBuffer`, values read from those overlapping regions are undefined.

Valid Usage

- VUID-vkCmdCopyBuffer-commandBuffer-01822
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `srcBuffer` must not be a protected buffer
- VUID-vkCmdCopyBuffer-commandBuffer-01823
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `dstBuffer` must not be a protected buffer
- VUID-vkCmdCopyBuffer-commandBuffer-01824
If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, `dstBuffer` must not be an unprotected buffer.

- VUID-vkCmdCopyBuffer-srcOffset-00113
  The `srcOffset` member of each element of `pRegions` must be less than the size of `srcBuffer`.

- VUID-vkCmdCopyBuffer-dstOffset-00114
  The `dstOffset` member of each element of `pRegions` must be less than the size of `dstBuffer`.

- VUID-vkCmdCopyBuffer-size-00115
  The `size` member of each element of `pRegions` must be less than or equal to the size of `srcBuffer` minus `srcOffset`.

- VUID-vkCmdCopyBuffer-size-00116
  The `size` member of each element of `pRegions` must be less than or equal to the size of `dstBuffer` minus `dstOffset`.

- VUID-vkCmdCopyBuffer-pRegions-00117
  The union of the source regions, and the union of the destination regions, specified by the elements of `pRegions`, must not overlap in memory.

- VUID-vkCmdCopyBuffer-srcBuffer-00118
  `srcBuffer` must have been created with `VK_BUFFER_USAGE_TRANSFER_SRC_BIT` usage flag.

- VUID-vkCmdCopyBuffer-dstBuffer-00119
  If `srcBuffer` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

- VUID-vkCmdCopyBuffer-dstBuffer-00120
  `dstBuffer` must have been created with `VK_BUFFER_USAGE_TRANSFER_DST_BIT` usage flag.

- VUID-vkCmdCopyBuffer-dstBuffer-00121
  If `dstBuffer` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

---

**Valid Usage (Implicit)**

- VUID-vkCmdCopyBuffer-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle.

- VUID-vkCmdCopyBuffer-srcBuffer-parameter
  `srcBuffer` must be a valid `VkBuffer` handle.

- VUID-vkCmdCopyBuffer-dstBuffer-parameter
  `dstBuffer` must be a valid `VkBuffer` handle.

- VUID-vkCmdCopyBuffer-pRegions-parameter
  `pRegions` must be a valid pointer to an array of `regionCount` valid `VkBufferCopy` structures.

- VUID-vkCmdCopyBuffer-commandBuffer-recording
  `commandBuffer` must be in the recording state.

- VUID-vkCmdCopyBuffer-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support transfer, graphics, or compute operations.
This command must only be called outside of a render pass instance.

regionCount must be greater than 0.

Each of commandBuffer, dstBuffer, and srcBuffer must have been created, allocated, or retrieved from the same VkDevice.

Host Synchronization

Host access to commandBuffer must be externally synchronized.

Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized.

Command Properties

<table>
<thead>
<tr>
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</tr>
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<td>Graphics</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>

The VkBufferCopy structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkBufferCopy {
    VkDeviceSize srcOffset;
    VkDeviceSize dstOffset;
    VkDeviceSize size;
} VkBufferCopy;
```

- srcOffset is the starting offset in bytes from the start of srcBuffer.
- dstOffset is the starting offset in bytes from the start of dstBuffer.
- size is the number of bytes to copy.

Valid Usage

- VUID-VkBufferCopy-size-01988
  The size must be greater than 0

A more extensible version of the copy buffer command is defined below.
To copy data between buffer objects, call:

```c
// Provided by VK_KHR_copy_commands2
void vkCmdCopyBuffer2KHR(
    VkCommandBuffer commandBuffer,
    const VkCopyBufferInfo2* pCopyBufferInfo);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `pCopyBufferInfo` is a pointer to a `VkCopyBufferInfo2` structure describing the copy parameters.

Each source region specified by `pCopyBufferInfo->pRegions` is copied from the source buffer to the destination region of the destination buffer. If any of the specified regions in `pCopyBufferInfo->srcBuffer` overlaps in memory with any of the specified regions in `pCopyBufferInfo->dstBuffer`, values read from those overlapping regions are undefined.

### Valid Usage

- **VUID-vkCmdCopyBuffer2-commandBuffer-01822**
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `srcBuffer` must not be a protected buffer

- **VUID-vkCmdCopyBuffer2-commandBuffer-01823**
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `dstBuffer` must not be a protected buffer

- **VUID-vkCmdCopyBuffer2-commandBuffer-01824**
  If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, `dstBuffer` must not be an unprotected buffer

### Valid Usage (Implicit)

- **VUID-vkCmdCopyBuffer2-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- **VUID-vkCmdCopyBuffer2-pCopyBufferInfo-parameter**
  `pCopyBufferInfo` must be a valid pointer to a valid `VkCopyBufferInfo2` structure

- **VUID-vkCmdCopyBuffer2-commandBuffer-recording**
  `commandBuffer` must be in the recording state

- **VUID-vkCmdCopyBuffer2-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from must support transfer, graphics, or compute operations

- **VUID-vkCmdCopyBuffer2-renderpass**
  This command must only be called outside of a render pass instance
Host Synchronization

- Host access to commandBuffer must be externally synchronized.
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized.

Command Properties

<table>
<thead>
<tr>
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<td>Transfer Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>

The VkCopyBufferInfo2 structure is defined as:

```c
typedef struct VkCopyBufferInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkBuffer srcBuffer;
    VkBuffer dstBuffer;
    uint32_t regionCount;
    const VkBufferCopy2* pRegions;
} VkCopyBufferInfo2;
```

or the equivalent

```c
// Provided by VK_KHR_copy_commands2
typedef VkCopyBufferInfo2 VkCopyBufferInfo2KHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- srcBuffer is the source buffer.
- dstBuffer is the destination buffer.
- regionCount is the number of regions to copy.
- pRegions is a pointer to an array of VkBufferCopy2 structures specifying the regions to copy.

Valid Usage

- VUID-VkCopyBufferInfo2-srcOffset-00113
  The srcOffset member of each element of pRegions must be less than the size of srcBuffer.
The `dstOffset` member of each element of `pRegions` must be less than the size of `dstBuffer`.

The `size` member of each element of `pRegions` must be less than or equal to the size of `srcBuffer` minus `srcOffset`.

The `size` member of each element of `pRegions` must be less than or equal to the size of `dstBuffer` minus `dstOffset`.

The union of the source regions, and the union of the destination regions, specified by the elements of `pRegions`, must not overlap in memory.

`srcBuffer` must have been created with `VK_BUFFER_USAGE_TRANSFER_SRC_BIT` usage flag.

If `srcBuffer` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

`dstBuffer` must have been created with `VK_BUFFER_USAGE_TRANSFER_DST_BIT` usage flag.

If `dstBuffer` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

Valid Usage (Implicit)

- **VUID-VkCopyBufferInfo2-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_COPY_BUFFER_INFO_2`.

- **VUID-VkCopyBufferInfo2-pNext-pNext**

  `pNext` must be `NULL`.

- **VUID-VkCopyBufferInfo2-srcBuffer-parameter**

  `srcBuffer` must be a valid `VkBuffer` handle.

- **VUID-VkCopyBufferInfo2-dstBuffer-parameter**

  `dstBuffer` must be a valid `VkBuffer` handle.

- **VUID-VkCopyBufferInfo2-pRegions-parameter**

  `pRegions` must be a valid pointer to an array of `regionCount` valid `VkBufferCopy2` structures.

- **VUID-VkCopyBufferInfo2-regionCount-arraylength**

  `regionCount` must be greater than 0.

- **VUID-VkCopyBufferInfo2-commonparent**

  Both of `dstBuffer`, and `srcBuffer` must have been created, allocated, or retrieved from the same `VkDevice`. 
The `VkBufferCopy2` structure is defined as:

```c
typedef struct VkBufferCopy2 {
    VkStructureType sType;
    const void* pNext;
    VkDeviceSize srcOffset;
    VkDeviceSize dstOffset;
    VkDeviceSize size;
} VkBufferCopy2;
```

or the equivalent

```c
// Provided by VK_KHR_copy_commands2
typedef VkBufferCopy2 VkBufferCopy2KHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `srcOffset` is the starting offset in bytes from the start of `srcBuffer`.
- `dstOffset` is the starting offset in bytes from the start of `dstBuffer`.
- `size` is the number of bytes to copy.

### Valid Usage

- VUID-VkBufferCopy2-size-01988
  The `size` must be greater than 0

### Valid Usage (Implicit)

- VUID-VkBufferCopy2-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_BUFFER_COPY_2`
- VUID-VkBufferCopy2-pNext-pNext
  `pNext` must be `NULL`

### 19.2. Copying Data Between Images

To copy data between image objects, call:
void vkCmdCopyImage(
    VkCommandBuffer commandBuffer,
    VkImage srcImage,      
    VkImageLayout srcImageLayout,  
    VkImage dstImage,      
    VkImageLayout dstImageLayout,  
    uint32_t regionCount,       
    const VkImageCopy* pRegions);

- **commandBuffer** is the command buffer into which the command will be recorded.
- **srcImage** is the source image.
- **srcImageLayout** is the current layout of the source image subresource.
- **dstImage** is the destination image.
- **dstImageLayout** is the current layout of the destination image subresource.
- **regionCount** is the number of regions to copy.
- **pRegions** is a pointer to an array of VkImageCopy structures specifying the regions to copy.

Each source region specified by pRegions is copied from the source image to the destination region of the destination image. If any of the specified regions in srcImage overlaps in memory with any of the specified regions in dstImage, values read from those overlapping regions are undefined.

**Multi-planar images** can only be copied on a per-plane basis, and the subresources used in each region when copying to or from such images must specify only one plane, though different regions can specify different planes. When copying planes of multi-planar images, the format considered is the compatible format for that plane, rather than the format of the multi-planar image.

If the format of the destination image has a different block extent than the source image (e.g. one is a compressed format), the offset and extent for each of the regions specified is scaled according to the block extents of each format to match in size. Copy regions for each image must be aligned to a multiple of the texel block extent in each dimension, except at the edges of the image, where region extents must match the edge of the image.

Image data can be copied between images with different image types. If one image is VK_IMAGE_TYPE_3D and the other image is VK_IMAGE_TYPE_2D with multiple layers, then each slice is copied to or from a different layer; depth slices in the 3D image correspond to layerCount layers in the 2D image, with an effective depth of 1 used for the 2D image. Other combinations of image types are disallowed.

### Valid Usage

- **VUID-vkCmdCopyImage-commandBuffer-01825**
  If **commandBuffer** is an unprotected command buffer and **protectedNoFault** is not supported, **srcImage** must not be a protected image
- **VUID-vkCmdCopyImage-commandBuffer-01826**
If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `dstImage` must not be a protected image

- VUID-vkCmdCopyImage-commandBuffer-01827
  If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, `dstImage` must not be an unprotected image

- VUID-vkCmdCopyImage-pRegions-00124
  The union of all source regions, and the union of all destination regions, specified by the elements of `pRegions`, must not overlap in memory

- VUID-vkCmdCopyImage-srcImage-01995
  The format features of `srcImage` must contain `VK_FORMAT_FEATURE_TRANSFER_SRC_BIT`

- VUID-vkCmdCopyImage-srcImageLayout-00128
  `srcImageLayout` must specify the layout of the image subresources of `srcImage` specified in `pRegions` at the time this command is executed on a `VkDevice`

- VUID-vkCmdCopyImage-srcImageLayout-01917
  `srcImageLayout` must be `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR`, `VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL`, or `VK_IMAGE_LAYOUT_GENERAL`

- VUID-vkCmdCopyImage-srcImage-09460
  If `srcImage` and `dstImage` are the same, and any elements of `pRegions` contains the `srcSubresource` and `dstSubresource` with matching `mipLevel` and overlapping array layers, then the `srcImageLayout` and `dstImageLayout` must be `VK_IMAGE_LAYOUT_GENERAL` or `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR`

- VUID-vkCmdCopyImage-dstImage-01996
  The format features of `dstImage` must contain `VK_FORMAT_FEATURE_TRANSFER_DST_BIT`

- VUID-vkCmdCopyImage-dstImageLayout-00133
  `dstImageLayout` must specify the layout of the image subresources of `dstImage` specified in `pRegions` at the time this command is executed on a `VkDevice`

- VUID-vkCmdCopyImage-dstImageLayout-01395
  `dstImageLayout` must be `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR`, `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL`, or `VK_IMAGE_LAYOUT_GENERAL`

- VUID-vkCmdCopyImage-srcImage-01548
  If the `VkFormat` of each of `srcImage` and `dstImage` is not a `multi-planar format`, the `VkFormat` of each of `srcImage` and `dstImage` must be size-compatible

- VUID-vkCmdCopyImage-None-01549
  In a copy to or from a plane of a `multi-planar image`, the `VkFormat` of the image and plane must be compatible according to the description of compatible planes for the plane being copied

- VUID-vkCmdCopyImage-srcImage-00136
  The sample count of `srcImage` and `dstImage` must match

- VUID-vkCmdCopyImage-srcOffset-01783
  The sample count of `srcImage` and `dstImage` must match
The `srcOffset` and `extent` members of each element of `pRegions` must respect the image transfer granularity requirements of `commandBuffer`'s command pool's queue family, as described in `VkQueueFamilyProperties`.

- VUID-vkCmdCopyImage-dstOffset-01784
  The `dstOffset` and `extent` members of each element of `pRegions` must respect the image transfer granularity requirements of `commandBuffer`'s command pool's queue family, as described in `VkQueueFamilyProperties`.

- VUID-vkCmdCopyImage-srcImage-01551
  If neither `srcImage` nor `dstImage` has a multi-planar image format then for each element of `pRegions`, `srcSubresource.aspectMask` and `dstSubresource.aspectMask` must match.

- VUID-vkCmdCopyImage-srcImage-08713
  If `srcImage` has a multi-planar image format, then for each element of `pRegions`, `srcSubresource.aspectMask` must be a single valid multi-planar aspect mask bit.

- VUID-vkCmdCopyImage-dstImage-08714
  If `dstImage` has a multi-planar image format, then for each element of `pRegions`, `dstSubresource.aspectMask` must be a single valid multi-planar aspect mask bit.

- VUID-vkCmdCopyImage-srcImage-01556
  If `srcImage` has a multi-planar image format and the `dstImage` does not have a multi-planar image format, then for each element of `pRegions`, `dstSubresource.aspectMask` must be `VK_IMAGE_ASPECT_COLOR_BIT`.

- VUID-vkCmdCopyImage-dstImage-01557
  If `dstImage` has a multi-planar image format and the `srcImage` does not have a multi-planar image format, then for each element of `pRegions`, `srcSubresource.aspectMask` must be `VK_IMAGE_ASPECT_COLOR_BIT`.

- VUID-vkCmdCopyImage-srcImage-04443
  If `srcImage` is of type `VK_IMAGE_TYPE_3D`, then for each element of `pRegions`, `srcSubresource.baseArrayLayer` must be 0 and `srcSubresource.layerCount` must be 1.

- VUID-vkCmdCopyImage-dstImage-04444
  If `dstImage` is of type `VK_IMAGE_TYPE_3D`, then for each element of `pRegions`, `dstSubresource.baseArrayLayer` must be 0 and `dstSubresource.layerCount` must be 1.

- VUID-vkCmdCopyImage-aspectMask-00142
  For each element of `pRegions`, `srcSubresource.aspectMask` must specify aspects present in `srcImage`.

- VUID-vkCmdCopyImage-aspectMask-00143
  For each element of `pRegions`, `dstSubresource.aspectMask` must specify aspects present in `dstImage`.

- VUID-vkCmdCopyImage-srcOffset-00144
  For each element of `pRegions`, `srcOffset.x` and `(extent.width + srcOffset.x)` must both be greater than or equal to 0 and less than or equal to the width of the specified `srcSubresource` of `srcImage`.

- VUID-vkCmdCopyImage-srcOffset-00145
  For each element of `pRegions`, `srcOffset.y` and `(extent.height + srcOffset.y)` must both be greater than or equal to 0 and less than or equal to the height of the specified `srcSubresource` of `srcImage`.
If `srcImage` is of type `VK_IMAGE_TYPE_1D`, then for each element of `pRegions`, `srcOffset.y` must be 0 and `extent.height` must be 1

If `srcImage` is of type `VK_IMAGE_TYPE_3D`, then for each element of `pRegions`, `srcOffset.z` and `(extent.depth + srcOffset.z)` must both be greater than or equal to 0 and less than or equal to the depth of the specified `srcSubresource` of `srcImage`.

If `srcImage` is of type `VK_IMAGE_TYPE_1D`, then for each element of `pRegions`, `srcOffset.z` must be 0 and `extent.depth` must be 1.

If `srcImage` is of type `VK_IMAGE_TYPE_2D`, then for each element of `pRegions`, `srcOffset.z` must be 0.

If `srcImage` and `dstImage` have a different `VkImageType`, one must be `VK_IMAGE_TYPE_3D` and the other must be `VK_IMAGE_TYPE_2D`.

If `srcImage` and `dstImage` have the same `VkImageType`, for each element of `pRegions`, the `layerCount` members of `srcSubresource` or `dstSubresource` must match.

If `srcImage` and `dstImage` are both of type `VK_IMAGE_TYPE_2D`, then for each element of `pRegions`, `extent.depth` must be 1.

If `srcImage` is of type `VK_IMAGE_TYPE_2D`, and `dstImage` is of type `VK_IMAGE_TYPE_3D`, then for each element of `pRegions`, `extent.depth` must equal `srcSubresource.layerCount`.

If `dstImage` is of type `VK_IMAGE_TYPE_2D`, and `srcImage` is of type `VK_IMAGE_TYPE_3D`, then for each element of `pRegions`, `extent.depth` must equal `dstSubresource.layerCount`.

For each element of `pRegions`, `dstOffset.x` and `(extent.width + dstOffset.x)` must both be greater than or equal to 0 and less than or equal to the width of the specified `dstSubresource` of `dstImage`.

For each element of `pRegions`, `dstOffset.y` and `(extent.height + dstOffset.y)` must both be greater than or equal to 0 and less than or equal to the height of the specified `dstSubresource` of `dstImage`.
If `dstImage` is of type `VK_IMAGE_TYPE_1D`, then for each element of `pRegions`, `dstOffset.y` must be 0 and `extent.height` must be 1.

If `dstImage` is of type `VK_IMAGE_TYPE_3D`, then for each element of `pRegions`, `dstOffset.z` and `extent.depth + dstOffset.z` must both be greater than or equal to 0 and less than or equal to the depth of the specified `dstSubresource` of `dstImage`.

For each element of `pRegions`, `srcOffset.x` must be a multiple of the texel block extent width of the `VkFormat` of `srcImage`.

For each element of `pRegions`, `srcOffset.y` must be a multiple of the texel block extent height of the `VkFormat` of `srcImage`.

For each element of `pRegions`, `srcOffset.z` must be a multiple of the texel block extent depth of the `VkFormat` of `srcImage`.

For each element of `pRegions`, if the sum of `srcOffset.x` and `extent.width` does not equal the width of the subresource specified by `srcSubresource`, `extent.width` must be a multiple of the texel block extent width of the `VkFormat` of `srcImage`.

For each element of `pRegions`, if the sum of `srcOffset.y` and `extent.height` does not equal the height of the subresource specified by `srcSubresource`, `extent.height` must be a multiple of the texel block extent height of the `VkFormat` of `srcImage`.

For each element of `pRegions`, if the sum of `srcOffset.z` and `extent.depth` does not equal the depth of the subresource specified by `srcSubresource`, `extent.depth` must be a multiple of the texel block extent depth of the `VkFormat` of `srcImage`.

For each element of `pRegions`, if the sum of `dstOffset.x` and `extent.width` does not equal the width of the subresource specified by `dstSubresource`, `extent.width` must be a multiple of the texel block extent width of the `VkFormat` of `dstImage`.

For each element of `pRegions`, if the sum of `dstOffset.y` and `extent.height` does not equal
the height of the subresource specified by \texttt{dstSubresource}, \texttt{extent.height} must be a multiple of the \texttt{texel block extent height} of the \texttt{VkFormat} of \texttt{dstImage}

- VUID-vkCmdCopyImage-dstImage-01734
  For each element of \texttt{pRegions}, if the sum of \texttt{dstOffset.z} and \texttt{extent.depth} does not equal the depth of the subresource specified by \texttt{dstSubresource}, \texttt{extent.depth} must be a multiple of the \texttt{texel block extent depth} of the \texttt{VkFormat} of \texttt{dstImage}

- VUID-vkCmdCopyImage-aspect-06662
  If the \texttt{aspect} member of any element of \texttt{pRegions} includes any flag other than \texttt{VK_IMAGE_ASPECT_STENCIL_BIT} or \texttt{srcImage} was not created with separate stencil usage, \texttt{VK_IMAGE_USAGE_TRANSFER_SRC_BIT} must have been included in the \texttt{VkImageCreateInfo}\texttt{::usage} used to create \texttt{srcImage}

- VUID-vkCmdCopyImage-aspect-06663
  If the \texttt{aspect} member of any element of \texttt{pRegions} includes any flag other than \texttt{VK_IMAGE_ASPECT_STENCIL_BIT} or \texttt{dstImage} was not created with separate stencil usage, \texttt{VK_IMAGE_USAGE_TRANSFER_DST_BIT} must have been included in the \texttt{VkImageCreateInfo}\texttt{::usage} used to create \texttt{dstImage}

- VUID-vkCmdCopyImage-aspect-06664
  If the \texttt{aspect} member of any element of \texttt{pRegions} includes \texttt{VK_IMAGE_ASPECT_STENCIL_BIT}, and \texttt{srcImage} was created with separate stencil usage, \texttt{VK_IMAGE_USAGE_TRANSFER_SRC_BIT} must have been included in the \texttt{VkImageStencilUsageCreateInfo}\texttt{::stencilUsage} used to create \texttt{srcImage}

- VUID-vkCmdCopyImage-aspect-06665
  If the \texttt{aspect} member of any element of \texttt{pRegions} includes \texttt{VK_IMAGE_ASPECT_STENCIL_BIT}, and \texttt{dstImage} was created with separate stencil usage, \texttt{VK_IMAGE_USAGE_TRANSFER_DST_BIT} must have been included in the \texttt{VkImageStencilUsageCreateInfo}\texttt{::stencilUsage} used to create \texttt{dstImage}

- VUID-vkCmdCopyImage-srcImage-07966
  If \texttt{srcImage} is non-sparse then the image or the specified disjoint plane must be bound completely and contiguously to a single \texttt{VkDeviceMemory} object

- VUID-vkCmdCopyImage-srcSubresource-07967
  The \texttt{srcSubresource.mipLevel} member of each element of \texttt{pRegions} must be less than the \texttt{mipLevels} specified in \texttt{VkImageCreateInfo} when \texttt{srcImage} was created

- VUID-vkCmdCopyImage-srcSubresource-07968
  \texttt{srcSubresource.baseArrayLayer + srcSubresource.layerCount} of each element of \texttt{pRegions} must be less than or equal to the \texttt{arrayLayers} specified in \texttt{VkImageCreateInfo} when \texttt{srcImage} was created

- VUID-vkCmdCopyImage-dstImage-07966
  If \texttt{dstImage} is non-sparse then the image or the specified disjoint plane must be bound completely and contiguously to a single \texttt{VkDeviceMemory} object

- VUID-vkCmdCopyImage-dstSubresource-07967
  The \texttt{dstSubresource.mipLevel} member of each element of \texttt{pRegions} must be less than the \texttt{mipLevels} specified in \texttt{VkImageCreateInfo} when \texttt{dstImage} was created

- VUID-vkCmdCopyImage-dstSubresource-07968
dstSubresource.baseArrayLayer + dstSubresource.layerCount of each element of pRegions must be less than or equal to the arrayLayers specified in VkImageCreateInfo when dstImage was created

Valid Usage (Implicit)

- VUID-vkCmdCopyImage-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdCopyImage-srcImage-parameter
  srcImage must be a valid VkImage handle

- VUID-vkCmdCopyImage-srcImageLayout-parameter
  srcImageLayout must be a valid VkImageLayout value

- VUID-vkCmdCopyImage-dstImage-parameter
  dstImage must be a valid VkImage handle

- VUID-vkCmdCopyImage-dstImageLayout-parameter
  dstImageLayout must be a valid VkImageLayout value

- VUID-vkCmdCopyImage-pRegions-parameter
  pRegions must be a valid pointer to an array of regionCount valid VkImageCopy structures

- VUID-vkCmdCopyImage-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdCopyImage-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support transfer, graphics, or compute operations

- VUID-vkCmdCopyImage-renderpass
  This command must only be called outside of a render pass instance

- VUID-vkCmdCopyImage-regionCount-arraylength
  regionCount must be greater than 0

- VUID-vkCmdCopyImage-commonparent
  Each of commandBuffer, dstImage, and srcImage must have been created, allocated, or retrieved from the same VkDevice

Host Synchronization

- Host access to commandBuffer must be externally synchronized

- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized
The `VkImageCopy` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkImageCopy {
    VkImageSubresourceLayers srcSubresource;
    VkOffset3D srcOffset;
    VkImageSubresourceLayers dstSubresource;
    VkOffset3D dstOffset;
    VkExtent3D extent;
} VkImageCopy;
```

- `srcSubresource` and `dstSubresource` are `VkImageSubresourceLayers` structures specifying the image subresources of the images used for the source and destination image data, respectively.
- `srcOffset` and `dstOffset` select the initial x, y, and z offsets in texels of the sub-regions of the source and destination image data.
- `extent` is the size in texels of the image to copy in width, height and depth.

### Valid Usage

- VUID-VkImageCopy-extent-06668  
  `extent.width` must not be 0
- VUID-VkImageCopy-extent-06669  
  `extent.height` must not be 0
- VUID-VkImageCopy-extent-06670  
  `extent.depth` must not be 0

### Valid Usage (Implicit)

- VUID-VkImageCopy-srcSubresource-parameter  
  `srcSubresource` must be a valid `VkImageSubresourceLayers` structure
- VUID-VkImageCopy-dstSubresource-parameter  
  `dstSubresource` must be a valid `VkImageSubresourceLayers` structure
The `VkImageSubresourceLayers` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkImageSubresourceLayers {
    VkImageAspectFlags aspectMask;
    uint32_t mipLevel;
    uint32_t baseArrayLayer;
    uint32_t layerCount;
} VkImageSubresourceLayers;
```

- `aspectMask` is a combination of `VkImageAspectFlagBits`, selecting the color, depth and/or stencil aspects to be copied.
- `mipLevel` is the mipmap level to copy
- `baseArrayLayer` and `layerCount` are the starting layer and number of layers to copy.

**Valid Usage**

- VUID-VkImageSubresourceLayers-aspectMask-00167
  If `aspectMask` contains `VK_IMAGE_ASPECT_COLOR_BIT`, it **must** not contain either of `VK_IMAGE_ASPECT_DEPTH_BIT` or `VK_IMAGE_ASPECT_STENCIL_BIT`

- VUID-VkImageSubresourceLayers-aspectMask-00168
  `aspectMask` **must** not contain `VK_IMAGE_ASPECT_METADATA_BIT`

- VUID-VkImageSubresourceLayers-aspectMask-02247
  `aspectMask` **must** not include `VK_IMAGE_ASPECT_MEMORY_PLANE_i_BIT_EXT` for any index `i`

- VUID-VkImageSubresourceLayers-layerCount-09243
  `layerCount` **must** not be `VK_REMAINING_ARRAY_LAYERS`

- VUID-VkImageSubresourceLayers-layerCount-01700
  If `layerCount` is not `VK_REMAINING_ARRAY_LAYERS`, it **must** be greater than 0

**Valid Usage (Implicit)**

- VUID-VkImageSubresourceLayers-aspectMask-parameter
  `aspectMask` **must** be a valid combination of `VkImageAspectFlagBits` values

- VUID-VkImageSubresourceLayers-aspectMask-requiredbitmap
  `aspectMask` **must** not be 0

A more extensible version of the copy image command is defined below.

To copy data between image objects, call:
void vkCmdCopyImage2KHR(
    VkCommandBuffer commandBuffer,
    const VkCopyImageInfo2* pCopyImageInfo);

• commandBuffer is the command buffer into which the command will be recorded.
• pCopyImageInfo is a pointer to a VkCopyImageInfo2 structure describing the copy parameters.

This command is functionally identical to vkCmdCopyImage, but includes extensible sub-structures that include sType andpNext parameters, allowing them to be more easily extended.

Valid Usage

• VUID-vkCmdCopyImage2-commandBuffer-01825
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, srcImage must not be a protected image
• VUID-vkCmdCopyImage2-commandBuffer-01826
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, dstImage must not be a protected image
• VUID-vkCmdCopyImage2-commandBuffer-01827
  If commandBuffer is a protected command buffer and protectedNoFault is not supported, dstImage must not be an unprotected image

Valid Usage (Implicit)

• VUID-vkCmdCopyImage2-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle
• VUID-vkCmdCopyImage2-pCopyImageInfo-parameter
  pCopyImageInfo must be a valid pointer to a valid VkCopyImageInfo2 structure
• VUID-vkCmdCopyImage2-commandBuffer-recording
  commandBuffer must be in the recording state
• VUID-vkCmdCopyImage2-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support transfer, graphics, or compute operations
• VUID-vkCmdCopyImage2-renderpass
  This command must only be called outside of a render pass instance

Host Synchronization

• Host access to commandBuffer must be externally synchronized
• Host access to the VkCommandPool that commandBuffer was allocated from must be externally
The `VkCopyImageInfo2` structure is defined as:

```c
typedef struct VkCopyImageInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkImage srcImage;
    VkImageLayout srcImageLayout;
    VkImage dstImage;
    VkImageLayout dstImageLayout;
    uint32_t regionCount;
    const VkImageCopy2* pRegions;
} VkCopyImageInfo2;
```

or the equivalent

```c
// Provided by VK_KHR_copy_commands2
typedef VkCopyImageInfo2 VkCopyImageInfo2KHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `srcImage` is the source image.
- `srcImageLayout` is the current layout of the source image subresource.
- `dstImage` is the destination image.
- `dstImageLayout` is the current layout of the destination image subresource.
- `regionCount` is the number of regions to copy.
- `pRegions` is a pointer to an array of `VkImageCopy2` structures specifying the regions to copy.

### Valid Usage

- `VUID-VkCopyImageInfo2-pRegions-00124`  
The union of all source regions, and the union of all destination regions, specified by the

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**Command Properties**

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synchronized
elements of `pRegions`, **must** not overlap in memory

- **VUID-VkCopyImageInfo2-srcImage-01995**
  The **format features** of `srcImage` **must** contain `VK_FORMAT_FEATURE_TRANSFER_SRC_BIT`

- **VUID-VkCopyImageInfo2-srcImageLayout-00128**
  `srcImageLayout` **must** specify the layout of the image subresources of `srcImage` specified in `pRegions` at the time this command is executed on a `VkDevice`

- **VUID-VkCopyImageInfo2-srcImageLayout-01917**
  `srcImageLayout` **must** be `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR`, `VK_IMAGE_LAYOUT_TRANSFER_SRC OPTIMAL`, or `VK_IMAGE_LAYOUT_GENERAL`

- **VUID-VkCopyImageInfo2-srcImage-09460**
  If `srcImage` and `dstImage` are the same, and any elements of `pRegions` contains the `srcSubresource` and `dstSubresource` with matching `mipLevel` and overlapping array layers, then the `srcImageLayout` and `dstImageLayout` **must** be `VK_IMAGE_LAYOUT_GENERAL` or `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR`

- **VUID-VkCopyImageInfo2-dstImage-01996**
  The **format features** of `dstImage` **must** contain `VK_FORMAT_FEATURE_TRANSFER_DST_BIT`

- **VUID-VkCopyImageInfo2-dstImageLayout-00133**
  `dstImageLayout` **must** specify the layout of the image subresources of `dstImage` specified in `pRegions` at the time this command is executed on a `VkDevice`

- **VUID-VkCopyImageInfo2-dstImageLayout-01395**
  `dstImageLayout` **must** be `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR`, `VK_IMAGE_LAYOUT_TRANSFER_DST OPTIMAL`, or `VK_IMAGE_LAYOUT_GENERAL`

- **VUID-VkCopyImageInfo2-srcImage-01548**
  If the `VkFormat` of each of `srcImage` and `dstImage` is not a **multi-planar format**, the `VkFormat` of each of `srcImage` and `dstImage` **must** be size-compatible

- **VUID-VkCopyImageInfo2-None-01549**
  In a copy to or from a plane of a **multi-planar image**, the `VkFormat` of the image and plane **must** be compatible according to the description of compatible planes for the plane being copied

- **VUID-VkCopyImageInfo2-srcImage-09247**
  If the `VkFormat` of each of `srcImage` and `dstImage` is a **compressed image format**, the formats **must** have the same texel block extent

- **VUID-VkCopyImageInfo2-srcImage-00136**
  The sample count of `srcImage` and `dstImage` **must** match

- **VUID-VkCopyImageInfo2-srcOffset-01783**
  The `srcOffset` and `extent` members of each element of `pRegions` **must** respect the image transfer granularity requirements of `commandBuffer`'s command pool's queue family, as described in `VkQueueFamilyProperties`

- **VUID-VkCopyImageInfo2-dstOffset-01784**
  The `dstOffset` and `extent` members of each element of `pRegions` **must** respect the image transfer granularity requirements of `commandBuffer`'s command pool's queue family, as described in `VkQueueFamilyProperties`
If neither srcImage nor dstImage has a multi-planar image format then for each element of pRegions, srcSubresource.aspectMask and dstSubresource.aspectMask must match.

If srcImage has a multi-planar image format, then for each element of pRegions, srcSubresource.aspectMask must be a single valid multi-planar aspect mask bit.

If dstImage has a multi-planar image format, then for each element of pRegions, dstSubresource.aspectMask must be a single valid multi-planar aspect mask bit.

If srcImage has a multi-planar image format and the dstImage does not have a multi-planar image format, then for each element of pRegions, dstSubresource.aspectMask must be VK_IMAGE_ASPECT_COLOR_BIT.

If dstImage has a multi-planar image format and the srcImage does not have a multi-planar image format, then for each element of pRegions, srcSubresource.aspectMask must be VK_IMAGE_ASPECT_COLOR_BIT.

If srcImage is of type VK_IMAGE_TYPE_3D, then for each element of pRegions, srcSubresource.baseArrayLayer must be 0 and srcSubresource.layerCount must be 1.

If dstImage is of type VK_IMAGE_TYPE_3D, then for each element of pRegions, dstSubresource.baseArrayLayer must be 0 and dstSubresource.layerCount must be 1.

For each element of pRegions, srcSubresource.aspectMask must specify aspects present in srcImage.

For each element of pRegions, dstSubresource.aspectMask must specify aspects present in dstImage.

For each element of pRegions, srcOffset.x and (extent.width + srcOffset.x) must both be greater than or equal to 0 and less than or equal to the width of the specified srcSubresource of srcImage.

For each element of pRegions, srcOffset.y and (extent.height + srcOffset.y) must both be greater than or equal to 0 and less than or equal to the height of the specified srcSubresource of srcImage.

For each element of pRegions, srcOffset.z and (extent.depth + srcOffset.z) must both be greater than or equal to 0 and less than or equal to the specified depth of srcImage.

If srcImage is of type VK_IMAGE_TYPE_1D, then for each element of pRegions, srcOffset.y must be 0 and extent.height must be 1.

If srcImage is of type VK_IMAGE_TYPE_3D, then for each element of pRegions, srcOffset.z and (extent.depth + srcOffset.z) must both be greater than or equal to 0 and less than or equal to the specified depth of srcImage.
equal to the depth of the specified srcSubresource of srcImage

- **VUID-VkCopyImageInfo2-srcImage-01785**
  If srcImage is of type VK_IMAGE_TYPE_1D, then for each element of pRegions, srcOffset.z must be 0 and extent.depth must be 1

- **VUID-VkCopyImageInfo2-dstImage-01786**
  If dstImage is of type VK_IMAGE_TYPE_1D, then for each element of pRegions, dstOffset.z must be 0 and extent.depth must be 1

- **VUID-VkCopyImageInfo2-srcImage-01787**
  If srcImage is of type VK_IMAGE_TYPE_2D, then for each element of pRegions, srcOffset.z must be 0

- **VUID-VkCopyImageInfo2-dstImage-01788**
  If dstImage is of type VK_IMAGE_TYPE_2D, then for each element of pRegions, dstOffset.z must be 0

- **VUID-VkCopyImageInfo2-srcImage-07743**
  If srcImage and dstImage have a different VkImageType, one must be VK_IMAGE_TYPE_3D and the other must be VK_IMAGE_TYPE_2D

- **VUID-VkCopyImageInfo2-srcImage-08793**
  If srcImage and dstImage have the same VkImageType, for each element of pRegions, the layerCount members of srcSubresource or dstSubresource must match

- **VUID-VkCopyImageInfo2-srcImage-01790**
  If srcImage and dstImage are both of type VK_IMAGE_TYPE_2D, then for each element of pRegions, extent.depth must be 1

- **VUID-VkCopyImageInfo2-srcImage-01791**
  If srcImage is of type VK_IMAGE_TYPE_1D, and dstImage is of type VK_IMAGE_TYPE_3D, then for each element of pRegions, extent.depth must equal srcSubresource.layerCount

- **VUID-VkCopyImageInfo2-dstImage-01792**
  If dstImage is of type VK_IMAGE_TYPE_2D, and srcImage is of type VK_IMAGE_TYPE_3D, then for each element of pRegions, extent.depth must equal dstSubresource.layerCount

- **VUID-VkCopyImageInfo2-dstOffset-00150**
  For each element of pRegions, dstOffset.x and (extent.width + dstOffset.x) must both be greater than or equal to 0 and less than or equal to the width of the specified dstSubresource of dstImage

- **VUID-VkCopyImageInfo2-dstOffset-00151**
  For each element of pRegions, dstOffset.y and (extent.height + dstOffset.y) must both be greater than or equal to 0 and less than or equal to the height of the specified dstSubresource of dstImage

- **VUID-VkCopyImageInfo2-dstImage-00152**
  If dstImage is of type VK_IMAGE_TYPE_1D, then for each element of pRegions, dstOffset.y must be 0 and extent.height must be 1

- **VUID-VkCopyImageInfo2-dstImage-00153**
  If dstImage is of type VK_IMAGE_TYPE_3D, then for each element of pRegions, dstOffset.z and (extent.depth + dstOffset.z) must both be greater than or equal to 0 and less than or equal to the depth of the specified dstSubresource of dstImage
For each element of $pRegions$, $srcOffset.x$ must be a multiple of the texel block extent width of the VkFormat of $srcImage$

For each element of $pRegions$, $srcOffset.y$ must be a multiple of the texel block extent height of the VkFormat of $srcImage$

For each element of $pRegions$, $srcOffset.z$ must be a multiple of the texel block extent depth of the VkFormat of $srcImage$

For each element of $pRegions$, $dstOffset.x$ must be a multiple of the texel block extent width of the VkFormat of $dstImage$

For each element of $pRegions$, $dstOffset.y$ must be a multiple of the texel block extent height of the VkFormat of $dstImage$

For each element of $pRegions$, $dstOffset.z$ must be a multiple of the texel block extent depth of the VkFormat of $dstImage$

For each element of $pRegions$, if the sum of $srcOffset.x$ and $extent.width$ does not equal the width of the subresource specified by $srcSubresource$, $extent.width$ must be a multiple of the texel block extent width of the VkFormat of $srcImage$

For each element of $pRegions$, if the sum of $srcOffset.y$ and $extent.height$ does not equal the height of the subresource specified by $srcSubresource$, $extent.height$ must be a multiple of the texel block extent height of the VkFormat of $srcImage$

For each element of $pRegions$, if the sum of $srcOffset.z$ and $extent.depth$ does not equal the depth of the subresource specified by $srcSubresource$, $extent.depth$ must be a multiple of the texel block extent depth of the VkFormat of $srcImage$

For each element of $pRegions$, if the sum of $dstOffset.x$ and $extent.width$ does not equal the width of the subresource specified by $dstSubresource$, $extent.width$ must be a multiple of the texel block extent width of the VkFormat of $dstImage$

For each element of $pRegions$, if the sum of $dstOffset.y$ and $extent.height$ does not equal the height of the subresource specified by $dstSubresource$, $extent.height$ must be a multiple of the texel block extent height of the VkFormat of $dstImage$

For each element of $pRegions$, if the sum of $dstOffset.z$ and $extent.depth$ does not equal the depth of the subresource specified by $dstSubresource$, $extent.depth$ must be a multiple of the texel block extent depth of the VkFormat of $dstImage$
If the `aspect` member of any element of `pRegions` includes any flag other than `VK_IMAGE_ASPECT_STENCIL_BIT` or `srcImage` was not created with separate stencil usage, `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` must have been included in the `VkImageCreateInfo::usage` used to create `srcImage`.

- **VUID-VkCopyImageInfo2-aspect-06663**
  If the `aspect` member of any element of `pRegions` includes any flag other than `VK_IMAGE_ASPECT_STENCIL_BIT` or `dstImage` was not created with separate stencil usage, `VK_IMAGE_USAGE_TRANSFER_DST_BIT` must have been included in the `VkImageCreateInfo::usage` used to create `dstImage`.

- **VUID-VkCopyImageInfo2-aspect-06664**
  If the `aspect` member of any element of `pRegions` includes `VK_IMAGE_ASPECT_STENCIL_BIT`, and `srcImage` was created with separate stencil usage, `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` must have been included in the `VkImageStencelUsageCreateInfo::stencilUsage` used to create `srcImage`.

- **VUID-VkCopyImageInfo2-aspect-06665**
  If the `aspect` member of any element of `pRegions` includes `VK_IMAGE_ASPECT_STENCIL_BIT`, and `dstImage` was created with separate stencil usage, `VK_IMAGE_USAGE_TRANSFER_DST_BIT` must have been included in the `VkImageStencelUsageCreateInfo::stencilUsage` used to create `dstImage`.

- **VUID-VkCopyImageInfo2-srcImage-07966**
  If `srcImage` is non-sparse then the image or the specified disjoint plane must be bound completely and contiguously to a single `VkDeviceMemory` object.

- **VUID-VkCopyImageInfo2-srcSubresource-07967**
  The `srcSubresource.mipLevel` member of each element of `pRegions` must be less than the `mipLevels` specified in `VkImageCreateInfo` when `srcImage` was created.

- **VUID-VkCopyImageInfo2-srcSubresource-07968**
  `srcSubresource.baseArrayLayer + srcSubresource.layerCount` of each element of `pRegions` must be less than or equal to the `arrayLayers` specified in `VkImageCreateInfo` when `srcImage` was created.

- **VUID-VkCopyImageInfo2-dstImage-07966**
  If `dstImage` is non-sparse then the image or the specified disjoint plane must be bound completely and contiguously to a single `VkDeviceMemory` object.

- **VUID-VkCopyImageInfo2-dstSubresource-07967**
  The `dstSubresource.mipLevel` member of each element of `pRegions` must be less than the `mipLevels` specified in `VkImageCreateInfo` when `dstImage` was created.

- **VUID-VkCopyImageInfo2-dstSubresource-07968**
  `dstSubresource.baseArrayLayer + dstSubresource.layerCount` of each element of `pRegions` must be less than or equal to the `arrayLayers` specified in `VkImageCreateInfo` when `dstImage` was created.
Valid Usage (Implicit)

- **VUID-VkCopyImageInfo2-sType-sType**
  
  *sType must be VK_STRUCTURE_TYPE_COPY_IMAGE_INFO_2*

- **VUID-VkCopyImageInfo2-pNext-pNext**
  
  *pNext must be NULL*

- **VUID-VkCopyImageInfo2-srcImage-parameter**
  
  *srcImage must be a valid VkImage handle*

- **VUID-VkCopyImageInfo2-srcImageLayout-parameter**
  
  *srcImageLayout must be a valid VkImageLayout value*

- **VUID-VkCopyImageInfo2-dstImage-parameter**
  
  *dstImage must be a valid VkImage handle*

- **VUID-VkCopyImageInfo2-dstImageLayout-parameter**
  
  *dstImageLayout must be a valid VkImageLayout value*

- **VUID-VkCopyImageInfo2-pRegions-parameter**
  
  *pNext must be a valid pointer to an array of regionCount valid VkImageCopy2 structures*

- **VUID-VkCopyImageInfo2-regionCount-arraylength**
  
  *regionCount must be greater than 0*

- **VUID-VkCopyImageInfo2-commonparent**
  
  Both of dstImage, and srcImage must have been created, allocated, or retrieved from the same VkDevice

The **VkImageCopy2** structure is defined as:

```c
typedef struct VkImageCopy2 {
    VkStructureType sType;
    const void* pNext;
    VkImageSubresourceLayers srcSubresource;
    VkOffset3D srcOffset;
    VkImageSubresourceLayers dstSubresource;
    VkOffset3D dstOffset;
    VkExtent3D extent;
} VkImageCopy2;
```

or the equivalent

```c
// Provided by VK_KHR_copy_commands2
typedef VkImageCopy2 VkImageCopy2KHR;
```

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
• srcSubresource and dstSubresource are VkImageSubresourceLayers structures specifying the image subresources of the images used for the source and destination image data, respectively.

• srcOffset and dstOffset select the initial $x$, $y$, and $z$ offsets in texels of the sub-regions of the source and destination image data.

• extent is the size in texels of the image to copy in width, height and depth.

### Valid Usage

- VUID-VkImageCopy2-extent-06668
  - extent.width must not be 0

- VUID-VkImageCopy2-extent-06669
  - extent.height must not be 0

- VUID-VkImageCopy2-extent-06670
  - extent.depth must not be 0

### Valid Usage (Implicit)

- VUID-VkImageCopy2-sType-sType
  - sType must be VK_STRUCTURE_TYPE_IMAGE_COPY_2

- VUID-VkImageCopy2-pNext-pNext
  - pNext must be NULL

- VUID-VkImageCopy2-srcSubresource-parameter
  - srcSubresource must be a valid VkImageSubresourceLayers structure

- VUID-VkImageCopy2-dstSubresource-parameter
  - dstSubresource must be a valid VkImageSubresourceLayers structure

### 19.3. Copying Data Between Buffers and Images

Data can be copied between buffers and images, enabling applications to load and store data between images and user defined offsets in buffer memory.

When copying between a buffer and an image, whole texel blocks are always copied; each texel block in the specified extent in the image to be copied will be written to a region in the buffer, specified according to the position of the texel block, and the texel block extent and size of the format being copied.

For a set of coordinates $(x,y,z,\text{layer})$, where:

- $x$ is in the range \([\text{imageOffset.x} / \text{blockWidth}, \lceil(\text{imageOffset.x} + \text{imageExtent.width}) / \text{blockWidth}\rceil)\),
y is in the range \( \lfloor \frac{\text{imageOffset.y}}{\text{blockHeight}} \rfloor \),

\[ \frac{\text{imageOffset.y} + \text{imageExtent.height}}{\text{blockHeight}} \rfloor \),

z is in the range \( \lfloor \frac{\text{imageOffset.z}}{\text{blockDepth}} \rfloor \),

\[ \frac{\text{imageOffset.z} + \text{imageExtent.depth}}{\text{blockDepth}} \rfloor \),

layer is in the range \( \lfloor \frac{\text{imageSubresource.baseArrayLayer}}{\text{imageSubresource.baseArrayLayer}} \rfloor \),

\[ \frac{\text{imageSubresource.baseArrayLayer} + \text{imageSubresource.layerCount}}{\text{imageSubresource.layerCount}} \rfloor \),

and where blockWidth, blockHeight, and blockDepth are the dimensions of the texel block extent of the image's format.

For each \((x,y,z,layer)\) coordinate, texels in the image layer selected by layer are accessed in the following ranges:

\[ [x \times \text{blockWidth}, \max( (x \times \text{blockWidth}) + \text{blockWidth}, \text{imageWidth} ) ) \]

\[ [y \times \text{blockHeight}, \max( (y \times \text{blockHeight}) + \text{blockHeight}, \text{imageHeight} ) ) \]

\[ [z \times \text{blockDepth}, \max( (z \times \text{blockDepth}) + \text{blockDepth}, \text{imageDepth} ) ) \]

where \text{imageWidth}, \text{imageHeight}, and \text{imageDepth} are the dimensions of the image subresource.

For each \((x,y,z,layer)\) coordinate, bytes in the buffer are accessed at offsets in the range \([\text{texelOffset}, \text{texelOffset} + \text{blockSize}]\), where:

\[ \text{texelOffset} = \text{bufferOffset} + (x \times \text{blockSize}) + (y \times \text{rowExtent}) + (z \times \text{sliceExtent}) + (layer \times \text{layerExtent}) \]

\text{blockSize} is the size of the block in bytes for the format

\[ \text{rowExtent} = \max(\text{bufferRowLength}, \lceil \frac{\text{imageExtent.width}}{\text{blockWidth}} \rceil \times \text{blockSize} ) \]

\[ \text{sliceExtent} = \max(\text{bufferImageHeight}, \text{imageExtent.height} \times \text{rowExtent} ) \]

\[ \text{layerExtent} = \text{imageExtent.depth} \times \text{sliceExtent} \]

When copying between a buffer and the depth or stencil aspect of an image, data in the buffer is assumed to be laid out as separate planes rather than interleaved. Addressing calculations are thus
performed for a different format than the base image, according to the aspect, as described in the following table:

**Table 25. Depth/Stencil Aspect Copy Table**

<table>
<thead>
<tr>
<th>Base Format</th>
<th>Depth Aspect Format</th>
<th>Stencil Aspect Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_D16_UNORM</td>
<td>VK_FORMAT_D16_UNORM</td>
<td>-</td>
</tr>
<tr>
<td>VK_FORMAT_X8_D24_UNORM_PACK32</td>
<td>VK_FORMAT_X8_D24_UNORM_PACK32</td>
<td>-</td>
</tr>
<tr>
<td>VK_FORMAT_D32_SFLOAT</td>
<td>VK_FORMAT_D32_SFLOAT</td>
<td>-</td>
</tr>
<tr>
<td>VK_FORMAT_S8_UINT</td>
<td>-</td>
<td>VK_FORMAT_S8_UINT</td>
</tr>
<tr>
<td>VK_FORMAT_D16_UNORM_S8_UINT</td>
<td>VK_FORMAT_D16_UNORM</td>
<td>VK_FORMAT_S8_UINT</td>
</tr>
<tr>
<td>VK_FORMAT_D24_UNORM_S8_UINT</td>
<td>VK_FORMAT_X8_D24_UNORM_PACK32</td>
<td>VK_FORMAT_S8_UINT</td>
</tr>
<tr>
<td>VK_FORMAT_D32_SFLOAT_S8_UINT</td>
<td>VK_FORMAT_D32_SFLOAT</td>
<td>VK_FORMAT_S8_UINT</td>
</tr>
</tbody>
</table>

When copying between a buffer and any plane of a multi-planar image, addressing calculations are performed using the compatible format for that plane, rather than the format of the multi-planar image.

Each texel block is copied from one resource to the other according to the above addressing equations.

To copy data from a buffer object to an image object, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdCopyBufferToImage(
    VkCommandBuffer commandBuffer,
    VkBuffer srcBuffer,
    VkImage dstImage,
    VkImageLayout dstImageLayout,
    uint32_t regionCount,
    const VkBufferImageCopy* pRegions);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `srcBuffer` is the source buffer.
- `dstImage` is the destination image.
- `dstImageLayout` is the layout of the destination image subresources for the copy.
- `regionCount` is the number of regions to copy.
- `pRegions` is a pointer to an array of `VkBufferImageCopy` structures specifying the regions to copy.

Each source region specified by `pRegions` is copied from the source buffer to the destination region of the destination image according to the addressing calculations for each resource. If any of the specified regions in `srcBuffer` overlaps in memory with any of the specified regions in `dstImage`, values read from those overlapping regions are undefined. If any region accesses a depth aspect in `dstImage` and the `VK_EXT_depth_range_unrestricted` extension is not enabled, values copied from `srcBuffer` outside of the range [0,1] will be written as undefined values to the destination image.
Copy regions for the image **must** be aligned to a multiple of the texel block extent in each dimension, except at the edges of the image, where region extents **must** match the edge of the image.

### Valid Usage

- **VUID-vkCmdCopyBufferToImage-dstImage-07966**
  If `dstImage` is non-sparse then the image or the specified *disjoint* plane **must** be bound completely and contiguously to a single `VkDeviceMemory` object

- **VUID-vkCmdCopyBufferToImage-imageSubresource-07967**
  The `imageSubresource.mipLevel` member of each element of `pRegions` **must** be less than the `mipLevels` specified in `VkImageCreateInfo` when `dstImage` was created

- **VUID-vkCmdCopyBufferToImage-imageSubresource-07968**
  `imageSubresource.baseArrayLayer + imageSubresource.layerCount` of each element of `pRegions` **must** be less than or equal to the `arrayLayers` specified in `VkImageCreateInfo` when `dstImage` was created

- **VUID-vkCmdCopyBufferToImage-imageSubresource-07970**
  The image region specified by each element of `pRegions` **must** be contained within the specified `imageSubresource` of `dstImage`

- **VUID-vkCmdCopyBufferToImage-imageSubresource-07971**
  For each element of `pRegions`, `imageOffset.x` and `(imageExtent.width + imageOffset.x)` **must** both be greater than or equal to 0 and less than or equal to the width of the specified `imageSubresource` of `dstImage`

- **VUID-vkCmdCopyBufferToImage-imageSubresource-07972**
  For each element of `pRegions`, `imageOffset.y` and `(imageExtent.height + imageOffset.y)` **must** both be greater than or equal to 0 and less than or equal to the height of the specified `imageSubresource` of `dstImage`

- **VUID-vkCmdCopyBufferToImage-dstImage-07973**
  `dstImage` **must** have a sample count equal to `VK_SAMPLE_COUNT_1_BIT`

- **VUID-vkCmdCopyBufferToImage-commandBuffer-01828**
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `srcBuffer` **must** not be a protected buffer

- **VUID-vkCmdCopyBufferToImage-commandBuffer-01829**
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `dstImage` **must** not be a protected image

- **VUID-vkCmdCopyBufferToImage-commandBuffer-01830**
  If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, `dstImage` **must** not be an unprotected image

- **VUID-vkCmdCopyBufferToImage-commandBuffer-07737**
  If the queue family used to create the `VkCommandPool` which `commandBuffer` was allocated from does not support `VK_QUEUE_GRAPHICS_BIT` or `VK_QUEUE_COMPUTE_BIT`, the `bufferOffset` member of any element of `pRegions` **must** be a multiple of 4
The `imageOffset` and `imageExtent` members of each element of `pRegions` must respect the image transfer granularity requirements of `commandBuffer`'s command pool's queue family, as described in `VkQueueFamilyProperties`.

If the queue family used to create the `VkCommandPool` which `commandBuffer` was allocated from does not support `VK_QUEUE_GRAPHICS_BIT`, for each element of `pRegions`, the `aspectMask` member of `imageSubresource` must not be `VK_IMAGE_ASPECT_DEPTH_BIT` or `VK_IMAGE_ASPECT_STENCIL_BIT`.

`srcBuffer` must be large enough to contain all buffer locations that are accessed according to `Buffer and Image Addressing`, for each element of `pRegions`.

The union of all source regions, and the union of all destination regions, specified by the elements of `pRegions`, must not overlap in memory.

`srcBuffer` must have been created with `VK_BUFFER_USAGE_TRANSFER_SRC_BIT` usage flag.

The format features of `dstImage` must contain `VK_FORMAT_FEATURE_TRANSFER_DST_BIT`.

If `srcBuffer` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

`dstImage` must have been created with `VK_IMAGE_USAGE_TRANSFER_DST_BIT` usage flag.

`dstImageLayout` must specify the layout of the image subresources of `dstImage` specified in `pRegions` at the time this command is executed on a `VkDevice`.

`dstImageLayout` must be `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR`, `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL`, or `VK_IMAGE_LAYOUT_GENERAL`.

If `VK_EXT_depth_range_unrestricted` is not enabled, for each element of `pRegions` whose `imageSubresource` contains a depth aspect, the data in `srcBuffer` must be in the range [0,1].

If `dstImage` is of type `VK_IMAGE_TYPE_1D`, then for each element of `pRegions`, `imageOffset.y` must be 0 and `imageExtent.height` must be 1.

For each element of `pRegions`, `imageOffset.z` and `(imageExtent.depth + imageOffset.z)` must both be greater than or equal to 0 and less than or equal to the depth of the specified `imageSubresource` of `dstImage`.

If `dstImage` is of type `VK_IMAGE_TYPE_1D` or `VK_IMAGE_TYPE_2D`, then for each element of `pRegions`, `imageOffset.z` and `(imageExtent.depth + imageOffset.z)` must both be greater than or equal to 0 and less than or equal to the depth of the specified `imageSubresource` of `dstImage`.

If `dstImage` is of type `VK_IMAGE_TYPE_1D` or `VK_IMAGE_TYPE_2D`, then for each element of `pRegions`, `imageOffset.z` and `(imageExtent.depth + imageOffset.z)` must both be greater than or equal to 0 and less than or equal to the depth of the specified `imageSubresource` of `dstImage`.
pRegions, imageOffset.z must be 0 and imageExtent.depth must be 1

• VUID-vkCmdCopyBufferToImage-dstImage-07274
  For each element of pRegions, imageOffset.x must be a multiple of the texel block extent width of the VkFormat of dstImage

• VUID-vkCmdCopyBufferToImage-dstImage-07275
  For each element of pRegions, imageOffset.y must be a multiple of the texel block extent height of the VkFormat of dstImage

• VUID-vkCmdCopyBufferToImage-dstImage-07276
  For each element of pRegions, imageOffset.z must be a multiple of the texel block extent depth of the VkFormat of dstImage

• VUID-vkCmdCopyBufferToImage-dstImage-00207
  For each element of pRegions, if the sum of imageOffset.x and extent.width does not equal the width of the subresource specified by srcSubresource, extent.width must be a multiple of the texel block extent width of the VkFormat of dstImage

• VUID-vkCmdCopyBufferToImage-dstImage-00208
  For each element of pRegions, if the sum of imageOffset.y and extent.height does not equal the height of the subresource specified by srcSubresource, extent.height must be a multiple of the texel block extent height of the VkFormat of dstImage

• VUID-vkCmdCopyBufferToImage-dstImage-00209
  For each element of pRegions, if the sum of imageOffset.z and extent.depth does not equal the depth of the subresource specified by srcSubresource, extent.depth must be a multiple of the texel block extent depth of the VkFormat of dstImage

• VUID-vkCmdCopyBufferToImage-dstImage-09105
  For each element of pRegions, imageSubresource.aspectMask must specify aspects present in dstImage

• VUID-vkCmdCopyBufferToImage-dstImage-07981
  If dstImage has a multi-planar image format, then for each element of pRegions, imageSubresource.aspectMask must be a single valid multi-planar aspect mask bit

• VUID-vkCmdCopyBufferToImage-dstImage-07983
  If dstImage is of type VK_IMAGE_TYPE_3D, for each element of pRegions, imageSubresource.baseArrayLayer must be 0 and imageSubresource.layerCount must be 1

• VUID-vkCmdCopyBufferToImage-dstImage-bufferRowLength-09106
  For each element of pRegions, bufferRowLength must be a multiple of the texel block extent width of the VkFormat of dstImage

• VUID-vkCmdCopyBufferToImage-dstImage-bufferImageHeight-09107
  For each element of pRegions, bufferImageHeight must be a multiple of the texel block extent height of the VkFormat of dstImage

• VUID-vkCmdCopyBufferToImage-dstImage-bufferRowLength-09108
  For each element of pRegions, bufferRowLength must be a multiple of the texel block extent width and then multiplied by the texel block size of dstImage must be less than or equal to 2^{31}-1

• VUID-vkCmdCopyBufferToImage-dstImage-07975
  If dstImage does not have either a depth/stencil format or a multi-planar format, then for
each element of \( pRegions, \) \texttt{bufferOffset} \textbf{must} be a multiple of the \texttt{texel block size}

- **VUID-vkCmdCopyBufferToImage.dstImage-07976**
  If \( dstImage \) has a \textit{multi-planar format}, then for each element of \( pRegions, \) \texttt{bufferOffset} \textbf{must} be a multiple of the element size of the compatible format for the format and the \textit{aspectMask} of the \texttt{imageSubresource} as defined in \textit{Compatible Formats of Planes of Multi-Planar Formats}

- **VUID-vkCmdCopyBufferToImage.dstImage-07978**
  If \( dstImage \) has a depth/stencil format, the \texttt{bufferOffset} member of any element of \( pRegions \textbf{must} be a multiple of 4\)

**Valid Usage (Implicit)**

- **VUID-vkCmdCopyBufferToImage.commandBuffer-parameter**
  \texttt{commandBuffer} \textbf{must} be a valid \texttt{VkCommandBuffer} handle

- **VUID-vkCmdCopyBufferToImage.srcBuffer-parameter**
  \texttt{srcBuffer} \textbf{must} be a valid \texttt{VkBuffer} handle

- **VUID-vkCmdCopyBufferToImage.dstImage-parameter**
  \texttt{dstImage} \textbf{must} be a valid \texttt{VkImage} handle

- **VUID-vkCmdCopyBufferToImage.dstImageLayout-parameter**
  \texttt{dstImageLayout} \textbf{must} be a valid \texttt{VkImageLayout} value

- **VUID-vkCmdCopyBufferToImage.pRegions-parameter**
  \( pRegions \textbf{must} be a valid pointer to an array of regionCount \) valid \texttt{VkBufferImageCopy} structures

- **VUID-vkCmdCopyBufferToImage.commandBuffer-recording**
  \texttt{commandBuffer} \textbf{must} be in the \texttt{recording state}

- **VUID-vkCmdCopyBufferToImage.cmdpool**
  The \texttt{VkCommandPool} that \texttt{commandBuffer} was allocated from \textbf{must} support transfer, graphics, or compute operations

- **VUID-vkCmdCopyBufferToImage.renderpass**
  This command \textbf{must} only be called outside of a render pass instance

- **VUID-vkCmdCopyBufferToImage.regionCount-arraylength**
  \texttt{regionCount} \textbf{must} be greater than 0

- **VUID-vkCmdCopyBufferToImage.commonparent**
  Each of \texttt{commandBuffer, dstImage,} and \texttt{srcBuffer} \textbf{must} have been created, allocated, or retrieved from the same \texttt{VkDevice}

**Host Synchronization**

- Host access to \texttt{commandBuffer} \textbf{must} be externally synchronized

- Host access to the \texttt{VkCommandPool} that \texttt{commandBuffer} was allocated from \textbf{must} be externally synchronized
To copy data from an image object to a buffer object, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdCopyImageToBuffer(
    VkCommandBuffer commandBuffer,
    VkImage srcImage,
    VkImageLayout srcImageLayout,
    VkBuffer dstBuffer,
    uint32_t regionCount,
    const VkBufferImageCopy* pRegions);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `srcImage` is the source image.
- `srcImageLayout` is the layout of the source image subresources for the copy.
- `dstBuffer` is the destination buffer.
- `regionCount` is the number of regions to copy.
- `pRegions` is a pointer to an array of `VkBufferImageCopy` structures specifying the regions to copy.

Each source region specified by `pRegions` is copied from the source image to the destination region of the destination buffer according to the addressing calculations for each resource. If any of the specified regions in `srcImage` overlaps in memory with any of the specified regions in `dstBuffer`, values read from those overlapping regions are undefined.

Copy regions for the image **must** be aligned to a multiple of the texel block extent in each dimension, except at the edges of the image, where region extents **must** match the edge of the image.

**Valid Usage**

- VUID-vkCmdCopyImageToBuffer-srcImage-07966
  If `srcImage` is non-sparse then the image or the specified disjoint plane **must** be bound completely and contiguously to a single `VkDeviceMemory` object

- VUID-vkCmdCopyImageToBuffer-imageSubresource-07967
  The `imageSubresource.mipLevel` member of each element of `pRegions` **must** be less than the `mipLevels` specified in `VkImageCreateInfo` when `srcImage` was created
The image subresource of each element of pRegions must be less than or equal to the arrayLayers specified in VkImageCreateInfo when srcImage was created.

The image region specified by each element of pRegions must be contained within the specified imageSubresource of srcImage.

For each element of pRegions, imageOffset.x and (imageExtent.width + imageOffset.x) must both be greater than or equal to 0 and less than or equal to the width of the specified imageSubresource of srcImage.

For each element of pRegions, imageOffset.y and (imageExtent.height + imageOffset.y) must both be greater than or equal to 0 and less than or equal to the height of the specified imageSubresource of srcImage.

srcImage must have a sample count equal to VK_SAMPLE_COUNT_1_BIT.

If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, srcImage must not be a protected image.

If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, dstBuffer must not be a protected buffer.

If commandBuffer is a protected command buffer and protectedNoFault is not supported, dstBuffer must not be an unprotected buffer.

If the queue family used to create the VkCommandPool which commandBuffer was allocated from does not support VK_QUEUE_GRAPHICS_BIT or VK_QUEUE_COMPUTE_BIT, the bufferOffset member of any element of pRegions must be a multiple of 4.

The imageOffset and imageExtent members of each element of pRegions must respect the image transfer granularity requirements of commandBuffer’s command pool’s queue family, as described in VkQueueFamilyProperties.

dstBuffer must be large enough to contain all buffer locations that are accessed according to Buffer and Image Addressing, for each element of pRegions.

The union of all source regions, and the union of all destination regions, specified by the elements of pRegions, must not overlap in memory.

dstBuffer must be large enough to contain all buffer locations that are accessed according to Buffer and Image Addressing, for each element of pRegions.
srcImage must have been created with VK_IMAGE_USAGE_TRANSFER_SRC_BIT usage flag

• VUID-vkCmdCopyImageToBuffer-srcImage-01998
  The format features of srcImage must contain VK_FORMAT_FEATURE_TRANSFER_SRC_BIT

• VUID-vkCmdCopyImageToBuffer-dstBuffer-00191
dstBuffer must have been created with VK_BUFFER_USAGE_TRANSFER_DST_BIT usage flag

• VUID-vkCmdCopyImageToBuffer-dstBuffer-00192
  If dstBuffer is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

• VUID-vkCmdCopyImageToBuffer-srcImageLayout-00189
  srcImageLayout must specify the layout of the image subresources of srcImage specified in pRegions at the time this command is executed on a VkDevice

• VUID-vkCmdCopyImageToBuffer-srcImageLayout-01397
  srcImageLayout must be VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR, VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL, or VK_IMAGE_LAYOUT_GENERAL

• VUID-vkCmdCopyImageToBuffer-srcImage-07979
  If srcImage is of type VK_IMAGE_TYPE_1D, then for each element of pRegions, imageOffset.y must be 0 and imageExtent.height must be 1

• VUID-vkCmdCopyImageToBuffer-imageOffset-09104
  For each element of pRegions, imageOffset.z and (imageExtent.depth + imageOffset.z) must both be greater than or equal to 0 and less than or equal to the depth of the specified imageSubresource of srcImage

• VUID-vkCmdCopyImageToBuffer-srcImage-07980
  If srcImage is of type VK_IMAGE_TYPE_1D or VK_IMAGE_TYPE_2D, then for each element of pRegions, imageOffset.z must be 0 and imageExtent.depth must be 1

• VUID-vkCmdCopyImageToBuffer-srcImage-07274
  For each element of pRegions, imageOffset.x must be a multiple of the texel block extent width of the VkFormat of srcImage

• VUID-vkCmdCopyImageToBuffer-srcImage-07275
  For each element of pRegions, imageOffset.y must be a multiple of the texel block extent height of the VkFormat of srcImage

• VUID-vkCmdCopyImageToBuffer-srcImage-07276
  For each element of pRegions, imageOffset.z must be a multiple of the texel block extent depth of the VkFormat of srcImage

• VUID-vkCmdCopyImageToBuffer-srcImage-00207
  For each element of pRegions, if the sum of imageOffset.x and extent.width does not equal the width of the subresource specified by srcSubresource, extent.width must be a multiple of the texel block extent width of the VkFormat of srcImage

• VUID-vkCmdCopyImageToBuffer-srcImage-00208
  For each element of pRegions, if the sum of imageOffset.y and extent.height does not equal the height of the subresource specified by srcSubresource, extent.height must be a multiple of the texel block extent height of the VkFormat of srcImage

• VUID-vkCmdCopyImageToBuffer-srcImage-00209
For each element of \texttt{pRegions}, if the sum of \texttt{imageOffset.z} and \texttt{extent.depth} does not equal the depth of the subresource specified by \texttt{srcSubresource}, \texttt{extent.depth} \textbf{must} be a multiple of the \texttt{texel block extent depth} of the \texttt{VkFormat} of \texttt{srcImage}.

- \textbf{VUID-vkCmdCopyImageToBuffer-imageSubresource-09105}
  For each element of \texttt{pRegions}, \texttt{imageSubresource.aspectMask} \textbf{must} specify aspects present in \texttt{srcImage}.

- \textbf{VUID-vkCmdCopyImageToBuffer-srcImage-07981}
  If \texttt{srcImage} has a \texttt{multi-planar image format}, then for each element of \texttt{pRegions}, \texttt{imageSubresource.aspectMask} \textbf{must} be a single valid \texttt{multi-planar aspect mask} bit.

- \textbf{VUID-vkCmdCopyImageToBuffer-srcImage-07983}
  If \texttt{srcImage} is of type \texttt{VK_IMAGE_TYPE_3D}, for each element of \texttt{pRegions}, \texttt{imageSubresource.baseArrayLayer} \textbf{must} be 0 and \texttt{imageSubresource.layerCount} \textbf{must} be 1.

- \textbf{VUID-vkCmdCopyImageToBuffer-bufferRowLength-09106}
  For each element of \texttt{pRegions}, \texttt{bufferRowLength} \textbf{must} be a multiple of the \texttt{texel block extent width} of the \texttt{VkFormat} of \texttt{srcImage}.

- \textbf{VUID-vkCmdCopyImageToBuffer-bufferImageHeight-09107}
  For each element of \texttt{pRegions}, \texttt{bufferImageHeight} \textbf{must} be a multiple of the \texttt{texel block extent height} of the \texttt{VkFormat} of \texttt{srcImage}.

- \textbf{VUID-vkCmdCopyImageToBuffer-bufferRowLength-09108}
  For each element of \texttt{pRegions}, \texttt{bufferRowLength} divided by the \texttt{texel block extent width} and then multiplied by the \texttt{texel block size} of \texttt{srcImage} \textbf{must} be less than or equal to $2^{31}$.

- \textbf{VUID-vkCmdCopyImageToBuffer-srcImage-07975}
  If \texttt{srcImage} does not have either a depth/stencil format or a \texttt{multi-planar format}, then for each element of \texttt{pRegions}, \texttt{bufferOffset} \textbf{must} be a multiple of the \texttt{texel block size}.

- \textbf{VUID-vkCmdCopyImageToBuffer-srcImage-07976}
  If \texttt{srcImage} has a \texttt{multi-planar format}, then for each element of \texttt{pRegions}, \texttt{bufferOffset} \textbf{must} be a multiple of the \texttt{element size} of the compatible format for the format and the \texttt{aspectMask} of the \texttt{imageSubresource} as defined in \texttt{Compatible Formats of Planes of Multi-Planar Formats}.

- \textbf{VUID-vkCmdCopyImageToBuffer-srcImage-07978}
  If \texttt{srcImage} has a depth/stencil format, the \texttt{bufferOffset} member of any element of \texttt{pRegions} \textbf{must} be a multiple of 4.

\section*{Valid Usage (Implicit)}

- \textbf{VUID-vkCmdCopyImageToBuffer-commandBuffer-parameter}
  \texttt{commandBuffer} \textbf{must} be a valid \texttt{VkCommandBuffer} handle.

- \textbf{VUID-vkCmdCopyImageToBuffer-srcImage-parameter}
  \texttt{srcImage} \textbf{must} be a valid \texttt{VkImage} handle.

- \textbf{VUID-vkCmdCopyImageToBuffer-srcImageLayout-parameter}
  \texttt{srcImageLayout} \textbf{must} be a valid \texttt{VkImageLayout} value.
- VUID-vkCmdCopyImageToBuffer-dstBuffer-parameter
  
  **dstBuffer** must be a valid **VkBuffer** handle

- VUID-vkCmdCopyImageToBuffer-pRegions-parameter
  
  p**Regions** must be a valid pointer to an array of **regionCount** valid **VkBufferImageCopy** structures

- VUID-vkCmdCopyImageToBuffer-commandBuffer-recording
  
  commandBuffer must be in the recording state

- VUID-vkCmdCopyImageToBuffer-commandBuffer-cmdpool
  
  The **VkCommandPool** that commandBuffer was allocated from must support transfer, graphics, or compute operations

- VUID-vkCmdCopyImageToBuffer-renderpass
  
  This command must only be called outside of a render pass instance

- VUID-vkCmdCopyImageToBuffer-regionCount-arraylength
  
  **regionCount** must be greater than 0

- VUID-vkCmdCopyImageToBuffer-commonparent
  
  Each of commandBuffer, dstBuffer, and srcImage must have been created, allocated, or retrieved from the same **VkDevice**

**Host Synchronization**

- Host access to commandBuffer must be externally synchronized

- Host access to the **VkCommandPool** that commandBuffer was allocated from must be externally synchronized

**Command Properties**

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</tbody>
</table>

For both vkCmdCopyBufferToImage and vkCmdCopyImageToBuffer, each element of p**Regions** is a structure defined as:
typedef struct VkBufferImageCopy {
    VkDeviceSize bufferOffset;
    uint32_t bufferRowLength;
    uint32_t bufferImageHeight;
    VkImageSubresourceLayers imageSubresource;
    VkOffset3D imageOffset;
    VkExtent3D imageExtent;
} VkBufferImageCopy;

- `bufferOffset` is the offset in bytes from the start of the buffer object where the image data is copied from or to.
- `bufferRowLength` and `bufferImageHeight` specify in texels a subregion of a larger two- or three-dimensional image in buffer memory, and control the addressing calculations. If either of these values is zero, that aspect of the buffer memory is considered to be tightly packed according to the `imageExtent`.
- `imageSubresource` is a `VkImageSubresourceLayers` used to specify the specific image subresources of the image used for the source or destination image data.
- `imageOffset` selects the initial x, y, z offsets in texels of the sub-region of the source or destination image data.
- `imageExtent` is the size in texels of the image to copy in width, height and depth.

### Valid Usage

- VUID-VkBufferImageCopy-bufferRowLength-09101
  `bufferRowLength` must be 0, or greater than or equal to the `width` member of `imageExtent`
- VUID-VkBufferImageCopy-bufferImageHeight-09102
  `bufferImageHeight` must be 0, or greater than or equal to the `height` member of `imageExtent`
- VUID-VkBufferImageCopy-aspectMask-09103
  The `aspectMask` member of `imageSubresource` must only have a single bit set
- VUID-VkBufferImageCopy-imageExtent-06659
  `imageExtent.width` must not be 0
- VUID-VkBufferImageCopy-imageExtent-06660
  `imageExtent.height` must not be 0
- VUID-VkBufferImageCopy-imageExtent-06661
  `imageExtent.depth` must not be 0

### Valid Usage (Implicit)

- VUID-VkBufferImageCopy-imageSubresource-parameter
  `imageSubresource` must be a valid `VkImageSubresourceLayers` structure
More extensible versions of the commands to copy between buffers and images are defined below.

To copy data from a buffer object to an image object, call:

```c
// Provided by VK_KHR_copy_commands2
void vkCmdCopyBufferToImage2KHR(
    VkCommandBuffer commandBuffer,
    const VkCopyBufferToImageInfo2* pCopyBufferToImageInfo);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `pCopyBufferToImageInfo` is a pointer to a `VkCopyBufferToImageInfo2` structure describing the copy parameters.

This command is functionally identical to `vkCmdCopyBufferToImage`, but includes extensible sub-structures that include `sType` and `pNext` parameters, allowing them to be more easily extended.

**Valid Usage**

- VUID-vkCmdCopyBufferToImage2-commandBuffer-01828
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `srcBuffer` must not be a protected buffer.

- VUID-vkCmdCopyBufferToImage2-commandBuffer-01829
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `dstImage` must not be a protected image.

- VUID-vkCmdCopyBufferToImage2-commandBuffer-01830
  If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, `dstImage` must not be an unprotected image.

- VUID-vkCmdCopyBufferToImage2-commandBuffer-07737
  If the queue family used to create the `VkCommandPool` which `commandBuffer` was allocated from does not support `VK_QUEUE_GRAPHICS_BIT` or `VK_QUEUE_COMPUTE_BIT`, the `bufferOffset` member of any element of `pCopyBufferToImageInfo->pRegions` must be a multiple of 4.

- VUID-vkCmdCopyBufferToImage2-imageOffset-07738
  The `imageOffset` and `imageExtent` members of each element of `pCopyBufferToImageInfo->pRegions` must respect the image transfer granularity requirements of `commandBuffer`'s command pool's queue family, as described in `VkQueueFamilyProperties`.

- VUID-vkCmdCopyBufferToImage2-commandBuffer-07739
  If the queue family used to create the `VkCommandPool` which `commandBuffer` was allocated from does not support `VK_QUEUE_GRAPHICS_BIT`, for each element of `pCopyBufferToImageInfo->pRegions`, the `aspectMask` member of `imageSubresource` must not be `VK_IMAGE_ASPECT_DEPTH_BIT` or `VK_IMAGE_ASPECT_STENCIL_BIT`.

**Valid Usage (Implicit)**

- VUID-vkCmdCopyBufferToImage2-commandBuffer-parameter
commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdCopyBufferToImage2-pCopyBufferToImageInfo-parameter
  pCopyBufferToImageInfo must be a valid pointer to a valid VkCopyBufferToImageInfo2 structure

- VUID-vkCmdCopyBufferToImage2-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdCopyBufferToImage2-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support transfer, graphics, or compute operations

- VUID-vkCmdCopyBufferToImage2-renderpass
  This command must only be called outside of a render pass instance

**Host Synchronization**

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

**Command Properties**

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<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The VkCopyBufferToImageInfo2 structure is defined as:

```c
typedef struct VkCopyBufferToImageInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkBuffer srcBuffer;
    VkImage dstImage;
    VkImageLayout dstImageLayout;
    uint32_t regionCount;
    const VkBufferImageCopy2* pRegions;
} VkCopyBufferToImageInfo2;
```

or the equivalent
// Provided by VK_KHR_copy_commands2

typedef VkCopyBufferToImageInfo2 VkCopyBufferToImageInfo2KHR;

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **srcBuffer** is the source buffer.
- **dstImage** is the destination image.
- **dstImageLayout** is the layout of the destination image subresources for the copy.
- **regionCount** is the number of regions to copy.
- **pRegions** is a pointer to an array of **VkBufferImageCopy2** structures specifying the regions to copy.

**Valid Usage**

- **VUID-VkCopyBufferToImageInfo2-pRegions-04565**
  The image region specified by each element of **pRegions** must be contained within the specified **imageSubresource** of **dstImage**

- **VUID-VkCopyBufferToImageInfo2-pRegions-00171**
  **srcBuffer** must be large enough to contain all buffer locations that are accessed according to **Buffer and Image Addressing**, for each element of **pRegions**

- **VUID-VkCopyBufferToImageInfo2-pRegions-00173**
  The union of all source regions, and the union of all destination regions, specified by the elements of **pRegions**, must not overlap in memory

- **VUID-VkCopyBufferToImageInfo2-srcBuffer-00174**
  **srcBuffer** must have been created with **VK_BUFFER_USAGE_TRANSFER_SRC_BIT** usage flag

- **VUID-VkCopyBufferToImageInfo2-dstImage-01997**
  The **format features** of **dstImage** must contain **VK_FORMAT_FEATURE_TRANSFER_DST_BIT**

- **VUID-VkCopyBufferToImageInfo2-dstImage-00177**
  **dstImage** must have been created with **VK_IMAGE_USAGE_TRANSFER_DST_BIT** usage flag

- **VUID-VkCopyBufferToImageInfo2-dstImageLayout-00180**
  **dstImageLayout** must specify the layout of the image subresources of **dstImage** specified in **pRegions** at the time this command is executed on a **VkDevice**

- **VUID-VkCopyBufferToImageInfo2-dstImageLayout-01396**
  **dstImageLayout** must be **VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR**, **VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL**, or **VK_IMAGE_LAYOUT_GENERAL**

- **VUID-VkCopyBufferToImageInfo2-pRegions-07931**
  If **VK_EXT_depth_range_unrestricted** is not enabled, for each element of **pRegions** whose
imageSubresource contains a depth aspect, the data in srcBuffer must be in the range [0,1]

• VUID-VkCopyBufferToImageInfo2-dstImage-07966
  If dstImage is non-sparse then the image or the specified disjoint plane must be bound completely and contiguously to a single VkDeviceMemory object

• VUID-VkCopyBufferToImageInfo2-imageSubresource-07967
  The imageSubresource.mipLevel member of each element of pRegions must be less than the mipLevels specified in VkImageCreateInfo when dstImage was created

• VUID-VkCopyBufferToImageInfo2-imageSubresource-07968
  imageSubresource.baseArrayLayer + imageSubresource.layerCount of each element of pRegions must be less than or equal to the arrayLayers specified in VkImageCreateInfo when dstImage was created

• VUID-VkCopyBufferToImageInfo2-dstImage-07973
  dstImage must have a sample count equal to VK_SAMPLE_COUNT_1_BIT

• VUID-VkCopyBufferToImageInfo2-dstImage-07979
  If dstImage is of type VK_IMAGE_TYPE_1D, then for each element of pRegions, imageOffset.y must be 0 and imageExtent.height must be 1

• VUID-VkCopyBufferToImageInfo2-imageOffset-09104
  For each element of pRegions, imageOffset.z and (imageExtent.depth + imageOffset.z) must both be greater than or equal to 0 and less than or equal to the depth of the specified imageSubresource of dstImage

• VUID-VkCopyBufferToImageInfo2-dstImage-07980
  If dstImage is of type VK_IMAGE_TYPE_1D or VK_IMAGE_TYPE_2D, then for each element of pRegions, imageOffset.z must be 0 and imageExtent.depth must be 1

• VUID-VkCopyBufferToImageInfo2-dstImage-07274
  For each element of pRegions, imageOffset.x must be a multiple of the texel block extent width of the VkFormat of dstImage

• VUID-VkCopyBufferToImageInfo2-dstImage-07275
  For each element of pRegions, imageOffset.y must be a multiple of the texel block extent height of the VkFormat of dstImage

• VUID-VkCopyBufferToImageInfo2-dstImage-07276
  For each element of pRegions, imageOffset.z must be a multiple of the texel block extent depth of the VkFormat of dstImage

• VUID-VkCopyBufferToImageInfo2-dstImage-00207
  For each element of pRegions, if the sum of imageOffset.x and extent.width does not equal the width of the subresource specified by srcSubresource, extent.width must be a multiple of the texel block extent width of the VkFormat of dstImage

• VUID-VkCopyBufferToImageInfo2-dstImage-00208
  For each element of pRegions, if the sum of imageOffset.y and extent.height does not equal the height of the subresource specified by srcSubresource, extent.height must be a multiple of the texel block extent height of the VkFormat of dstImage

• VUID-VkCopyBufferToImageInfo2-dstImage-00209
For each element of `pRegions`, if the sum of `imageOffset.z` and `extent.depth` does not equal the depth of the subresource specified by `srcSubresource, extent.depth` must be a multiple of the texel block extent depth of the `VkFormat` of `dstImage`.

VUID-VkCopyBufferToImageInfo2-imageSubresource-09105
For each element of `pRegions, imageSubresource.aspectMask` must specify aspects present in `dstImage`.

VUID-VkCopyBufferToImageInfo2-dstImage-07981
If `dstImage` has a multi-planar image format, then for each element of `pRegions, imageSubresource.aspectMask` must be a single valid multi-planar aspect mask.

VUID-VkCopyBufferToImageInfo2-dstImage-07983
If `dstImage` is of type `VK_IMAGE_TYPE_3D`, for each element of `pRegions, imageSubresource.baseArrayLayer` must be 0 and `imageSubresource.layerCount` must be 1.

VUID-VkCopyBufferToImageInfo2-bufferRowLength-09106
For each element of `pRegions, bufferRowLength` must be a multiple of the texel block extent width of the `VkFormat` of `dstImage`.

VUID-VkCopyBufferToImageInfo2-bufferImageHeight-09107
For each element of `pRegions, bufferImageHeight` must be a multiple of the texel block extent height of the `VkFormat` of `dstImage`.

VUID-VkCopyBufferToImageInfo2-bufferRowLength-09108
For each element of `pRegions, bufferRowLength` divided by the texel block extent width and then multiplied by the texel block size of `dstImage` must be less than or equal to $2^{31} - 1$.

VUID-VkCopyBufferToImageInfo2-dstImage-07975
If `dstImage` does not have either a depth/stencil format or a multi-planar format, then for each element of `pRegions, bufferOffset` must be a multiple of the texel block size.

VUID-VkCopyBufferToImageInfo2-dstImage-07976
If `dstImage` has a multi-planar format, then for each element of `pRegions, bufferOffset` must be a multiple of the element size of the compatible format for the format and the `aspectMask` of the `imageSubresource` as defined in Compatible Formats of Planes of Multi-Planar Formats.

VUID-VkCopyBufferToImageInfo2-dstImage-07978
If `dstImage` has a depth/stencil format, the `bufferOffset` member of any element of `pRegions` must be a multiple of 4.

VUID-VkCopyBufferToImageInfo2-pRegions-06223
For each element of `pRegions` not containing `VkCopyCommandTransformInfoQCOM` in its `pNext` chain, `imageOffset.x` and `(imageExtent.width + imageOffset.x)` must both be greater than or equal to 0 and less than or equal to the width of the specified `imageSubresource` of `dstImage`.

VUID-VkCopyBufferToImageInfo2-pRegions-06224
For each element of `pRegions` not containing `VkCopyCommandTransformInfoQCOM` in its `pNext` chain, `imageOffset.y` and `(imageExtent.height + imageOffset.y)` must both be greater than or equal to 0 and less than or equal to the height of the specified `imageSubresource` of `dstImage`.
Valid Usage (Implicit)

- VUID-VkCopyBufferToImageInfo2-sType-sType
  sType must be VK_STRUCTURE_TYPE_COPY_BUFFER_TO_IMAGE_INFO_2

- VUID-VkCopyBufferToImageInfo2-pNext-pNext
  pNext must be NULL

- VUID-VkCopyBufferToImageInfo2-srcBuffer-parameter
  srcBuffer must be a valid VkBuffer handle

- VUID-VkCopyBufferToImageInfo2-dstImage-parameter
  dstImage must be a valid VkImage handle

- VUID-VkCopyBufferToImageInfo2-dstImageLayout-parameter
  dstImageLayout must be a valid VkImageLayout value

- VUID-VkCopyBufferToImageInfo2-pRegions-parameter
  pRegions must be a valid pointer to an array of regionCount valid VkBufferImageCopy2 structures

- VUID-VkCopyBufferToImageInfo2-regionCount-arraylength
  regionCount must be greater than 0

- VUID-VkCopyBufferToImageInfo2-commonparent
  Both of dstImage, and srcBuffer must have been created, allocated, or retrieved from the same VkDevice

To copy data from an image object to a buffer object, call:

```c
// Provided by VK_KHR_copy_commands2
void vkCmdCopyImageToBuffer2KHR(
    VkCommandBuffer commandBuffer,
    const VkCopyImageToBufferInfo2* pCopyImageToBufferInfo);
```

- commandBuffer is the command buffer into which the command will be recorded.
- pCopyImageToBufferInfo is a pointer to a VkCopyImageToBufferInfo2 structure describing the copy parameters.

This command is functionally identical to vkCmdCopyImageToBuffer, but includes extensible sub-structures that include sType and pNext parameters, allowing them to be more easily extended.

Valid Usage

- VUID-vkCmdCopyImageToBuffer2-commandBuffer-01831
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, srcImage must not be a protected image

- VUID-vkCmdCopyImageToBuffer2-commandBuffer-01832
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported,
**dstBuffer must** not be a protected buffer

- **VUID-vkCmdCopyImageToBuffer2-commandBuffer-01833**
  If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, `dstBuffer must` not be an unprotected buffer

- **VUID-vkCmdCopyImageToBuffer2-commandBuffer-07746**
  If the queue family used to create the `VkCommandPool` which `commandBuffer` was allocated from does not support `VK_QUEUE_GRAPHICS_BIT` or `VK_QUEUE_COMPUTE_BIT`, the `bufferOffset` member of any element of `pCopyImageToBufferInfo->pRegions` **must** be a multiple of 4

- **VUID-vkCmdCopyImageToBuffer2-imageOffset-07747**
  The `imageOffset` and `imageExtent` members of each element of `pCopyImageToBufferInfo->pRegions` **must** respect the image transfer granularity requirements of `commandBuffer`'s command pool's queue family, as described in `VkQueueFamilyProperties`

---

**Valid Usage (Implicit)**

- **VUID-vkCmdCopyImageToBuffer2-commandBuffer-parameter**
  `commandBuffer must` be a valid `VkCommandBuffer` handle

- **VUID-vkCmdCopyImageToBuffer2-pCopyImageToBufferInfo-parameter**
  `pCopyImageToBufferInfo must` be a valid pointer to a valid `VkCopyImageToBufferInfo2` structure

- **VUID-vkCmdCopyImageToBuffer2-commandBuffer-recording**
  `commandBuffer must` be in the **recording state**

- **VUID-vkCmdCopyImageToBuffer2-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support transfer, graphics, or compute operations

- **VUID-vkCmdCopyImageToBuffer2-renderpass**
  This command **must** only be called outside of a render pass instance

---

**Host Synchronization**

- Host access to `commandBuffer must` be externally synchronized

- Host access to the `VkCommandPool` that `commandBuffer` was allocated from **must** be externally synchronized
The `VkCopyImageToBufferInfo2` structure is defined as:

```c
typedef struct VkCopyImageToBufferInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkImage srcImage;
    VkImageLayout srcImageLayout;
    VkBuffer dstBuffer;
    uint32_t regionCount;
    const VkBufferImageCopy2* pRegions;
} VkCopyImageToBufferInfo2;
```

or the equivalent

```c
// Provided by VK_KHR_copy_commands2
typedef VkCopyImageToBufferInfo2 VkCopyImageToBufferInfo2KHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `srcImage` is the source image.
- `srcImageLayout` is the layout of the source image subresources for the copy.
- `dstBuffer` is the destination buffer.
- `regionCount` is the number of regions to copy.
- `pRegions` is a pointer to an array of `VkBufferImageCopy2` structures specifying the regions to copy.

**Valid Usage**

- **VUID-VkCopyImageToBufferInfo2-pRegions-04566**
  The image region specified by each element of `pRegions` must be contained within the specified `imageSubresource` of `srcImage`.

- **VUID-VkCopyImageToBufferInfo2-pRegions-00183**
  `dstBuffer` must be large enough to contain all buffer locations that are accessed according...
to Buffer and Image Addressing, for each element of $pRegions$

- **VUID-VkCopyImageToBufferInfo2-pRegions-00184**
  The union of all source regions, and the union of all destination regions, specified by the elements of $pRegions$, must not overlap in memory

- **VUID-VkCopyImageToBufferInfo2-srcImage-00186**
  srcImage must have been created with VK_IMAGE_USAGE_TRANSFER_SRC_BIT usage flag

- **VUID-VkCopyImageToBufferInfo2-srcImage-01998**
  The format features of srcImage must contain VK_FORMAT_FEATURE_TRANSFER_SRC_BIT

- **VUID-VkCopyImageToBufferInfo2-dstBuffer-00191**
  dstBuffer must have been created with VK_BUFFER_USAGE_TRANSFER_DST_BIT usage flag

- **VUID-VkCopyImageToBufferInfo2-dstBuffer-00192**
  If dstBuffer is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

- **VUID-VkCopyImageToBufferInfo2-srcImageLayout-00189**
  srcImageLayout must specify the layout of the image subresources of srcImage specified in $pRegions$ at the time this command is executed on a VkDevice

- **VUID-VkCopyImageToBufferInfo2-srcImageLayout-01397**
  srcImageLayout must be VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR, VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL, or VK_IMAGE_LAYOUT_GENERAL

- **VUID-VkCopyImageToBufferInfo2-srcImage-07966**
  If srcImage is non-sparse then the image or the specified disjoint plane must be bound completely and contiguously to a single VkDeviceMemory object

- **VUID-VkCopyImageToBufferInfo2-imageSubresource-07967**
  The imageSubresource.mipLevel member of each element of $pRegions$ must be less than the mipLevels specified in VkImageCreateInfo when srcImage was created

- **VUID-VkCopyImageToBufferInfo2-imageSubresource-07968**
  imageSubresource.baseArrayLayer + imageSubresource.layerCount of each element of $pRegions$ must be less than or equal to the arrayLayers specified in VkImageCreateInfo when srcImage was created

- **VUID-VkCopyImageToBufferInfo2-srcImage-07973**
  srcImage must have a sample count equal to VK_SAMPLE_COUNT_1_BIT

- **VUID-VkCopyImageToBufferInfo2-srcImage-07979**
  If srcImage is of type VK_IMAGE_TYPE_1D, then for each element of $pRegions$, imageOffset.y must be 0 and imageExtent.height must be 1

- **VUID-VkCopyImageToBufferInfo2-imageOffset-09104**
  For each element of $pRegions$, imageOffset.z and (imageExtent.depth + imageOffset.z) must both be greater than or equal to 0 and less than or equal to the depth of the specified imageSubresource of srcImage

- **VUID-VkCopyImageToBufferInfo2-srcImage-07980**
  If srcImage is of type VK_IMAGE_TYPE_1D or VK_IMAGE_TYPE_2D, then for each element of $pRegions$, imageOffset.z must be 0 and imageExtent.depth must be 1
For each element of \( \text{pRegions} \), \( \text{imageOffset.x} \) must be a multiple of the texel block extent width of the \( \text{VkFormat} \) of \( \text{srcImage} \).

For each element of \( \text{pRegions} \), \( \text{imageOffset.y} \) must be a multiple of the texel block extent height of the \( \text{VkFormat} \) of \( \text{srcImage} \).

For each element of \( \text{pRegions} \), \( \text{imageOffset.z} \) must be a multiple of the texel block extent depth of the \( \text{VkFormat} \) of \( \text{srcImage} \).

For each element of \( \text{pRegions} \), if the sum of \( \text{imageOffset.x} \) and \( \text{extent.width} \) does not equal the width of the subresource specified by \( \text{srcSubresource} \), \( \text{extent.width} \) must be a multiple of the texel block extent width of the \( \text{VkFormat} \) of \( \text{srcImage} \).

For each element of \( \text{pRegions} \), if the sum of \( \text{imageOffset.y} \) and \( \text{extent.height} \) does not equal the height of the subresource specified by \( \text{srcSubresource} \), \( \text{extent.height} \) must be a multiple of the texel block extent height of the \( \text{VkFormat} \) of \( \text{srcImage} \).

For each element of \( \text{pRegions} \), if the sum of \( \text{imageOffset.z} \) and \( \text{extent.depth} \) does not equal the depth of the subresource specified by \( \text{srcSubresource} \), \( \text{extent.depth} \) must be a multiple of the texel block extent depth of the \( \text{VkFormat} \) of \( \text{srcImage} \).

For each element of \( \text{pRegions} \), \( \text{imageSubresource.aspectMask} \) must specify aspects present in \( \text{srcImage} \).

If \( \text{srcImage} \) has a multi-planar image format, then for each element of \( \text{pRegions} \), \( \text{imageSubresource.aspectMask} \) must be a single valid multi-planar aspect mask bit.

If \( \text{srcImage} \) is of type \( \text{VK_IMAGE_TYPE_3D} \), for each element of \( \text{pRegions} \), \( \text{imageSubresource.baseArrayLayer} \) must be 0 and \( \text{imageSubresource.layerCount} \) must be 1.

For each element of \( \text{pRegions} \), \( \text{bufferRowLength} \) must be a multiple of the texel block extent width of the \( \text{VkFormat} \) of \( \text{srcImage} \).

For each element of \( \text{pRegions} \), \( \text{bufferImageHeight} \) must be a multiple of the texel block extent height of the \( \text{VkFormat} \) of \( \text{srcImage} \).

For each element of \( \text{pRegions} \), \( \text{bufferRowLength} \) divided by the texel block extent width and then multiplied by the texel block size of \( \text{srcImage} \) must be less than or equal to \( 2^{31}-1 \).

If \( \text{srcImage} \) does not have either a depth/stencil format or a multi-planar format, then for each element of \( \text{pRegions} \), \( \text{bufferOffset} \) must be a multiple of the texel block size.
If `srcImage` has a multi-planar format, then for each element of `pRegions`, `bufferOffset` must be a multiple of the element size of the compatible format for the format and the `aspectMask` of the `imageSubresource` as defined in Compatible Formats of Planes of Multi-Planar Formats.

If `srcImage` has a depth/stencil format, the `bufferOffset` member of any element of `pRegions` must be a multiple of 4.

For each element of `pRegions` not containing `VkCopyCommandTransformInfoQCOM` in its `pNext` chain, `imageOffset.x` and `(imageExtent.width + imageOffset.x)` must both be greater than or equal to 0 and less than or equal to the width of the specified `imageSubresource` of `srcImage`.

For each element of `pRegions` not containing `VkCopyCommandTransformInfoQCOM` in its `pNext` chain, `imageOffset.y` and `(imageExtent.height + imageOffset.y)` must both be greater than or equal to 0 and less than or equal to the height of the specified `imageSubresource` of `srcImage`.

Valid Usage (Implicit)

- `sType` must be `VK_STRUCTURE_TYPE_COPY_IMAGE_TO_BUFFER_INFO_2`
- `pNext` must be `NULL`
- `srcImage` must be a valid `VkImage` handle
- `srcImageLayout` must be a valid `VkImageLayout` value
- `dstBuffer` must be a valid `VkBuffer` handle
- `pRegions` must be a valid pointer to an array of `regionCount` valid `VkBufferImageCopy2` structures
- `regionCount` must be greater than 0
- Both of `dstBuffer`, and `srcImage` must have been created, allocated, or retrieved from the same `VkDevice`

For both `vkCmdCopyBufferToImage2KHR` and `vkCmdCopyImageToBuffer2KHR`, each element of `pRegions` is a structure defined as:
typedef struct VkBufferImageCopy2 {
    VkStructureType sType;
    const void* pNext;
    VkDeviceSize bufferOffset;
    uint32_t bufferRowLength;
    uint32_t bufferImageHeight;
    VkImageSubresourceLayers imageSubresource;
    VkOffset3D imageOffset;
    VkExtent3D imageExtent;
} VkBufferImageCopy2;

or the equivalent

// Provided by VK_KHR_copy_commands2
typedef VkBufferImageCopy2 VkBufferImageCopy2KHR;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• bufferOffset is the offset in bytes from the start of the buffer object where the image data is copied from or to.
• bufferRowLength and bufferImageHeight specify in texels a subregion of a larger two- or three-dimensional image in buffer memory, and control the addressing calculations. If either of these values is zero, that aspect of the buffer memory is considered to be tightly packed according to the imageExtent.
• imageSubresource is a VkImageSubresourceLayers used to specify the specific image subresources of the image used for the source or destination image data.
• imageOffset selects the initial x, y, z offsets in texels of the sub-region of the source or destination image data.
• imageExtent is the size in texels of the image to copy in width, height and depth.

This structure is functionally identical to VkBufferImageCopy, but adds sType and pNext parameters, allowing it to be more easily extended.

Valid Usage

• VUID-VkBufferImageCopy2-bufferRowLength-09101
typebufferRowLength must be 0, or greater than or equal to the width member of imageExtent

• VUID-VkBufferImageCopy2-bufferImageHeight-09102
typebufferImageHeight must be 0, or greater than or equal to the height member of imageExtent

• VUID-VkBufferImageCopy2-aspectMask-09103
The aspectMask member of imageSubresource must only have a single bit set

• VUID-VkBufferImageCopy2-imageExtent-06659
typeimageExtent.width must not be 0
19.4. Image Copies With Scaling

To copy regions of a source image into a destination image, potentially performing format conversion, arbitrary scaling, and filtering, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdBlitImage(
    VkCommandBuffer commandBuffer,
    VkImage srcImage,
    VkImageLayout srcImageLayout,
    VkImage dstImage,
    VkImageLayout dstImageLayout,
    uint32_t regionCount,
    const VkImageBlit* pRegions,
    VkFilter filter);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `srcImage` is the source image.
- `srcImageLayout` is the layout of the source image subresources for the blit.
- `dstImage` is the destination image.
- `dstImageLayout` is the layout of the destination image subresources for the blit.
- `regionCount` is the number of regions to blit.
- `pRegions` is a pointer to an array of `VkImageBlit` structures specifying the regions to blit.
- `filter` is a `VkFilter` specifying the filter to apply if the blits require scaling.

`vkCmdBlitImage` must not be used for multisampled source or destination images. Use `vkCmdResolveImage` for this purpose.
As the sizes of the source and destination extents can differ in any dimension, texels in the source extent are scaled and filtered to the destination extent. Scaling occurs via the following operations:

- For each destination texel, the integer coordinate of that texel is converted to an unnormalized texture coordinate, using the effective inverse of the equations described in unnormalized to integer conversion:

\[
\begin{align*}
    u_{\text{base}} &= i + \frac{1}{2} \\
    v_{\text{base}} &= j + \frac{1}{2} \\
    w_{\text{base}} &= k + \frac{1}{2}
\end{align*}
\]

- These base coordinates are then offset by the first destination offset:

\[
\begin{align*}
    u_{\text{offset}} &= u_{\text{base}} - x_{\text{dst0}} \\
    v_{\text{offset}} &= v_{\text{base}} - y_{\text{dst0}} \\
    w_{\text{offset}} &= w_{\text{base}} - z_{\text{dst0}}
\end{align*}
\]

\[
a_{\text{offset}} = a - \text{baseArrayCount}_{\text{dst}}
\]

- The scale is determined from the source and destination regions, and applied to the offset coordinates:

\[
\begin{align*}
    \text{scale}_u &= (x_{\text{src1}} - x_{\text{src0}}) / (x_{\text{dst1}} - x_{\text{dst0}}) \\
    \text{scale}_v &= (y_{\text{src1}} - y_{\text{src0}}) / (y_{\text{dst1}} - y_{\text{dst0}}) \\
    \text{scale}_w &= (z_{\text{src1}} - z_{\text{src0}}) / (z_{\text{dst1}} - z_{\text{dst0}})
\end{align*}
\]

\[
\begin{align*}
    u_{\text{scaled}} &= u_{\text{offset}} \times \text{scale}_u \\
    v_{\text{scaled}} &= v_{\text{offset}} \times \text{scale}_v
\end{align*}
\]
\[ w_{\text{scaled}} = w_{\text{offset}} \times \text{scale}_w \]

- Finally the source offset is added to the scaled coordinates, to determine the final unnormalized coordinates used to sample from \textit{srcImage}:

\[
\begin{align*}
u &= u_{\text{scaled}} + x_{\text{src0}} \\
v &= v_{\text{scaled}} + y_{\text{src0}} \\
w &= w_{\text{scaled}} + z_{\text{src0}} \\
q &= \text{mipLevel} \\
a &= a_{\text{offset}} + \text{baseArrayCount}_{\text{src}}
\end{align*}
\]

These coordinates are used to sample from the source image, as described in \textbf{Image Operations chapter}, with the filter mode equal to that of \textit{filter}, a mipmap mode of \textit{VK_SAMPLER_MIPMAP_MODE_NEAREST} and an address mode of \textit{VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_EDGE}. Implementations \textbf{must} clamp at the edge of the source image, and \textbf{may} additionally clamp to the edge of the source region.

\[\text{Note}\]

Due to allowable rounding errors in the generation of the source texture coordinates, it is not always possible to guarantee exactly which source texels will be sampled for a given blit. As rounding errors are implementation-dependent, the exact results of a blitting operation are also implementation-dependent.

Blits are done layer by layer starting with the \textit{baseArrayLayer} member of \textit{srcSubresource} for the source and \textit{dstSubresource} for the destination. \textit{layerCount} layers are blitted to the destination image.

When blitting 3D textures, slices in the destination region bounded by \textit{dstOffsets}[0].\textit{z} and \textit{dstOffsets}[1].\textit{z} are sampled from slices in the source region bounded by \textit{srcOffsets}[0].\textit{z} and \textit{srcOffsets}[1].\textit{z}. If the \textit{filter} parameter is \textit{VK_FILTER_LINEAR} then the value sampled from the source image is taken by doing linear filtering using the interpolated \textit{z} coordinate represented by \textit{w} in the previous equations. If the \textit{filter} parameter is \textit{VK_FILTER_NEAREST} then the value sampled from the source image is taken from the single nearest slice, with an implementation-dependent arithmetic rounding mode.

The following filtering and conversion rules apply:

- Integer formats \textbf{can} only be converted to other integer formats with the same signedness.
- No format conversion is supported between depth/stencil images. The formats \textbf{must} match.
• Format conversions on unorm, snorm, scaled and packed float formats of the copied aspect of the image are performed by first converting the pixels to float values.

• For sRGB source formats, nonlinear RGB values are converted to linear representation prior to filtering.

• After filtering, the float values are first clamped and then cast to the destination image format. In case of sRGB destination format, linear RGB values are converted to nonlinear representation before writing the pixel to the image.

Signed and unsigned integers are converted by first clamping to the representable range of the destination format, then casting the value.

**Valid Usage**

- **VUID-vkCmdBlitImage-commandBuffer-01834**
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `srcImage` must not be a protected image

- **VUID-vkCmdBlitImage-commandBuffer-01835**
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `dstImage` must not be a protected image

- **VUID-vkCmdBlitImage-commandBuffer-01836**
  If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, `dstImage` must not be an unprotected image

- **VUID-vkCmdBlitImage-pRegions-00215**
  The source region specified by each element of `pRegions` must be a region that is contained within `srcImage`

- **VUID-vkCmdBlitImage-pRegions-00216**
  The destination region specified by each element of `pRegions` must be a region that is contained within `dstImage`

- **VUID-vkCmdBlitImage-pRegions-00217**
  The union of all destination regions, specified by the elements of `pRegions`, must not overlap in memory with any texel that may be sampled during the blit operation

- **VUID-vkCmdBlitImage-srcImage-01999**
  The format features of `srcImage` must contain `VK_FORMAT_FEATURE_BLIT_SRC_BIT`

- **VUID-vkCmdBlitImage-srcImage-06421**
  `srcImage` must not use a format that requires a sampler YC_bC_b conversion

- **VUID-vkCmdBlitImage-srcImage-00219**
  `srcImage` must have been created with `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` usage flag

- **VUID-vkCmdBlitImage-srcImageLayout-00220**
  If `srcImage` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object

- **VUID-vkCmdBlitImage-srcImageLayout-00221**
  `srcImageLayout` must specify the layout of the image subresources of `srcImage` specified in `pRegions` at the time this command is executed on a `VkDevice`
• VUID-vkCmdBlitImage-srcImageLayout-01398
  srcImageLayout must be VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR, VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL or VK_IMAGE_LAYOUT_GENERAL.

• VUID-vkCmdBlitImage-srcImage-09459
  If srcImage and dstImage are the same, and an elements of pRegions contains the srcSubresource and dstSubresource with matching mipLevel and overlapping array layers, then the srcImageLayout and dstImageLayout must be VK_IMAGE_LAYOUT_GENERAL or VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR.

• VUID-vkCmdBlitImage-dstImage-02000
  The format features of dstImage must contain VK_FORMAT_FEATURE_BLIT_DST_BIT.

• VUID-vkCmdBlitImage-dstImage-06422
  dstImage must not use a format that requires a sampler Y′CnCn conversion.

• VUID-vkCmdBlitImage-dstImage-00224
  dstImage must have been created with VK_IMAGE_USAGE_TRANSFER_DST_BIT usage flag.

• VUID-vkCmdBlitImage-dstImage-00225
  If dstImage is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object.

• VUID-vkCmdBlitImage-dstImageLayout-00226
  dstImageLayout must specify the layout of the image subresources of dstImage specified in pRegions at the time this command is executed on a VkDevice.

• VUID-vkCmdBlitImage-dstImageLayout-01399
  dstImageLayout must be VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR, VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL or VK_IMAGE_LAYOUT_GENERAL.

• VUID-vkCmdBlitImage-srcImage-00229
  If either of srcImage or dstImage was created with a signed integer VkFormat, the other must also have been created with a signed integer VkFormat.

• VUID-vkCmdBlitImage-srcImage-00230
  If either of srcImage or dstImage was created with an unsigned integer VkFormat, the other must also have been created with an unsigned integer VkFormat.

• VUID-vkCmdBlitImage-srcImage-00231
  If either of srcImage or dstImage was created with a depth/stencil format, the other must have exactly the same format.

• VUID-vkCmdBlitImage-srcImage-00232
  If srcImage was created with a depth/stencil format, filter must be VK_FILTER_NEAREST.

• VUID-vkCmdBlitImage-srcImage-00233
  srcImage must have been created with a samples value of VK_SAMPLE_COUNT_1_BIT.

• VUID-vkCmdBlitImage-dstImage-00234
  dstImage must have been created with a samples value of VK_SAMPLE_COUNT_1_BIT.

• VUID-vkCmdBlitImage-filter-02001
  If filter is VK_FILTER_LINEAR, then the format features of srcImage must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT.

• VUID-vkCmdBlitImage-filter-02002
  935
If `filter` is `VK_FILTER_CUBIC_EXT`, then the format features of `srcImage` must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT`.

- VUID-vkCmdBlitImage-filter-00237
  If `filter` is `VK_FILTER_CUBIC_EXT`, `srcImage` must be of type `VK_IMAGE_TYPE_2D`.

- VUID-vkCmdBlitImage-srcSubresource-01705
  The `srcSubresource.mipLevel` member of each element of `pRegions` must be less than the `mipLevels` specified in `VkImageCreateInfo` when `srcImage` was created.

- VUID-vkCmdBlitImage-dstSubresource-01706
  The `dstSubresource.mipLevel` member of each element of `pRegions` must be less than the `mipLevels` specified in `VkImageCreateInfo` when `dstImage` was created.

- VUID-vkCmdBlitImage-srcSubresource-01707
  `srcSubresource.baseArrayLayer + srcSubresource.layerCount` of each element of `pRegions` must be less than or equal to the `arrayLayers` specified in `VkImageCreateInfo` when `srcImage` was created.

- VUID-vkCmdBlitImage-dstSubresource-01708
  `dstSubresource.baseArrayLayer + dstSubresource.layerCount` of each element of `pRegions` must be less than or equal to the `arrayLayers` specified in `VkImageCreateInfo` when `dstImage` was created.

- VUID-vkCmdBlitImage-srcImage-00240
  If either `srcImage` or `dstImage` is of type `VK_IMAGE_TYPE_3D`, then for each element of `pRegions`, `srcSubresource.baseArrayLayer` and `dstSubresource.baseArrayLayer` must each be 0, and `srcSubresource.layerCount` and `dstSubresource.layerCount` must each be 1.

- VUID-vkCmdBlitImage-aspectMask-00241
  For each element of `pRegions`, `srcSubresource.aspectMask` must specify aspects present in `srcImage`.

- VUID-vkCmdBlitImage-aspectMask-00242
  For each element of `pRegions`, `dstSubresource.aspectMask` must specify aspects present in `dstImage`.

- VUID-vkCmdBlitImage-srcOffset-00243
  For each element of `pRegions`, `srcOffsets[0].x` and `srcOffsets[1].x` must both be greater than or equal to 0 and less than or equal to the width of the specified `srcSubresource` of `srcImage`.

- VUID-vkCmdBlitImage-srcOffset-00244
  For each element of `pRegions`, `srcOffsets[0].y` and `srcOffsets[1].y` must both be greater than or equal to 0 and less than or equal to the height of the specified `srcSubresource` of `srcImage`.

- VUID-vkCmdBlitImage-srcImage-00245
  If `srcImage` is of type `VK_IMAGE_TYPE_1D`, then for each element of `pRegions`, `srcOffsets[0].y` must be 0 and `srcOffsets[1].y` must be 1.

- VUID-vkCmdBlitImage-srcOffset-00246
  For each element of `pRegions`, `srcOffsets[0].z` and `srcOffsets[1].z` must both be greater than or equal to 0 and less than or equal to the depth of the specified `srcSubresource` of `srcImage`.
• **VUID-vkCmdBlitImage-srcImage-00247**
  If `srcImage` is of type `VK_IMAGE_TYPE_1D` or `VK_IMAGE_TYPE_2D`, then for each element of `pRegions`, `srcOffsets[0].z` must be 0 and `srcOffsets[1].z` must be 1

• **VUID-vkCmdBlitImage-dstOffset-00248**
  For each element of `pRegions`, `dstOffsets[0].x` and `dstOffsets[1].x` must both be greater than or equal to 0 and less than or equal to the width of the specified `dstSubresource` of `dstImage`

• **VUID-vkCmdBlitImage-dstOffset-00249**
  For each element of `pRegions`, `dstOffsets[0].y` and `dstOffsets[1].y` must both be greater than or equal to 0 and less than or equal to the height of the specified `dstSubresource` of `dstImage`

• **VUID-vkCmdBlitImage-dstImage-00250**
  If `dstImage` is of type `VK_IMAGE_TYPE_1D`, then for each element of `pRegions`, `dstOffsets[0].y` must be 0 and `dstOffsets[1].y` must be 1

• **VUID-vkCmdBlitImage-dstOffset-00251**
  For each element of `pRegions`, `dstOffsets[0].z` and `dstOffsets[1].z` must both be greater than or equal to 0 and less than or equal to the depth of the specified `dstSubresource` of `dstImage`

• **VUID-vkCmdBlitImage-dstImage-00252**
  If `dstImage` is of type `VK_IMAGE_TYPE_1D` or `VK_IMAGE_TYPE_2D`, then for each element of `pRegions`, `dstOffsets[0].z` must be 0 and `dstOffsets[1].z` must be 1

---

**Valid Usage (Implicit)**

• **VUID-vkCmdBlitImage-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle

• **VUID-vkCmdBlitImage-srcImage-parameter**
  `srcImage` must be a valid `VkImage` handle

• **VUID-vkCmdBlitImage-srcImageLayout-parameter**
  `srcImageLayout` must be a valid `VkImageLayout` value

• **VUID-vkCmdBlitImage-dstImage-parameter**
  `dstImage` must be a valid `VkImage` handle

• **VUID-vkCmdBlitImage-dstImageLayout-parameter**
  `dstImageLayout` must be a valid `VkImageLayout` value

• **VUID-vkCmdBlitImage-pRegions-parameter**
  `pRegions` must be a valid pointer to an array of `regionCount` valid `VkImageBlit` structures

• **VUID-vkCmdBlitImage-filter-parameter**
  `filter` must be a valid `VkFilter` value

• **VUID-vkCmdBlitImage-commandBuffer-recording**
  `commandBuffer` must be in the recording state

• **VUID-vkCmdBlitImage-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics
operations

- VUID-vkCmdBlitImage-renderpass
  This command must only be called outside of a render pass instance

- VUID-vkCmdBlitImage-regionCount-arraylength
  regionCount must be greater than 0

- VUID-vkCmdBlitImage-commonparent
  Each of commandBuffer, dstImage, and srcImage must have been created, allocated, or retrieved from the same VkDevice

Host Synchronization

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Command Properties

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</tr>
</tbody>
</table>

The VkImageBlit structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkImageBlit {
  VkImageSubresourceLayers srcSubresource;
  VkOffset3D srcOffsets[2];
  VkImageSubresourceLayers dstSubresource;
  VkOffset3D dstOffsets[2];
} VkImageBlit;
```

- srcSubresource is the subresource to blit from.
- srcOffsets is a pointer to an array of two VkOffset3D structures specifying the bounds of the source region within srcSubresource.
- dstSubresource is the subresource to blit into.
- dstOffsets is a pointer to an array of two VkOffset3D structures specifying the bounds of the destination region within dstSubresource.

For each element of the pRegions array, a blit operation is performed for the specified source and destination regions.
Valid Usage

- VUID-VkImageBlit-aspectMask-00238
  The aspectMask member of srcSubresource and dstSubresource must match.

- VUID-VkImageBlit-layerCount-08800
  The layerCount members of srcSubresource or dstSubresource must match.

Valid Usage (Implicit)

- VUID-VkImageBlit-srcSubresource-parameter
  srcSubresource must be a valid VkImageSubresourceLayers structure.

- VUID-VkImageBlit-dstSubresource-parameter
  dstSubresource must be a valid VkImageSubresourceLayers structure.

A more extensible version of the blit image command is defined below.

To copy regions of a source image into a destination image, potentially performing format conversion, arbitrary scaling, and filtering, call:

```c
// Provided by VK_KHR_copy_commands2
void vkCmdBlitImage2KHR(
    VkCommandBuffer commandBuffer,
    const VkBlitImageInfo2* pBlitImageInfo);
```

- commandBuffer is the command buffer into which the command will be recorded.
- pBlitImageInfo is a pointer to a VkBlitImageInfo2 structure describing the blit parameters.

This command is functionally identical to vkCmdBlitImage, but includes extensible sub-structures that include sType and pNext parameters, allowing them to be more easily extended.

Valid Usage

- VUID-vkCmdBlitImage2-commandBuffer-01834
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, srcImage must not be a protected image.

- VUID-vkCmdBlitImage2-commandBuffer-01835
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, dstImage must not be a protected image.

- VUID-vkCmdBlitImage2-commandBuffer-01836
  If commandBuffer is a protected command buffer and protectedNoFault is not supported, dstImage must not be an unprotected image.
Valid Usage (Implicit)

- VUID-vkCmdBlitImage2-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle
- VUID-vkCmdBlitImage2-pBlitImageInfo-parameter
  `pBlitImageInfo` must be a valid pointer to a valid `VkBlitImageInfo2` structure
- VUID-vkCmdBlitImage2-commandBuffer-recording
  `commandBuffer` must be in the recording state
- VUID-vkCmdBlitImage2-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations
- VUID-vkCmdBlitImage2-renderpass
  This command must only be called outside of a render pass instance

Host Synchronization

- Host access to `commandBuffer` must be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

Command Properties

<table>
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<td></td>
<td></td>
</tr>
</tbody>
</table>

The `VkBlitImageInfo2` structure is defined as:

```c
typedef struct VkBlitImageInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkImage srcImage;
    VkImageLayout srcImageLayout;
    VkImage dstImage;
    VkImageLayout dstImageLayout;
    uint32_t regionCount;
    const VkImageBlit2* pRegions;
    VkFilter filter;
} VkBlitImageInfo2;
```
or the equivalent

```c
// Provided by VK_KHR_copy_commands2
typedef VkBlitImageInfo2 VkBlitImageInfo2KHR;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **srcImage** is the source image.
- **srcImageLayout** is the layout of the source image subresources for the blit.
- **dstImage** is the destination image.
- **dstImageLayout** is the layout of the destination image subresources for the blit.
- **regionCount** is the number of regions to blit.
- **pRegions** is a pointer to an array of `VkImageBlit2` structures specifying the regions to blit.
- **filter** is a `VkFilter` specifying the filter to apply if the blits require scaling.

### Valid Usage

- **VUID-VkBlitImageInfo2-pRegions-00215**
  The source region specified by each element of `pRegions` **must** be a region that is contained within `srcImage`

- **VUID-VkBlitImageInfo2-pRegions-00216**
  The destination region specified by each element of `pRegions` **must** be a region that is contained within `dstImage`

- **VUID-VkBlitImageInfo2-pRegions-00217**
  The union of all destination regions, specified by the elements of `pRegions`, **must** not overlap in memory with any texel that **may** be sampled during the blit operation

- **VUID-VkBlitImageInfo2-srcImage-01999**
  The **format features** of `srcImage` **must** contain `VK_FORMAT_FEATURE_BLIT_SRC_BIT`

- **VUID-VkBlitImageInfo2-srcImage-06421**
  `srcImage` **must** not use a **format that requires a** `Y'CbCr` conversion

- **VUID-VkBlitImageInfo2-srcImage-00219**
  `srcImage` **must** have been created with `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` usage flag

- **VUID-VkBlitImageInfo2-srcImage-00220**
  If `srcImage` is non-sparse then it **must** be bound completely and contiguously to a single `VkDeviceMemory` object

- **VUID-VkBlitImageInfo2-srcImageLayout-00221**
  `srcImageLayout` **must** specify the layout of the image subresources of `srcImage` specified in `pRegions` at the time this command is executed on a `VkDevice`

- **VUID-VkBlitImageInfo2-srcImageLayout-01398**
  `srcImageLayout` **must** be `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR`,
VK_IMAGE_LAYOUTTRANSFER_SRC_OPTIMAL or VK_IMAGE_LAYOUTGENERAL

- VUID-VkBlitImageInfo2-srcImage-09459
  If srcImage and dstImage are the same, and an elements of pRegions contains the srcSubresource and dstSubresource with matching mipmap and overlapping array layers, then the srcImageLayout and dstImageLayout must be VK_IMAGE_LAYOUTGENERAL or VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR

- VUID-VkBlitImageInfo2-dstImage-02000
  The format features of dstImage must contain VK_FORMAT_FEATURE_BLIT_DST_BIT

- VUID-VkBlitImageInfo2-dstImage-06422
dstImage must not use a format that requires a sampler Y’C’bC’r conversion

- VUID-VkBlitImageInfo2-dstImage-00224
dstImage must have been created with VK_IMAGE_USAGE_TRANSFER_DST_BIT usage flag

- VUID-VkBlitImageInfo2-dstImage-00225
  If dstImage is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object

- VUID-VkBlitImageInfo2-dstImageLayout-00226
dstImageLayout must specify the layout of the image subresources of dstImage specified in pRegions at the time this command is executed on a VkDevice

- VUID-VkBlitImageInfo2-dstImageLayout-01399
dstImageLayout must be VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR, VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL or VK_IMAGE_LAYOUTGENERAL

- VUID-VkBlitImageInfo2-srcImage-00229
  If either of srcImage or dstImage was created with a signed integer VkFormat, the other must also have been created with a signed integer VkFormat

- VUID-VkBlitImageInfo2-srcImage-00230
  If either of srcImage or dstImage was created with an unsigned integer VkFormat, the other must also have been created with an unsigned integer VkFormat

- VUID-VkBlitImageInfo2-srcImage-00231
  If either of srcImage or dstImage was created with a depth/stencil format, the other must have exactly the same format

- VUID-VkBlitImageInfo2-srcImage-00232
  If srcImage was created with a depth/stencil format, filter must be VK_FILTER_NEAREST

- VUID-VkBlitImageInfo2-dstImage-00234
dstImage must have been created with a samples value of VK_SAMPLE_COUNT_1_BIT

- VUID-VkBlitImageInfo2-filter-02001
  If filter is VK_FILTER_LINEAR, then the format features of srcImage must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT

- VUID-VkBlitImageInfo2-filter-02002
  If filter is VK_FILTER_CUBIC_EXT, then the format features of srcImage must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT
If \textit{filter} is \texttt{VK\_FILTER\_CUBIC\_EXT}, \textit{srcImage} must be of type \texttt{VK\_IMAGE\_TYPE\_2D}.

The \textit{srcSubresource.mipLevel} member of each element of \textit{pRegions} must be less than the \textit{mipLevels} specified in \texttt{VkImageCreateInfo} when \textit{srcImage} was created.

The \textit{dstSubresource.mipLevel} member of each element of \textit{pRegions} must be less than the \textit{mipLevels} specified in \texttt{VkImageCreateInfo} when \textit{dstImage} was created.

\textit{srcSubresource.baseArrayLayer} + \textit{srcSubresource.layerCount} of each element of \textit{pRegions} must be less than or equal to the \textit{arrayLayers} specified in \texttt{VkImageCreateInfo} when \textit{srcImage} was created.

\textit{dstSubresource.baseArrayLayer} + \textit{dstSubresource.layerCount} of each element of \textit{pRegions} must be less than or equal to the \textit{arrayLayers} specified in \texttt{VkImageCreateInfo} when \textit{dstImage} was created.

If either \textit{srcImage} or \textit{dstImage} is of type \texttt{VK\_IMAGE\_TYPE\_3D}, then for each element of \textit{pRegions}, \textit{srcSubresource.baseArrayLayer} and \textit{dstSubresource.baseArrayLayer} must each be 0, and \textit{srcSubresource.layerCount} and \textit{dstSubresource.layerCount} must each be 1.

For each element of \textit{pRegions}, \textit{srcSubresource.aspectMask} must specify aspects present in \textit{srcImage}.

For each element of \textit{pRegions}, \textit{dstSubresource.aspectMask} must specify aspects present in \textit{dstImage}.

For each element of \textit{pRegions}, \textit{srcOffsets[0].x} and \textit{srcOffsets[1].x} must both be greater than or equal to 0 and less than or equal to the width of the specified \textit{srcSubresource} of \textit{srcImage}.

For each element of \textit{pRegions}, \textit{srcOffsets[0].y} and \textit{srcOffsets[1].y} must both be greater than or equal to 0 and less than or equal to the height of the specified \textit{srcSubresource} of \textit{srcImage}.

If \textit{srcImage} is of type \texttt{VK\_IMAGE\_TYPE\_1D}, then for each element of \textit{pRegions}, \textit{srcOffsets[0].y} must be 0 and \textit{srcOffsets[1].y} must be 1.

For each element of \textit{pRegions}, \textit{srcOffsets[0].z} and \textit{srcOffsets[1].z} must both be greater than or equal to 0 and less than or equal to the depth of the specified \textit{srcSubresource} of \textit{srcImage}.

If \textit{srcImage} is of type \texttt{VK\_IMAGE\_TYPE\_1D} or \texttt{VK\_IMAGE\_TYPE\_2D}, then for each element of
pRegions, srcOffsets[0].z must be 0 and srcOffsets[1].z must be 1

- VUID-VkBlitImageInfo2-dstOffset-00248
  For each element of pRegions, dstOffsets[0].x and dstOffsets[1].x must both be greater than or equal to 0 and less than or equal to the width of the specified dstSubresource of dstImage

- VUID-VkBlitImageInfo2-dstOffset-00249
  For each element of pRegions, dstOffsets[0].y and dstOffsets[1].y must both be greater than or equal to 0 and less than or equal to the height of the specified dstSubresource of dstImage

- VUID-VkBlitImageInfo2-dstOffset-00250
  If dstImage is of type VK_IMAGE_TYPE_1D, then for each element of pRegions, dstOffsets[0].y must be 0 and dstOffsets[1].y must be 1

- VUID-VkBlitImageInfo2-dstOffset-00251
  For each element of pRegions, dstOffsets[0].z and dstOffsets[1].z must both be greater than or equal to 0 and less than or equal to the depth of the specified dstSubresource of dstImage

- VUID-VkBlitImageInfo2-dstOffset-00252
  If dstImage is of type VK_IMAGE_TYPE_1D or VK_IMAGE_TYPE_2D, then for each element of pRegions, dstOffsets[0].z must be 0 and dstOffsets[1].z must be 1

**Valid Usage (Implicit)**

- VUID-VkBlitImageInfo2-sType-sType
  sType must be VK_STRUCTURE_TYPE_BLIT_IMAGE_INFO_2

- VUID-VkBlitImageInfo2-pNext-pNext
  pNext must be NULL

- VUID-VkBlitImageInfo2-srcImage-parameter
  srcImage must be a valid VkImage handle

- VUID-VkBlitImageInfo2-srcImageLayout-parameter
  srcImageLayout must be a valid VkImageLayout value

- VUID-VkBlitImageInfo2-dstImage-parameter
  dstImage must be a valid VkImage handle

- VUID-VkBlitImageInfo2-dstImageLayout-parameter
  dstImageLayout must be a valid VkImageLayout value

- VUID-VkBlitImageInfo2-pRegions-parameter
  pRegions must be a valid pointer to an array of regionCount valid VkImageBlit2 structures

- VUID-VkBlitImageInfo2-filter-parameter
  filter must be a valid VkFilter value

- VUID-VkBlitImageInfo2-regionCount-arraylength
  regionCount must be greater than 0

- VUID-VkBlitImageInfo2-commonparent
Both of dstImage, and srcImage must have been created, allocated, or retrieved from the same VkDevice

The VkImageBlit2 structure is defined as:

typedef struct VkImageBlit2 {
    VkStructureType sType;
    const void* pNext;
    VkImageSubresourceLayers srcSubresource;
    VkOffset3D srcOffsets[2];
    VkImageSubresourceLayers dstSubresource;
    VkOffset3D dstOffsets[2];
} VkImageBlit2;

or the equivalent

// Provided by VK_KHR_copy_commands2
typedef VkImageBlit2 VkImageBlit2KHR;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• srcSubresource is the subresource to blit from.
• srcOffsets is a pointer to an array of two VkOffset3D structures specifying the bounds of the source region within srcSubresource.
• dstSubresource is the subresource to blit into.
• dstOffsets is a pointer to an array of two VkOffset3D structures specifying the bounds of the destination region within dstSubresource.

For each element of the pRegions array, a blit operation is performed for the specified source and destination regions.

Valid Usage

• VUID-VkImageBlit2-aspectMask-00238
  The aspectMask member of srcSubresource and dstSubresource must match

• VUID-VkImageBlit2-layerCount-08800
  The layerCount members of srcSubresource or dstSubresource must match

Valid Usage (Implicit)

• VUID-VkImageBlit2-sType-sType
  sType must be VK_STRUCTURE_TYPE_IMAGE_BLIT_2
19.5. Resolving Multisample Images

To resolve a multisample color image to a non-multisample color image, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdResolveImage(
    VkCommandBuffer commandBuffer, 
    VkImage srcImage, 
    VkImageLayout srcImageLayout, 
    VkImage dstImage, 
    VkImageLayout dstImageLayout, 
    uint32_t regionCount, 
    const VkImageResolve* pRegions);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `srcImage` is the source image.
- `srcImageLayout` is the layout of the source image subresources for the resolve.
- `dstImage` is the destination image.
- `dstImageLayout` is the layout of the destination image subresources for the resolve.
- `regionCount` is the number of regions to resolve.
- `pRegions` is a pointer to an array of `VkImageResolve` structures specifying the regions to resolve.

During the resolve the samples corresponding to each pixel location in the source are converted to a single sample before being written to the destination. If the source formats are floating-point or normalized types, the sample values for each pixel are resolved in an implementation-dependent manner. If the source formats are integer types, a single sample’s value is selected for each pixel.

`srcOffset` and `dstOffset` select the initial x, y, and z offsets in texels of the sub-regions of the source and destination image data. `extent` is the size in texels of the source image to resolve in `width`, `height` and `depth`. Each element of `pRegions` must be a region that is contained within its corresponding image.

Resolves are done layer by layer starting with `baseArrayLayer` member of `srcSubresource` for the source and `dstSubresource` for the destination. `layerCount` layers are resolved to the destination image.
Valid Usage

- VUID-vkCmdResolveImage-commandBuffer-01837
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `srcImage` must not be a protected image
- VUID-vkCmdResolveImage-commandBuffer-01838
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, `dstImage` must not be a protected image
- VUID-vkCmdResolveImage-commandBuffer-01839
  If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, `dstImage` must not be an unprotected image
- VUID-vkCmdResolveImage-pRegions-00255
  The union of all source regions, and the union of all destination regions, specified by the elements of `pRegions`, must not overlap in memory
- VUID-vkCmdResolveImage-srcImage-00256
  If `srcImage` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object
- VUID-vkCmdResolveImage-srcImage-00257
  `srcImage` must have a sample count equal to any valid sample count value other than `VK_SAMPLE_COUNT_1_BIT`
- VUID-vkCmdResolveImage-dstImage-00258
  If `dstImage` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object
- VUID-vkCmdResolveImage-dstImage-00259
  `dstImage` must have a sample count equal to `VK_SAMPLE_COUNT_1_BIT`
- VUID-vkCmdResolveImage-srcImageLayout-00260
  `srcImageLayout` must specify the layout of the image subresources of `srcImage` specified in `pRegions` at the time this command is executed on a `VkDevice`
- VUID-vkCmdResolveImage-dstImageLayout-00262
  `dstImageLayout` must specify the layout of the image subresources of `dstImage` specified in `pRegions` at the time this command is executed on a `VkDevice`
- VUID-vkCmdResolveImage-dstImage-01386
  `srcImage` and `dstImage` must have been created with the same image format
- VUID-vkCmdResolveImage-dstImage-02003
  The format features of `dstImage` must contain `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT`
The `srcSubresource.mipLevel` member of each element of `pRegions` must be less than the `mipLevels` specified in `VkImageCreateInfo` when `srcImage` was created.

The `dstSubresource.mipLevel` member of each element of `pRegions` must be less than the `mipLevels` specified in `VkImageCreateInfo` when `dstImage` was created.

`srcSubresource.baseArrayLayer + srcSubresource.layerCount` of each element of `pRegions` must be less than or equal to the `arrayLayers` specified in `VkImageCreateInfo` when `srcImage` was created.

`dstSubresource.baseArrayLayer + dstSubresource.layerCount` of each element of `pRegions` must be less than or equal to the `arrayLayers` specified in `VkImageCreateInfo` when `dstImage` was created.

If `dstImage` is of type `VK_IMAGE_TYPE_3D`, then for each element of `pRegions`, `srcSubresource.layerCount` must be 1.

If `dstImage` is of type `VK_IMAGE_TYPE_3D`, then for each element of `pRegions`, `dstSubresource.baseArrayLayer` must be 0 and `dstSubresource.layerCount` must be 1.

For each element of `pRegions`, `srcOffset.x` and `(extent.width + srcOffset.x)` must both be greater than or equal to 0 and less than or equal to the width of the specified `srcSubresource` of `srcImage`.

For each element of `pRegions`, `srcOffset.y` and `(extent.height + srcOffset.y)` must both be greater than or equal to 0 and less than or equal to the height of the specified `srcSubresource` of `srcImage`.

If `srcImage` is of type `VK_IMAGE_TYPE_1D`, then for each element of `pRegions`, `srcOffset.y` must be 0 and `extent.height` must be 1.

For each element of `pRegions`, `srcOffset.z` and `(extent.depth + srcOffset.z)` must both be greater than or equal to 0 and less than or equal to the depth of the specified `srcSubresource` of `srcImage`.

If `srcImage` is of type `VK_IMAGE_TYPE_1D` or `VK_IMAGE_TYPE_2D`, then for each element of `pRegions`, `srcOffset.z` must be 0 and `extent.depth` must be 1.

For each element of `pRegions`, `dstOffset.x` and `(extent.width + dstOffset.x)` must both be greater than or equal to 0 and less than or equal to the width of the specified `dstSubresource` of `dstImage`.

If `dstImage` is of type `VK_IMAGE_TYPE_3D`, then for each element of `pRegions`, `dstOffset.x` must be 0 and `(extent.width + dstOffset.x)` must be greater than or equal to 0 and less than or equal to the width of the specified `dstSubresource` of `dstImage`.
For each element of \( pRegions, \) \( \text{dstOffset.y} \) and (\( \text{extent.height} + \text{dstOffset.y} \)) must both be greater than or equal to 0 and less than or equal to the height of the specified \( \text{dstSubresource} \) of \( \text{dstImage} \)

- **VUID-vkCmdResolveImage-dstImage-00276**
  
  If \( \text{dstImage} \) is of type \( \text{VK_IMAGE_TYPE_1D} \), then for each element of \( pRegions, \text{dstOffset.y} \) must be 0 and \( \text{extent.height} \) must be 1

- **VUID-vkCmdResolveImage-dstOffset-00277**
  
  For each element of \( pRegions, \text{dstOffset.z} \) and (\( \text{extent.depth} + \text{dstOffset.z} \)) must both be greater than or equal to 0 and less than or equal to the depth of the specified \( \text{dstSubresource} \) of \( \text{dstImage} \)

- **VUID-vkCmdResolveImage-dstImage-00278**
  
  If \( \text{dstImage} \) is of type \( \text{VK_IMAGE_TYPE_1D} \) or \( \text{VK_IMAGE_TYPE_2D} \), then for each element of \( pRegions, \text{dstOffset.z} \) must be 0 and \( \text{extent.depth} \) must be 1

- **VUID-vkCmdResolveImage-srcImage-06762**
  
  \( \text{srcImage} \) must have been created with \( \text{VK_IMAGE_USAGE_TRANSFER_SRC_BIT} \) usage flag

- **VUID-vkCmdResolveImage-srcImage-06763**
  
  The format features of \( \text{srcImage} \) must contain \( \text{VK_FORMAT_FEATURE_TRANSFER_SRC_BIT} \)

- **VUID-vkCmdResolveImage-dstImage-06764**
  
  \( \text{dstImage} \) must have been created with \( \text{VK_IMAGE_USAGE_TRANSFER_DST_BIT} \) usage flag

- **VUID-vkCmdResolveImage-dstImage-06765**
  
  The format features of \( \text{dstImage} \) must contain \( \text{VK_FORMAT_FEATURE_TRANSFER_DST_BIT} \)

---

**Valid Usage (Implicit)**

- **VUID-vkCmdResolveImage-commandBuffer-parameter**
  
  \( \text{commandBuffer} \) must be a valid \( \text{VkCommandBuffer} \) handle

- **VUID-vkCmdResolveImage-srcImage-parameter**
  
  \( \text{srcImage} \) must be a valid \( \text{VkImage} \) handle

- **VUID-vkCmdResolveImage-srcImageLayout-parameter**
  
  \( \text{srcImageLayout} \) must be a valid \( \text{VkImageLayout} \) value

- **VUID-vkCmdResolveImage-dstImage-parameter**
  
  \( \text{dstImage} \) must be a valid \( \text{VkImage} \) handle

- **VUID-vkCmdResolveImage-dstImageLayout-parameter**
  
  \( \text{dstImageLayout} \) must be a valid \( \text{VkImageLayout} \) value

- **VUID-vkCmdResolveImage-pRegions-parameter**
  
  \( \text{pRegions} \) must be a valid pointer to an array of \( \text{regionCount} \) valid \( \text{VkImageResolve} \) structures

- **VUID-vkCmdResolveImage-commandBuffer-recording**
  
  \( \text{commandBuffer} \) must be in the recording state

- **VUID-vkCmdResolveImage-commandBuffer-cmdpool**
  
  The \( \text{VkCommandPool} \) that \( \text{commandBuffer} \) was allocated from must support graphics
• VUID-vkCmdResolveImage-renderpass
  This command must only be called outside of a render pass instance

• VUID-vkCmdResolveImage-regionCount-arraylength
  regionCount must be greater than 0

• VUID-vkCmdResolveImage-commonparent
  Each of commandBuffer, dstImage, and srcImage must have been created, allocated, or retrieved from the same VkDevice

### Host Synchronization

• Host access to commandBuffer must be externally synchronized

• Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

### Command Properties

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</table>

The VkImageResolve structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkImageResolve {
  VkImageSubresourceLayers srcSubresource;
  VkOffset3D srcOffset;
  VkImageSubresourceLayers dstSubresource;
  VkOffset3D dstOffset;
  VkExtent3D extent;
} VkImageResolve;
```

- srcSubresource and dstSubresource are VkImageSubresourceLayers structures specifying the image subresources of the images used for the source and destination image data, respectively. Resolve of depth/stencil images is not supported.
- srcOffset and dstOffset select the initial x, y, and z offsets in texels of the sub-regions of the source and destination image data.
- extent is the size in texels of the source image to resolve in width, height and depth.
A more extensible version of the resolve image command is defined below.

To resolve a multisample image to a non-multisample image, call:

```c
// Provided by VK_KHR_copy_commands2
void vkCmdResolveImage2KHR(
    VkCommandBuffer commandBuffer,
    const VkResolveImageInfo2* pResolveImageInfo);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `pResolveImageInfo` is a pointer to a `VkResolveImageInfo2` structure describing the resolve parameters.

This command is functionally identical to `vkCmdResolveImage`, but includes extensible substructures that include `sType` and `pNext` parameters, allowing them to be more easily extended.
Valid Usage (Implicit)

- VUID-vkCmdResolveImage2-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdResolveImage2-pResolveImageInfo-parameter
  pResolveImageInfo must be a valid pointer to a valid VkResolveImageInfo2 structure

- VUID-vkCmdResolveImage2-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdResolveImage2-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

- VUID-vkCmdResolveImage2-renderpass
  This command must only be called outside of a render pass instance

Host Synchronization

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Command Properties

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<tr>
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<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The VkResolveImageInfo2 structure is defined as:

```c
typedef struct VkResolveImageInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkImage srcImage;
    VkImageLayout srcImageLayout;
    VkImage dstImage;
    VkImageLayout dstImageLayout;
    uint32_t regionCount;
    const VkImageResolve2* pRegions;
} VkResolveImageInfo2;
```

or the equivalent
typedef VkResolveImageInfo2 VkResolveImageInfo2KHR;

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `srcImage` is the source image.
- `srcImageLayout` is the layout of the source image subresources for the resolve.
- `dstImage` is the destination image.
- `dstImageLayout` is the layout of the destination image subresources for the resolve.
- `regionCount` is the number of regions to resolve.
- `pRegions` is a pointer to an array of `VkImageResolve2` structures specifying the regions to resolve.

**Valid Usage**

- VUID-VkResolveImageInfo2-pRegions-00255
  The union of all source regions, and the union of all destination regions, specified by the elements of `pRegions`, **must** not overlap in memory

- VUID-VkResolveImageInfo2-srcImage-00256
  If `srcImage` is non-sparse then it **must** be bound completely and contiguously to a single `VkDeviceMemory` object

- VUID-VkResolveImageInfo2-srcImage-00257
  `srcImage` **must** have a sample count equal to any valid sample count value other than `VK_SAMPLE_COUNT_1_BIT`

- VUID-VkResolveImageInfo2-dstImage-00258
  If `dstImage` is non-sparse then it **must** be bound completely and contiguously to a single `VkDeviceMemory` object

- VUID-VkResolveImageInfo2-dstImage-00259
  `dstImage` **must** have a sample count equal to `VK_SAMPLE_COUNT_1_BIT`

- VUID-VkResolveImageInfo2-srcImageLayout-00260
  `srcImageLayout` **must** specify the layout of the image subresources of `srcImage` specified in `pRegions` at the time this command is executed on a `VkDevice`

- VUID-VkResolveImageInfo2-srcImageLayout-01400
  `srcImageLayout` **must** be `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR`, `VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`

- VUID-VkResolveImageInfo2-dstImageLayout-00262
  `dstImageLayout` **must** specify the layout of the image subresources of `dstImage` specified in `pRegions` at the time this command is executed on a `VkDevice`

- VUID-VkResolveImageInfo2-dstImageLayout-01401
  `dstImageLayout` **must** be `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR`, `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`
The format features of dstImage must contain VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT.

srcImage and dstImage must have been created with the same image format.

The srcSubresource.mipLevel member of each element of pRegions must be less than the mipLevels specified in VkImageCreateInfo when srcImage was created.

The dstSubresource.mipLevel member of each element of pRegions must be less than the mipLevels specified in VkImageCreateInfo when dstImage was created.

srcSubresource.baseArrayLayer + srcSubresource.layerCount of each element of pRegions must be less than or equal to the arrayLayers specified in VkImageCreateInfo when srcImage was created.

dstSubresource.baseArrayLayer + dstSubresource.layerCount of each element of pRegions must be less than or equal to the arrayLayers specified in VkImageCreateInfo when dstImage was created.

If dstImage is of type VK_IMAGE_TYPE_3D, then for each element of pRegions, srcSubresource.layerCount must be 1.

If dstImage is of type VK_IMAGE_TYPE_3D, then for each element of pRegions, dstSubresource.baseArrayLayer must be 0 and dstSubresource.layerCount must be 1.

For each element of pRegions, srcOffset.x and (extent.width + srcOffset.x) must both be greater than or equal to 0 and less than or equal to the width of the specified srcSubresource of srcImage.

For each element of pRegions, srcOffset.y and (extent.height + srcOffset.y) must both be greater than or equal to 0 and less than or equal to the height of the specified srcSubresource of srcImage.

If srcImage is of type VK_IMAGE_TYPE_1D, then for each element of pRegions, srcOffset.y must be 0 and extent.height must be 1.

For each element of pRegions, srcOffset.z and (extent.depth + srcOffset.z) must both be greater than or equal to 0 and less than or equal to the depth of the specified srcSubresource of srcImage.

If srcImage is of type VK_IMAGE_TYPE_1D or VK_IMAGE_TYPE_2D, then for each element of pRegions, srcOffset.z must be 0 and extent.depth must be 1.
For each element of \( p\text{Regions} \), \( \text{dstOffset}.x \) and \((\text{extent}.\text{width} + \text{dstOffset}.x)\) must both be greater than or equal to 0 and less than or equal to the width of the specified \( \text{dstSubresource} \) of \( \text{dstImage} \)

- \text{VUID-VkResolveImageInfo2-dstOffset-00275}
  For each element of \( p\text{Regions}, \text{dstOffset}.y \) and \((\text{extent}.\text{height} + \text{dstOffset}.y)\) must both be greater than or equal to 0 and less than or equal to the height of the specified \( \text{dstSubresource} \) of \( \text{dstImage} \)

- \text{VUID-VkResolveImageInfo2-dstOffset-00276}
  If \( \text{dstImage} \) is of type \text{VK_IMAGE_TYPE_1D}, then for each element of \( p\text{Regions}, \text{dstOffset}.y \) must be 0 and \text{extent}.\text{height} must be 1

- \text{VUID-VkResolveImageInfo2-dstOffset-00277}
  For each element of \( p\text{Regions}, \text{dstOffset}.z \) and \((\text{extent}.\text{depth} + \text{dstOffset}.z)\) must both be greater than or equal to 0 and less than or equal to the depth of the specified \( \text{dstSubresource} \) of \( \text{dstImage} \)

- \text{VUID-VkResolveImageInfo2-dstOffset-00278}
  If \( \text{dstImage} \) is of type \text{VK_IMAGE_TYPE_1D} or \text{VK_IMAGE_TYPE_2D}, then for each element of \( p\text{Regions}, \text{dstOffset}.z \) must be 0 and \text{extent}.\text{depth} must be 1

- \text{VUID-VkResolveImageInfo2-srcImage-06762}
  \( \text{srcImage} \) must have been created with \text{VK_IMAGE_USAGE_TRANSFER_SRC_BIT} usage flag

- \text{VUID-VkResolveImageInfo2-srcImage-06763}
  The \text{format features} of \( \text{srcImage} \) must contain \text{VK_FORMAT_FEATURE_TRANSFER_SRC_BIT}

- \text{VUID-VkResolveImageInfo2-dstImage-06764}
  \( \text{dstImage} \) must have been created with \text{VK_IMAGE_USAGE_TRANSFER_DST_BIT} usage flag

- \text{VUID-VkResolveImageInfo2-dstImage-06765}
  The \text{format features} of \( \text{dstImage} \) must contain \text{VK_FORMAT_FEATURE_TRANSFER_DST_BIT}

**Valid Usage (Implicit)**

- \text{VUID-VkResolveImageInfo2-sType-sType}
  \( \text{sType} \) must be \text{VK_STRUCTURE_TYPE_RESOLVE_IMAGE_INFO_2}

- \text{VUID-VkResolveImageInfo2-pNext-pNext}
  \( p\text{Next} \) must be \text{NULL}

- \text{VUID-VkResolveImageInfo2-srcImage-parameter}
  \( \text{srcImage} \) must be a valid \text{VkImage} handle

- \text{VUID-VkResolveImageInfo2-srcImageLayout-parameter}
  \( \text{srcImageLayout} \) must be a valid \text{VkImageLayout} value

- \text{VUID-VkResolveImageInfo2-dstImage-parameter}
  \( \text{dstImage} \) must be a valid \text{VkImage} handle

- \text{VUID-VkResolveImageInfo2-dstImageLayout-parameter}
  \( \text{dstImageLayout} \) must be a valid \text{VkImageLayout} value

- \text{VUID-VkResolveImageInfo2-pRegions-parameter}
The `VkImageResolve2` structure is defined as:

```c
typedef struct VkImageResolve2 {
    VkStructureType sType;
    const void* pNext;
    VkImageSubresourceLayers srcSubresource;
    VkOffset3D srcOffset;
    VkImageSubresourceLayers dstSubresource;
    VkOffset3D dstOffset;
    VkExtent3D extent;
} VkImageResolve2;
```

or the equivalent

```c
// Provided by VK_KHR_copy_commands2
typedef VkImageResolve2 VkImageResolve2KHR;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **srcSubresource** and **dstSubresource** are `VkImageSubresourceLayers` structures specifying the image subresources of the images used for the source and destination image data, respectively. Resolve of depth/stencil images is not supported.
- **srcOffset** and **dstOffset** select the initial x, y, and z offsets in texels of the sub-regions of the source and destination image data.
- **extent** is the size in texels of the source image to resolve in width, height and depth.

**Valid Usage**

- VUID-VkImageResolve2-aspectMask-00266
  The aspectMask member of srcSubresource and dstSubresource must only contain `VK_IMAGE_ASPECT_COLOR_BIT`
- VUID-VkImageResolve2-layerCount-08803
  The layerCount member of srcSubresource and dstSubresource must match
Valid Usage (Implicit)

- **VUID-VkImageResolve2-sType-sType**
  
  sType **must** be **VK_STRUCTURE_TYPE_IMAGE_RESOLVE_2**

- **VUID-VkImageResolve2-pNext-pNext**
  
  pNext **must** be **NULL**

- **VUID-VkImageResolve2-srcSubresource-parameter**
  
  srcSubresource **must** be a valid **VkImageSubresourceLayers** structure

- **VUID-VkImageResolve2-dstSubresource-parameter**
  
  dstSubresource **must** be a valid **VkImageSubresourceLayers** structure

19.6. Object Refreshes

Safety critical applications **may** need to contend with single event upsets (SEUs). For a Vulkan object explicitly backed by device memory, such as a **VkImage** or **VkBuffer**, an application **can** bind its backing memory to a SEU-safe heap with the **VK_MEMORY_HEAP_SEU_SAFE_BIT** bit set. Alternatively, an application **can** also periodically reload the non-SEU-safe device memory contents from a known SEU-safe portion of host memory, or otherwise periodically regenerate or refresh the contents of non-SEU-safe device memory.

However, an implementation **may** store implementation-specific internal object data in non-SEU-safe memory, and Base Vulkan provides no method to determine which object types this applies to or how to refresh their data. An application **can** query the list of object types that have implementation internal object data stored in non-SEU-safe memory using **vkGetPhysicalDeviceRefreshableObjectTypesKHR**, and **can** instruct the implementation to refresh the internal data of specific objects from a backup in SEU-safe memory using the **vkCmdRefreshObjectsKHR** command.

To refresh a list of objects as a pipelined operation, call:

```c
// Provided by VK_KHR_object_refresh
void vkCmdRefreshObjectsKHR(
    VkCommandBuffer commandBuffer,
    const VkRefreshObjectListKHR* pRefreshObjects);
```

- **commandBuffer** is the command buffer into which the command will be recorded.
- **pRefreshObjects** is a pointer to a **VkRefreshObjectListKHR** structure specifying the list of objects to refresh.

The access scope for object refreshes falls under the **VK_ACCESS_TRANSFER_WRITE_BIT**, and the pipeline stages for identifying the synchronization scope **must** include **VK_PIPELINE_STAGE_TRANSFER_BIT**.

**Note**

If an implementation does not store a supplied object’s internal data in SEU-
susceptible memory, it may ignore the refresh command for that object.

Valid Usage (Implicit)

- VUID-vkCmdRefreshObjectsKHR-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle
- VUID-vkCmdRefreshObjectsKHR-pRefreshObjects-parameter
  pRefreshObjects must be a valid pointer to a valid VkRefreshObjectListKHR structure
- VUID-vkCmdRefreshObjectsKHR-commandBuffer-recording
  commandBuffer must be in the recording state
- VUID-vkCmdRefreshObjectsKHR-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics, compute, or transfer operations
- VUID-vkCmdRefreshObjectsKHR-renderpass
  This command must only be called outside of a render pass instance

Host Synchronization

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Command Properties

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</tr>
<tr>
<td></td>
<td></td>
<td>Transfer</td>
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</tr>
</tbody>
</table>

The VkRefreshObjectListKHR structure is defined as:

```c
// Provided by VK_KHR_object_refresh
typedef struct VkRefreshObjectListKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t objectCount;
    const VkRefreshObjectKHR* pObjects;
} VkRefreshObjectListKHR;
```

- sType is a VkStructureType value identifying this structure.
• **pNext** is **NULL** or a pointer to a structure extending this structure.
• **objectCount** is the number of objects to refresh.
• **pObjects** is a pointer to an array of **VkRefreshLayoutKHR** structures, defining the objects to refresh.

## Valid Usage (Implicit)

- VUID-VkRefreshLayoutKHR-sType-sType
  
  **sType must** be **VK_STRUCTURE_TYPERefreshLayoutKHR**

- VUID-VkRefreshLayoutKHR-pNext-pNext
  
  **pNext must** be **NULL**

- VUID-VkRefreshLayoutKHR-pObjects-parameter
  
  **pObjects must** be a valid pointer to an array of **objectCount** valid **VkRefreshLayoutKHR** structures

- VUID-VkRefreshLayoutKHR-objectCount-arraylength
  
  **objectCount must** be greater than 0

The **VkRefreshLayoutKHR** structure is defined as:

```c
// Provided by VK_KHR_object_refresh
typedef struct VkRefreshLayoutKHR {
    VkObjectType objectType;
    uint64_t objectHandle;
    VkRefreshLayoutFlagsKHR flags;
} VkRefreshLayoutKHR;
```

• **objectType** is a **VkObjectType** specifying the type of the object to refresh.
• **objectHandle** is the object to refresh.
• **flags** is a bitmask of **VkRefreshLayoutFlagsKHR**.

## Valid Usage

- VUID-VkRefreshLayoutKHR-objectHandle-05069
  
  **objectHandle must** be a valid Vulkan handle of the type associated with **objectType** as defined in the **VkObjectType and Vulkan Handle Relationship** table

- VUID-VkRefreshLayoutKHR-objectType-05070
  
  **objectType must** not be **VK_OBJECT_TYPE_UNKNOWN**

## Valid Usage (Implicit)

- VUID-VkRefreshLayoutKHR-objectType-parameter
  
  **objectType must** be a valid **VkObjectType** value
**Host Synchronization**

- Host access to `objectHandle` **must** be externally synchronized.

```c
// Provided by VK_KHR_object_refresh
typedef enum VkRefreshObjectFlagBitsKHR {
} VkRefreshObjectFlagBitsKHR;
```

```c
// Provided by VK_KHR_object_refresh
typedef VkFlags VkRefreshObjectFlagsKHR;
```

`VkRefreshObjectFlagsKHR` is a bitmask type for setting a mask, but is currently reserved for future use.
Chapter 20. Drawing Commands

Drawing commands (commands with Draw in the name) provoke work in a graphics pipeline. Drawing commands are recorded into a command buffer and when executed by a queue, will produce work which executes according to the bound graphics pipeline. A graphics pipeline must be bound to a command buffer before any drawing commands are recorded in that command buffer.

Each draw is made up of zero or more vertices and zero or more instances, which are processed by the device and result in the assembly of primitives. Primitives are assembled according to the pInputAssemblyState member of the VkGraphicsPipelineCreateInfo structure, which is of type VkPipelineInputAssemblyStateCreateInfo:

// Provided by VK_VERSION_1_0
typedef struct VkPipelineInputAssemblyStateCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineInputAssemblyStateCreateFlags flags;
    VkPrimitiveTopology topology;
    VkBool32 primitiveRestartEnable;
} VkPipelineInputAssemblyStateCreateInfo;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• flags is reserved for future use.
• topology is a VkPrimitiveTopology defining the primitive topology, as described below.
• primitiveRestartEnable controls whether a special vertex index value is treated as restarting the assembly of primitives. This enable only applies to indexed draws (vkCmdDrawIndexed, and vkCmdDrawIndexedIndirect), and the special index value is either 0xFFFFFFFF when the indexType parameter of vkCmdBindIndexBuffer is equal to VK_INDEX_TYPE_UINT32, 0xFF when indexType is equal to VK_INDEX_TYPE_UINT8_KHR, or 0xFFFF when indexType is equal to VK_INDEX_TYPE_UINT16. Primitive restart is not allowed for “list” topologies.

Restarting the assembly of primitives discards the most recent index values if those elements formed an incomplete primitive, and restarts the primitive assembly using the subsequent indices, but only assembling the immediately following element through the end of the originally specified elements. The primitive restart index value comparison is performed before adding the vertexOffset value to the index value.

Valid Usage

• VUID-VkPipelineInputAssemblyStateCreateInfo-topology-06252
  If topology is VK_PRIMITIVE_TOPOLOGY_POINT_LIST, VK_PRIMITIVE_TOPOLOGY_LINE_LIST, VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST, VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY, or VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY, primitiveRestartEnable must be
If `topology` is `VK_PRIMITIVE_TOPOLOGY_PATCH_LIST`, `primitiveRestartEnable` **must** be `VK_FALSE`.

If the `geometryShader` feature is not enabled, `topology` **must** not be any of `VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY`, `VK_PRIMITIVE_TOPOLOGY_LINE_STRIP_WITH_ADJACENCY`, `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY`, or `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP_WITH_ADJACENCY`.

If the `tessellationShader` feature is not enabled, `topology` **must** not be `VK_PRIMITIVE_TOPOLOGY_PATCH_LIST`.

### Valid Usage (Implicit)

- **sType** must be `VK_STRUCTURE_TYPE_PIPELINE_INPUT_ASSEMBLY_STATE_CREATE_INFO`.
- **pNext** must be `NULL`.
- **flags** must be `0`.
- **topology** must be a valid `VkPrimitiveTopology` value.

```c
typedef VkFlags VkPipelineInputAssemblyStateCreateFlags;
```

`VkPipelineInputAssemblyStateCreateFlags` is a bitmask type for setting a mask, but is currently reserved for future use.

To **dynamically control** whether a special vertex index value is treated as restarting the assembly of primitives, call:

```c
void vkCmdSetPrimitiveRestartEnableEXT(  
    VkCommandBuffer commandBuffer,  
    VkBool32 primitiveRestartEnable);
```

- **commandBuffer** is the command buffer into which the command will be recorded.
- **primitiveRestartEnable** controls whether a special vertex index value is treated as restarting the assembly of primitives. It behaves in the same way as `VkPipelineInputAssemblyStateCreateInfo::primitiveRestartEnable`. 
This command sets the primitive restart enable for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineInputAssemblyStateCreateInfo::primitiveRestartEnable` value used to create the currently active pipeline.

### Valid Usage

- VUID-vkCmdSetPrimitiveRestartEnable-None-08970
  At least one of the following **must** be true:
  - the `extendedDynamicState2` feature is enabled

### Valid Usage (Implicit)

- VUID-vkCmdSetPrimitiveRestartEnable-commandBuffer-parameter
  `commandBuffer **must**` be a valid `VkCommandBuffer` handle
- VUID-vkCmdSetPrimitiveRestartEnable-commandBuffer-recording
  `commandBuffer **must**` be in the `recording state`
- VUID-vkCmdSetPrimitiveRestartEnable-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations

### Host Synchronization

- Host access to `commandBuffer **must**` be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from **must** be externally synchronized

### Command Properties

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<td>Graphics</td>
<td>State</td>
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### 20.1. Primitive Topologies

*Primitive topology* determines how consecutive vertices are organized into primitives, and determines the type of primitive that is used at the beginning of the graphics pipeline. The effective topology for later stages of the pipeline is altered by tessellation or geometry shading (if either is in use) and depends on the execution modes of those shaders.
The primitive topologies defined by `VkPrimitiveTopology` are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkPrimitiveTopology {
    VK_PRIMITIVE_TOPOLOGY_POINT_LIST = 0,
    VK_PRIMITIVE_TOPOLOGY_LINE_LIST = 1,
    VK_PRIMITIVE_TOPOLOGY_LINE_STRIP = 2,
    VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST = 3,
    VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP = 4,
    VK_PRIMITIVE_TOPOLOGY_TRIANGLE_FAN = 5,
    VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY = 6,
    VK_PRIMITIVE_TOPOLOGY_LINE_STRIP_WITH_ADJACENCY = 7,
    VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY = 8,
    VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP_WITH_ADJACENCY = 9,
    VK_PRIMITIVE_TOPOLOGY_PATCH_LIST = 10,
} VkPrimitiveTopology;
```

- **VK_PRIMITIVE_TOPOLOGY_POINT_LIST** specifies a series of separate point primitives.
- **VK_PRIMITIVE_TOPOLOGY_LINE_LIST** specifies a series of separate line primitives.
- **VK_PRIMITIVE_TOPOLOGY_LINE_STRIP** specifies a series of connected line primitives with consecutive lines sharing a vertex.
- **VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST** specifies a series of separate triangle primitives.
- **VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP** specifies a series of connected triangle primitives with consecutive triangles sharing an edge.
- **VK_PRIMITIVE_TOPOLOGY_TRIANGLE_FAN** specifies a series of connected triangle primitives with all triangles sharing a common vertex.
- **VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY** specifies a series of separate line primitives with adjacency.
- **VK_PRIMITIVE_TOPOLOGY_LINE_STRIP_WITH_ADJACENCY** specifies a series of connected line primitives with adjacency, with consecutive primitives sharing three vertices.
- **VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY** specifies a series of separate triangle primitives with adjacency.
- **VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP_WITH_ADJACENCY** specifies connected triangle primitives with adjacency, with consecutive triangles sharing an edge.
- **VK_PRIMITIVE_TOPOLOGY_PATCH_LIST** specifies separate patch primitives.

Each primitive topology, and its construction from a list of vertices, is described in detail below with a supporting diagram, according to the following key:

<table>
<thead>
<tr>
<th></th>
<th>Vertex</th>
<th>A point in 3-dimensional space. Positions chosen within the diagrams are arbitrary and for illustration only.</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Vertex Number</td>
<td>Sequence position of a vertex within the provided vertex data.</td>
</tr>
</tbody>
</table>
### Provoking Vertex
Provoking vertex within the main primitive. The tail is angled towards the relevant primitive. Used in flat shading.

### Primitive Edge
An edge connecting the points of a main primitive.

### Adjacency Edge
Points connected by these lines do not contribute to a main primitive, and are only accessible in a geometry shader.

### Winding Order
The relative order in which vertices are defined within a primitive, used in the facing determination. This ordering has no specific start or end point.

The diagrams are supported with mathematical definitions where the vertices ($v$) and primitives ($p$) are numbered starting from 0; $v_0$ is the first vertex in the provided data and $p_0$ is the first primitive in the set of primitives defined by the vertices and topology.

To dynamically set primitive topology, call:

```c
// Provided by VK_EXT_extended_dynamic_state
void vkCmdSetPrimitiveTopologyEXT(
    VkCommandBuffer commandBuffer,
    VkPrimitiveTopology primitiveTopology);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `primitiveTopology` specifies the primitive topology to use for drawing.

This command sets the primitive topology for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineInputAssemblyStateCreateInfo::topology` value used to create the currently active pipeline.

### Valid Usage

- VUID-vkCmdSetPrimitiveTopology-None-08971
  At least one of the following must be true:
  - the extendedDynamicState feature is enabled

### Valid Usage (Implicit)

- VUID-vkCmdSetPrimitiveTopology-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdSetPrimitiveTopology-primitiveTopology-parameter
  `primitiveTopology` must be a valid `VkPrimitiveTopology` value

- VUID-vkCmdSetPrimitiveTopology-commandBuffer-recording
  `commandBuffer` must be in the recording state
The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations.

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized.
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized.

### Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
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<tr>
<td>Primary</td>
<td>Both</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### 20.1.1. Topology Class

The primitive topologies are grouped into the following topology classes:

**Table 26. Topology classes**

<table>
<thead>
<tr>
<th>Topology Class</th>
<th>Primitive Topology</th>
</tr>
</thead>
<tbody>
<tr>
<td>Point</td>
<td>VK_PRIMITIVE_TOPOLOGY_POINT_LIST</td>
</tr>
<tr>
<td>Line</td>
<td>VK_PRIMITIVE_TOPOLOGY_LINE_LIST, VK_PRIMITIVE_TOPOLOGY_LINE_STRIP, VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY, VK_PRIMITIVE_TOPOLOGY_LINE_STRIP_WITH_ADJACENCY</td>
</tr>
<tr>
<td>Triangle</td>
<td>VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST, VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP, VK_PRIMITIVE_TOPOLOGY_TRIANGLE_FAN, VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY, VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP_WITH_ADJACENCY</td>
</tr>
<tr>
<td>Patch</td>
<td>VK_PRIMITIVE_TOPOLOGY_PATCH_LIST</td>
</tr>
</tbody>
</table>

#### 20.1.2. Point Lists

When the topology is `VK_PRIMITIVE_TOPOLOGY_POINT_LIST`, each consecutive vertex defines a single point primitive, according to the equation:
\( p_i = \{v_i\} \)

As there is only one vertex, that vertex is the provoking vertex. The number of primitives generated is equal to \( \text{vertexCount} \).

\begin{figure}[h]
\centering
\includegraphics[width=0.5\textwidth]{fig1.png}
\caption{Diagram of vertex connections.}
\end{figure}

### 20.1.3. Line Lists

When the primitive topology is \texttt{VK_PRIMITIVE_TOPOLOGY_LINE_LIST}, each consecutive pair of vertices defines a single line primitive, according to the equation:

\[ p_i = \{v_{2i}, v_{2i+1}\} \]

The number of primitives generated is equal to \( \lfloor \text{vertexCount}/2 \rfloor \).

The provoking vertex for \( p_i \) is \( v_{2i} \).

\begin{figure}[h]
\centering
\includegraphics[width=0.5\textwidth]{fig2.png}
\caption{Diagram of line list connections.}
\end{figure}

### 20.1.4. Line Strips

When the primitive topology is \texttt{VK_PRIMITIVE_TOPOLOGY_LINE_STRIP}, one line primitive is defined by each vertex and the following vertex, according to the equation:

\[ p_i = \{v_i, v_{i+1}\} \]

The number of primitives generated is equal to \( \max(0, \text{vertexCount}-1) \).

The provoking vertex for \( p_i \) is \( v_i \).

\begin{figure}[h]
\centering
\includegraphics[width=0.5\textwidth]{fig3.png}
\caption{Diagram of line strip connections.}
\end{figure}
20.1.5. Triangle Lists

When the primitive topology is `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST`, each consecutive set of three vertices defines a single triangle primitive, according to the equation:

\[ p_i = \{v_{3i}, v_{3i+1}, v_{3i+2}\} \]

The number of primitives generated is equal to \( \lfloor \text{vertexCount}/3 \rfloor \).

The provoking vertex for \( p_i \) is \( v_{3i} \).

---

20.1.6. Triangle Strips

When the primitive topology is `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP`, one triangle primitive is defined by each vertex and the two vertices that follow it, according to the equation:

\[ p_i = \{v_i, v_{i+(1+i\%2)}, v_{i+(2-i\%2)}\} \]

The number of primitives generated is equal to \( \max(0, \text{vertexCount}-2) \).

The provoking vertex for \( p_i \) is \( v_i \).

---

Note

The ordering of the vertices in each successive triangle is reversed, so that the winding order is consistent throughout the strip.

20.1.7. Triangle Fans

When the primitive topology is `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_FAN`, triangle primitives are defined around a shared common vertex, according to the equation:
\[ p_i = \{v_{i+1}, v_{i+2}, v_0\} \]

The number of primitives generated is equal to \( \max(0, \text{vertexCount} - 2) \).

The provoking vertex for \( p_i \) is \( v_{i+1} \).

20.1.8. Line Lists With Adjacency

When the primitive topology is \text{VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY}, each consecutive set of four vertices defines a single line primitive with adjacency, according to the equation:

\[ p_i = \{v_{4i}, v_{4i+1}, v_{4i+2}, v_{4i+3}\} \]

A line primitive is described by the second and third vertices of the total primitive, with the remaining two vertices only accessible in a \text{geometry shader}.

The number of primitives generated is equal to \( \lfloor \text{vertexCount}/4 \rfloor \).

The provoking vertex for \( p_i \) is \( v_{4i+1} \).

20.1.9. Line Strips With Adjacency

When the primitive topology is \text{VK_PRIMITIVE_TOPOLOGY_LINE_STRIP_WITH_ADJACENCY}, one line primitive with adjacency is defined by each vertex and the following vertex, according to the equation:

\[ p_i = \{v_i, v_{i+1}, v_{i+2}, v_{i+3}\} \]

A line primitive is described by the second and third vertices of the total primitive, with the remaining two vertices only accessible in a \text{geometry shader}. 
The number of primitives generated is equal to \( \max(0, \text{vertexCount} - 3) \).

The provoking vertex for \( p_i \) is \( v_{i+1} \).

### 20.1.10. Triangle Lists With Adjacency

When the primitive topology is \texttt{VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY}, each consecutive set of six vertices defines a single triangle primitive with adjacency, according to the equations:

\[
p_i = \{v_{6i}, v_{6i+1}, v_{6i+2}, v_{6i+3}, v_{6i+4}, v_{6i+5}\}
\]

A triangle primitive is described by the first, third, and fifth vertices of the total primitive, with the remaining three vertices only accessible in a geometry shader.

The number of primitives generated is equal to \( \lfloor \text{vertexCount}/6 \rfloor \).

The provoking vertex for \( p_i \) is \( v_{6i} \).

### 20.1.11. Triangle Strips With Adjacency

When the primitive topology is \texttt{VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP_WITH_ADJACENCY}, one triangle primitive with adjacency is defined by each vertex and the following 5 vertices.

The number of primitives generated, \( n \), is equal to \( \lfloor \max(0, \text{vertexCount} - 4)/2 \rfloor \).

If \( n=1 \), the primitive is defined as:

\[
p = \{v_0, v_1, v_2, v_5, v_4, v_3\}
\]

If \( n>1 \), the total primitive consists of different vertices according to where it is in the strip:

\[
p_i = \{v_{2i}, v_{2i+1}, v_{2i+2}, v_{2i+6}, v_{2i+4}, v_{2i+3}\} \text{ when } i=0
\]
\[ p_i = \{v_{2i}, v_{2i+3}, v_{2i+4}, v_{2i+6}, v_{2i+2}, v_{2i+2}\} \text{ when } i>0, \ i<n-1, \text{ and } i\%2=1 \]

\[ p_i = \{v_{2i}, v_{2i+2}, v_{2i+6}, v_{2i+4}, v_{2i+3}\} \text{ when } i>0, \ i<n-1, \text{ and } i\%2=0 \]

\[ p_i = \{v_{2i}, v_{2i+3}, v_{2i+5}, v_{2i+2}, v_{2i+2}\} \text{ when } i=n-1 \text{ and } i\%2=1 \]

\[ p_i = \{v_{2i}, v_{2i+2}, v_{2i+5}, v_{2i+4}, v_{2i+3}\} \text{ when } i=n-1 \text{ and } i\%2=0 \]

A triangle primitive is described by the first, third, and fifth vertices of the total primitive in all cases, with the remaining three vertices only accessible in a geometry shader.

**Note**

The ordering of the vertices in each successive triangle is altered so that the winding order is consistent throughout the strip.

The provoking vertex for \( p_i \) is always \( v_{2i} \).
20.1.12. Patch Lists

When the primitive topology is `VK_PRIMITIVE_TOPOLOGY_PATCH_LIST`, each consecutive set of \( m \) vertices defines a single patch primitive, according to the equation:

\[
p_i = \{ v_{mi}, v_{mi+1}, \ldots, v_{mi+(m-2)}, v_{mi+(m-1)} \}
\]

where \( m \) is equal to `VkPipelineTessellationStateCreateInfo::patchControlPoints`.

Patch lists are never passed to vertex post-processing, and as such no provoking vertex is defined for patch primitives. The number of primitives generated is equal to \( \lfloor \frac{\text{vertexCount}}{m} \rfloor \).

The vertices comprising a patch have no implied geometry, and are used as inputs to tessellation shaders and the fixed-function tessellator to generate new point, line, or triangle primitives.

20.2. Primitive Order

Primitives generated by drawing commands progress through the stages of the graphics pipeline in primitive order. Primitive order is initially determined in the following way:

1. Submission order determines the initial ordering
2. For indirect drawing commands, the order in which accessed instances of the `VkDrawIndirectCommand` are stored in buffer, from lower indirect buffer addresses to higher addresses.
3. If a drawing command includes multiple instances, the order in which instances are executed, from lower numbered instances to higher.
4. The order in which primitives are specified by a drawing command:
   - For non-indexed draws, from vertices with a lower numbered vertexIndex to a higher numbered vertexIndex.
   - For indexed draws, vertices sourced from a lower index buffer addresses to higher addresses.

Within this order implementations further sort primitives:

5. If tessellation shading is active, by an implementation-dependent order of new primitives generated by tessellation.
6. If geometry shading is active, by the order new primitives are generated by geometry shading.
7. If the polygon mode is not `VK_POLYGON_MODE_FILL`, by an implementation-dependent ordering of the new primitives generated within the original primitive.

Primitive order is later used to define rasterization order, which determines the order in which fragments output results to a framebuffer.
20.3. Programmable Primitive Shading

Once primitives are assembled, they proceed to the vertex shading stage of the pipeline. If the draw includes multiple instances, then the set of primitives is sent to the vertex shading stage multiple times, once for each instance.

It is implementation-dependent whether vertex shading occurs on vertices that are discarded as part of incomplete primitives, but if it does occur then it operates as if they were vertices in complete primitives and such invocations can have side effects.

Vertex shading receives two per-vertex inputs from the primitive assembly stage - the `vertexIndex` and the `instanceIndex`. How these values are generated is defined below, with each command.

Drawing commands fall roughly into two categories:

- Non-indexed drawing commands present a sequential `vertexIndex` to the vertex shader. The sequential index is generated automatically by the device (see Fixed-Function Vertex Processing for details on both specifying the vertex attributes indexed by `vertexIndex`, as well as binding vertex buffers containing those attributes to a command buffer). These commands are:
  - `vkCmdDraw`
  - `vkCmdDrawIndirect`
  - `vkCmdDrawIndirectCount`

- Indexed drawing commands read index values from an index buffer and use this to compute the `vertexIndex` value for the vertex shader. These commands are:
  - `vkCmdDrawIndexed`
  - `vkCmdDrawIndexedIndirect`
  - `vkCmdDrawIndexedIndirectCount`

To bind an index buffer to a command buffer, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdBindIndexBuffer(  
    VkCommandBuffer commandBuffer,  
    VkBuffer buffer,  
    VkDeviceSize offset,  
    VkIndexType indexType);
```

- `commandBuffer` is the command buffer into which the command is recorded.
- `buffer` is the buffer being bound.
- `offset` is the starting offset in bytes within `buffer` used in index buffer address calculations.
- `indexType` is a `VkIndexType` value specifying the size of the indices.
Valid Usage

- **VUID-vkCmdBindIndexBuffer-offset-08782**
  - **offset must** be less than the size of **buffer**

- **VUID-vkCmdBindIndexBuffer-offset-08783**
  - The sum of **offset** and the base address of the range of **VkDeviceMemory** object that is backing **buffer**, **must** be a multiple of the size of the type indicated by **indexType**

- **VUID-vkCmdBindIndexBuffer-buffer-08784**
  - **buffer must** have been created with the **VK_BUFFER_USAGE_INDEX_BUFFER_BIT** flag

- **VUID-vkCmdBindIndexBuffer-buffer-08785**
  - If **buffer** is non-sparse then it **must** be bound completely and contiguously to a single **VkDeviceMemory** object

- **VUID-vkCmdBindIndexBuffer-indexType-08787**
  - If **indexType** is **VK_INDEX_TYPE_UINT8_KHR**, the **indexTypeUint8** feature **must** be enabled

- **VUID-vkCmdBindIndexBuffer-None-09493**
  - **buffer must** not be **VK_NULL_HANDLE**

Valid Usage (Implicit)

- **VUID-vkCmdBindIndexBuffer-commandBuffer-parameter**
  - **commandBuffer must** be a valid **VkCommandBuffer** handle

- **VUID-vkCmdBindIndexBuffer-buffer-parameter**
  - If **buffer** is not **VK_NULL_HANDLE**, **buffer must** be a valid **VkBuffer** handle

- **VUID-vkCmdBindIndexBuffer-indexType-parameter**
  - **indexType must** be a valid **VkIndexType** value

- **VUID-vkCmdBindIndexBuffer-commandBuffer-recording**
  - **commandBuffer must** be in the **recording state**

- **VUID-vkCmdBindIndexBuffer-commandBuffer-cmdpool**
  - The **VkCommandPool** that **commandBuffer** was allocated from **must** support graphics operations

- **VUID-vkCmdBindIndexBuffer-commonparent**
  - Both of **buffer**, and **commandBuffer** that are valid handles of non-ignored parameters **must** have been created, allocated, or retrieved from the same **VkDevice**

Host Synchronization

- Host access to **commandBuffer must** be externally synchronized

- Host access to the **VkCommandPool** that **commandBuffer** was allocated from **must** be externally synchronized
### Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
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</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Possible values of `vkCmdBindIndexBuffer::indexType`, specifying the size of indices, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkIndexType {
    VK_INDEX_TYPE_UINT16 = 0,
    VK_INDEX_TYPE_UINT32 = 1,
    // Provided by VK_KHR_index_type_uint8
    VK_INDEX_TYPE_UINT8_KHR = 1000265000,
    // Provided by VK_EXT_index_type_uint8
    VK_INDEX_TYPE_UINT8_EXT = VK_INDEX_TYPE_UINT8_KHR,
} VkIndexType;
```

- `VK_INDEX_TYPE_UINT16` specifies that indices are 16-bit unsigned integer values.
- `VK_INDEX_TYPE_UINT32` specifies that indices are 32-bit unsigned integer values.
- `VK_INDEX_TYPE_UINT8_KHR` specifies that indices are 8-bit unsigned integer values.

The parameters for each drawing command are specified directly in the command or read from buffer memory, depending on the command. Drawing commands that source their parameters from buffer memory are known as *indirect* drawing commands.

All drawing commands interact with the `robustBufferAccess` feature.

To record a non-indexed draw, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdDraw(VkCommandBuffer commandBuffer, uint32_t vertexCount, uint32_t instanceCount, uint32_t firstVertex, uint32_t firstInstance);
```

- `commandBuffer` is the command buffer into which the command is recorded.
- `vertexCount` is the number of vertices to draw.
- `instanceCount` is the number of instances to draw.
- `firstVertex` is the index of the first vertex to draw.
• *firstInstance* is the instance ID of the first instance to draw.

When the command is executed, primitives are assembled using the current primitive topology and *vertexCount* consecutive vertex indices with the first *vertexIndex* value equal to *firstVertex*. The primitives are drawn *instanceCount* times with *instanceIndex* starting with *firstInstance* and increasing sequentially for each instance. The assembled primitives execute the bound graphics pipeline.

**Valid Usage**

- **VUID-vkCmdDraw-magFilter-04553**
  If a *VkSampler* created with *magFilter* or *minFilter* equal to *VK_FILTER_LINEAR*, *reductionMode* equal to *VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE*, and *compareEnable* equal to *VK_FALSE* is used to sample a *VkImageView* as a result of this command, then the image view's *format* features must contain *VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT*

- **VUID-vkCmdDraw-magFilter-09598**
  If a *VkSampler* created with *magFilter* or *minFilter* equal to *VK_FILTER_LINEAR* and *reductionMode* equal to either *VK_SAMPLER_REDUCTION_MODE_MIN* or *VK_SAMPLER_REDUCTION_MODE_MAX* is used to sample a *VkImageView* as a result of this command, then the image view's *format* features must contain *VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT*

- **VUID-vkCmdDraw-mipmapMode-04770**
  If a *VkSampler* created with *mipmapMode* equal to *VK_SAMPLER_MIPMAP_MODE_LINEAR*, *reductionMode* equal to *VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE*, and *compareEnable* equal to *VK_FALSE* is used to sample a *VkImageView* as a result of this command, then the image view's *format* features must contain *VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT*

- **VUID-vkCmdDraw-mipmapMode-09599**
  If a *VkSampler* created with *mipmapMode* equal to *VK_SAMPLER_MIPMAP_MODE_LINEAR* and *reductionMode* equal to either *VK_SAMPLER_REDUCTION_MODE_MIN* or *VK_SAMPLER_REDUCTION_MODE_MAX* is used to sample a *VkImageView* as a result of this command, then the image view's *format* features must contain *VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT*

- **VUID-vkCmdDraw-unnormalizedCoordinates-09635**
  If a *VkSampler* created with *unnormalizedCoordinates* equal to *VK_TRUE* is used to sample a *VkImageView* as a result of this command, then the image view's *levelCount* and *layerCount* must be 1

- **VUID-vkCmdDraw-unnormalizedCoordinates-09636**
  If a *VkSampler* created with *unnormalizedCoordinates* equal to *VK_TRUE* is used to sample a *VkImageView* as a result of this command, then the image view's *viewType* must be *VK_IMAGE_VIEW_TYPE_1D* or *VK_IMAGE_VIEW_TYPE_2D*

- **VUID-vkCmdDraw-aspectMask-06478**
  If a *VkImageView* is sampled with *depth comparison*, the image view must have been created with an *aspectMask* that contains *VK_IMAGE_ASPECT_DEPTH_BIT*
If a VkImageView is accessed using atomic operations as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT.

If a VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER descriptor is accessed using atomic operations as a result of this command, then the storage texel buffer's format features must contain VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT.

If a VkImageView is sampled with VK_FILTER_CUBIC_EXT as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT.

If the VK_EXT_filter_cubic extension is not enabled and any VkImageView is sampled with VK_FILTER_CUBIC_EXT as a result of this command, it must not have a VkImageViewType of VK_IMAGE_VIEW_TYPE_3D, VK_IMAGE_VIEW_TYPE_CUBE, or VK_IMAGE_VIEW_TYPE_CUBE_ARRAY.

Any VkImageView being sampled with VK_FILTER_CUBIC_EXT as a result of this command must have a VkImageViewType and format that supports cubic filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubic returned by vkGetPhysicalDeviceImageFormatProperties2.

Any VkImageView being sampled with VK_FILTER_CUBIC_EXT with a reduction mode of either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX as a result of this command must have a VkImageViewType and format that supports cubic filtering together with minmax filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubicMinmax returned by vkGetPhysicalDeviceImageFormatProperties2.

For each set n that is statically used by a bound shader, a descriptor set must have been bound to n at the same pipeline bind point, with a VkPipelineLayout that is compatible for set n, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility.

For each push constant that is statically used by a bound shader, a push constant value must have been set for the same pipeline bind point, with a VkPipelineLayout that is compatible for push constants, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility.

Descriptors in each bound descriptor set, specified via vkCmdBindDescriptorSets, must be valid as described by descriptor validity if they are statically used by a bound shader.

A valid pipeline must be bound to the pipeline bind point used by this command.

A valid pipeline must be bound to the pipeline bind point used by this command.
There must not have been any calls to dynamic state setting commands for any state not specified as dynamic in the VkPipeline object bound to the pipeline bind point used by this command, since that pipeline was bound.

- **VUID-vkCmdDraw-None-08609**
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used to sample from any VkImage with a VkImageView of the type VK_IMAGE_VIEW_TYPE_3D, VK_IMAGE_VIEW_TYPE_CUBE, VK_IMAGE_VIEW_TYPE_1D_ARRAY, VK_IMAGE_VIEW_TYPE_2D_ARRAY or VK_IMAGE_VIEW_TYPE_CUBE_ARRAY, in any shader stage.

- **VUID-vkCmdDraw-None-08610**
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used with any of the SPIR-V OpImageSample* or OpImageSparseSample* instructions with ImplicitLod, Dref or Proj in their name, in any shader stage.

- **VUID-vkCmdDraw-None-08611**
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used with any of the SPIR-V OpImageSample* or OpImageSparseSample* instructions that includes a LOD bias or any offset values, in any shader stage.

- **VUID-vkCmdDraw-uniformBuffers-06935**
  If any stage of the VkPipeline object bound to the pipeline bind point used by this command accesses a uniform buffer, and the robustBufferAccess feature is not enabled, that stage must not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point.

- **VUID-vkCmdDraw-storageBuffers-06936**
  If any stage of the VkPipeline object bound to the pipeline bind point used by this command accesses a storage buffer, and the robustBufferAccess feature is not enabled, that stage must not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point.

- **VUID-vkCmdDraw-commandBuffer-02707**
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, any resource accessed by bound shaders must not be a protected resource.

- **VUID-vkCmdDraw-None-06550**
  If a bound shader accesses a VkSampler or VkImageView object that enables sampler Y’C_b conversion, that object must only be used with OpImageSample* or OpImageSparseSample* instructions.

- **VUID-vkCmdDraw-ConstOffset-06551**
  If a bound shader accesses a VkSampler or VkImageView object that enables sampler Y’C_b conversion, that object must not use the ConstOffset and Offset operands.

- **VUID-vkCmdDraw-viewType-07752**
  If a VkImageView is accessed as a result of this command, then the image view’s viewType must match the Dim operand of the OpTypeImage as described in Instruction/Sampler/Image View Validation.

- **VUID-vkCmdDraw-format-07753**
If a `VkImageView` is accessed as a result of this command, then the numeric type of the image view’s format and the Sampled Type operand of the `OpTypeImage` must match.

- **VUID-vkCmdDraw-OpImageWrite-08795**
  If a `VkImageView` is accessed using `OpImageWrite` as a result of this command, then the Type of the Texel operand of that instruction must have at least as many components as the image view’s format.

- **VUID-vkCmdDraw-OpImageWrite-04469**
  If a `VkBufferView` is accessed using `OpImageWrite` as a result of this command, then the Type of the Texel operand of that instruction must have at least as many components as the buffer view’s format.

- **VUID-vkCmdDraw-SampledType-04470**
  If a `VkImageView` with a `VkFormat` that has a 64-bit component width is accessed as a result of this command, the SampledType of the `OpTypeImage` operand of that instruction must have a Width of 64.

- **VUID-vkCmdDraw-SampledType-04471**
  If a `VkImageView` with a `VkFormat` that has a component width less than 64-bit is accessed as a result of this command, the SampledType of the `OpTypeImage` operand of that instruction must have a Width of 32.

- **VUID-vkCmdDraw-SampledType-04472**
  If a `VkBufferView` with a `VkFormat` that has a 64-bit component width is accessed as a result of this command, the SampledType of the `OpTypeImage` operand of that instruction must have a Width of 64.

- **VUID-vkCmdDraw-SampledType-04473**
  If a `VkBufferView` with a `VkFormat` that has a component width less than 64-bit is accessed as a result of this command, the SampledType of the `OpTypeImage` operand of that instruction must have a Width of 32.

- **VUID-vkCmdDraw-sparseImageInt64Atomics-04474**
  If the `sparseImageInt64Atomics` feature is not enabled, `VkImage` objects created with the `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a SampledType with a Width of 64 by this command.

- **VUID-vkCmdDraw-sparseImageInt64Atomics-04475**
  If the `sparseImageInt64Atomics` feature is not enabled, `VkBuffer` objects created with the `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a SampledType with a Width of 64 by this command.

- **VUID-vkCmdDraw-None-07288**
  Any shader invocation executed by this command must terminate.

- **VUID-vkCmdDraw-None-09600**
  If a descriptor with type equal to any of `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, or `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` is accessed as a result of this command, the image subresource identified by that descriptor must be in the image layout identified when the descriptor was written.

- **VUID-vkCmdDraw-renderPass-02684**
  The current render pass must be compatible with the `renderPass` member of the
VkGraphicsPipelineCreateInfo structure specified when creating the VkPipeline bound to VK_PIPELINE_BIND_POINT_GRAPHICS

• VUID-vkCmdDraw-subpass-02685
  The subpass index of the current render pass must be equal to the subpass member of the VkGraphicsPipelineCreateInfo structure specified when creating the VkPipeline bound to VK_PIPELINE_BIND_POINT_GRAPHICS

• VUID-vkCmdDraw-None-07748
  If any shader statically accesses an input attachment, a valid descriptor must be bound to the pipeline via a descriptor set

• VUID-vkCmdDraw-OpTypeImage-07468
  If any shader executed by this pipeline accesses an OpTypeImage variable with a Dim operand of SubpassData, it must be decorated with an InputAttachmentIndex that corresponds to a valid input attachment in the current subpass

• VUID-vkCmdDraw-None-07469
  Input attachment views accessed in a subpass must be created with the same VkFormat as the corresponding subpass definition, and be created with a VkImageView that is compatible with the attachment referenced by the subpass’ pInputAttachments [InputAttachmentIndex] in the currently bound VkFramebuffer as specified by Fragment Input Attachment Compatibility

• VUID-vkCmdDraw-None-06537
  Memory backing image subresources used as attachments in the current render pass must not be written in any way other than as an attachment by this command

• VUID-vkCmdDraw-None-09000
  If a color attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it must not be accessed in any way other than as an attachment by this command

• VUID-vkCmdDraw-None-09001
  If a depth attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it must not be accessed in any way other than as an attachment by this command

• VUID-vkCmdDraw-None-09002
  If a stencil attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it must not be accessed in any way other than as an attachment by this command

• VUID-vkCmdDraw-None-06539
  If any previously recorded command in the current subpass accessed an image subresource used as an attachment in this subpass in any way other than as an attachment, this command must not write to that image subresource as an attachment

• VUID-vkCmdDraw-None-06886
  If the current render pass instance uses a depth/stencil attachment with a read-only layout for the depth aspect, depth writes must be disabled

• VUID-vkCmdDraw-None-06887
  If the current render pass instance uses a depth/stencil attachment with a read-only
layout for the stencil aspect, both front and back writeMask are not zero, and stencil test is enabled, **all stencil ops must be** VK_STENCIL_OP_KEEP

- **VUID-vkCmdDraw-None-07831**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VIEWPORT dynamic state enabled then **vkCmdSetViewport must** have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07832**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SCISSOR dynamic state enabled then **vkCmdSetScissor must** have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07833**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_WIDTH dynamic state enabled then **vkCmdSetLineWidth must** have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07834**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_BIAS dynamic state enabled then **vkCmdSetDepthBias must** have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07835**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_BLEND_CONSTANTS dynamic state enabled then **vkCmdSetBlendConstants must** have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07836**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_BOUNDS dynamic state enabled, and if the current depthBoundsTestEnable state is VK_TRUE, then **vkCmdSetDepthBounds must** have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07837**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_STENCIL_COMPARE_MASK dynamic state enabled, and if the current stencilTestEnable state is VK_TRUE, then **vkCmdSetStencilCompareMask must** have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07838**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_STENCIL_WRITE_MASK dynamic state enabled, and if the current stencilTestEnable state is VK_TRUE, then **vkCmdSetStencilWriteMask must** have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07839**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_STENCIL_REFERENCE dynamic state enabled, and if the current stencilTestEnable state is VK_TRUE, then **vkCmdSetStencilReference must** have been called
and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-maxMultiviewInstanceIndex-02688**
  If the draw is recorded in a render pass instance with multiview enabled, the maximum instance index must be less than or equal to VkPhysicalDeviceMultiviewProperties::maxMultiviewInstanceIndex

- **VUID-vkCmdDraw-sampleLocationsEnable-02689**
  If the bound graphics pipeline was created with VkPipelineSampleLocationsStateCreateInfoEXT::sampleLocationsEnable set to VK_TRUE and the current subpass has a depth/stencil attachment, then that attachment must have been created with the VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT bit set

- **VUID-vkCmdDraw-None-06666**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_EXT dynamic state enabled then vkCmdSetSampleLocationsEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07840**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_CULL_MODE dynamic state enabled then vkCmdSetCullModeEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07841**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_FRONT_FACE dynamic state enabled then vkCmdSetFrontFaceEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07843**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE dynamic state enabled then vkCmdSetDepthTestEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07844**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE dynamic state enabled then vkCmdSetDepthWriteEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07845**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_COMPARE_OP dynamic state enabled then vkCmdSetDepthCompareOpEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-07846**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE dynamic state enabled then vkCmdSetDepthBoundsTestEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command
• VUID-vkCmdDraw-None-07847
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE` dynamic state enabled then `vkCmdSetStencilTestEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-None-07848
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_OP` dynamic state enabled then `vkCmdSetStencilOpEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-viewportCount-03417
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT` dynamic state enabled, but not the `VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT` dynamic state enabled, then `vkCmdSetViewportWithCountEXT` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCountEXT` must match the `VkPipelineViewportStateCreateInfo::scissorCount` of the pipeline

• VUID-vkCmdDraw-scissorCount-03418
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT` dynamic state enabled, but not the `VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT` dynamic state enabled, then `vkCmdSetScissorWithCountEXT` must have been called in the current command buffer prior to this drawing command, and the `scissorCount` parameter of `vkCmdSetScissorWithCountEXT` must match the `VkPipelineViewportStateCreateInfo::viewportCount` of the pipeline

• VUID-vkCmdDraw-viewportCount-03419
If the bound graphics pipeline state was created with both the `VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT` and `VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT` dynamic states enabled then both `vkCmdSetViewportWithCountEXT` and `vkCmdSetScissorWithCountEXT` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCountEXT` must match the `scissorCount` parameter of `vkCmdSetScissorWithCountEXT`

• VUID-vkCmdDraw-None-04876
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE` dynamic state enabled then `vkCmdSetRasterizerDiscardEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-None-04877
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE` dynamic state enabled then `vkCmdSetDepthBiasEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

• VUID-vkCmdDraw-logicOp-04878
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LOGIC_OP_EXT`
If the primitiveFragmentShadingRateWithMultipleViewports limit is not supported, the bound graphics pipeline was created with the VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT dynamic state enabled, and any of the shader stages of the bound graphics pipeline write to the PrimitiveShadingRateKHR built-in, then vkCmdSetViewportWithCountEXT must have been called in the current command buffer prior to this drawing command, and the viewportCount parameter of vkCmdSetViewportWithCountEXT must be 1.

If rasterization is not disabled in the bound graphics pipeline, then for each color attachment in the subpass, if the corresponding image view’s format features do not contain VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT, then the blendEnable member of the corresponding element of the pAttachments member of pColorBlendState must be VK_FALSE.

If rasterization is not disabled in the bound graphics pipeline, then rasterizationSamples for the currently bound graphics pipeline must be the same as the current subpass color and/or depth/stencil attachments.

If blending is enabled for any attachment where either the source or destination blend factors for that attachment use the secondary color input, the maximum value of Location for any output attachment statically used in the Fragment Execution Model executed by this command must be less than maxFragmentDualSrcAttachments.

If commandBuffer is a protected command buffer and protectedNoFault is not supported, any resource written to by the VkPipeline object bound to the pipeline bind point used by this command must not be an unprotected resource.

If commandBuffer is a protected command buffer and protectedNoFault is not supported, pipeline stages other than the framebuffer-space and compute stages in the VkPipeline object bound to the pipeline bind point used by this command must not write to any resource.

All vertex input bindings accessed via vertex input variables declared in the vertex shader entry point’s interface must have either valid or VK_NULL_HANDLE buffers bound.

If the nullDescriptor feature is not enabled, all vertex input bindings accessed via vertex input variables declared in the vertex shader entry point’s interface must not be VK_NULL_HANDLE.
If robustBufferAccess is not enabled, then for a given vertex buffer binding, any attribute data fetched must be entirely contained within the corresponding vertex buffer binding, as described in Vertex Input Description.

- VUID-vkCmdDraw-None-07842
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY dynamic state enabled then vkCmdSetPrimitiveTopologyEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- VUID-vkCmdDraw-dynamicPrimitiveTopologyUnrestricted-07500
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY dynamic state enabled then the primitiveTopology parameter of vkCmdSetPrimitiveTopologyEXT must be of the same topology class as the pipeline VkPipelineInputAssemblyStateCreateInfo::topology state.

- VUID-vkCmdDraw-pStrides-04913
  If the bound graphics pipeline was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE_EXT dynamic state enabled, but without the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled, then vkCmdBindVertexBuffers2EXT must have been called and not subsequently invalidated in the current command buffer prior to this draw command, and the pStrides parameter of vkCmdBindVertexBuffers2EXT must not be NULL.

- VUID-vkCmdDraw-None-04914
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled then vkCmdSetVertexInputEXT must have been called and not subsequently invalidated in the current command buffer prior to this draw command.

- VUID-vkCmdDraw-Input-07939
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled then all variables with the Input storage class decorated with Location in the Vertex Execution Model OpEntryPoint must contain a location in VkVertexInputAttributeDescription2EXT::location.

- VUID-vkCmdDraw-Input-08734
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled then the numeric type associated with all Input variables of the corresponding Location in the Vertex Execution Model OpEntryPoint must be the same as VkVertexInputAttributeDescription2EXT::format.

- VUID-vkCmdDraw-format-08936
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled and VkVertexInputAttributeDescription2EXT::format has a 64-bit component, then the scalar width associated with all Input variables of the corresponding Location in the Vertex Execution Model OpEntryPoint must be 64-bit.

- VUID-vkCmdDraw-format-08937
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled and the scalar width associated with a Location decorated Input variable in the Vertex Execution Model OpEntryPoint is 64-
bit, then the corresponding `VkVertexInputAttributeDescription2EXT::format` must have a 64-bit component

- **VUID-vkCmdDraw-None-09203**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled and `VkVertexInputAttributeDescription2EXT::format` has a 64-bit component, then all Input variables at the corresponding Location in the Vertex Execution Model OpEntryPoint must not use components that are not present in the format

- **VUID-vkCmdDraw-None-04875**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_PATCH_CONTROL_POINTS_EXT` dynamic state enabled then `vkCmdSetPatchControlPointsEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-04879**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE` dynamic state enabled then `vkCmdSetPrimitiveRestartEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDraw-None-09637**
  If the topology is `VK_PRIMITIVE_TOPOLOGY_POINT_LIST`, `VK_PRIMITIVE_TOPOLOGY_LINE_LIST`, `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST`, `VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY`, or `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY`, the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE` dynamic state enabled then `vkCmdSetPrimitiveRestartEnableEXT` must be set to `VK_FALSE`

- **VUID-vkCmdDraw-pNext-09461**
  If the bound graphics pipeline state was created with `VkPipelineVertexInputDivisorStateCreateInfoKHR` in the `pNext` chain of `VkGraphicsPipelineCreateInfo::pVertexInputState`, any member of `VkPipelineVertexInputDivisorStateCreateInfoKHR::pVertexBindingDivisors` has a value other than 1 in `divisor`, and `VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR::supportsNonZeroFirstInstance` is VK_FALSE, then `firstInstance` must be 0

- **VUID-vkCmdDraw-None-09462**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled, any member of the `pVertexBindingDescriptions` parameter to the `vkCmdSetVertexInputEXT` call that sets this dynamic state has a value other than 1 in `divisor`, and `VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR::supportsNonZeroFirstInstance` is VK_FALSE, then `firstInstance` must be 0

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**Valid Usage (Implicit)**

- **VUID-vkCmdDraw-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle
Host Synchronization

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Command Properties

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To record an indexed draw, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdDrawIndexed(
    VkCommandBuffer commandBuffer,
    uint32_t indexCount,
    uint32_t instanceCount,
    uint32_t firstIndex,
    int32_t vertexOffset,
    uint32_t firstInstance);
```

- commandBuffer is the command buffer into which the command is recorded.
- indexCount is the number of vertices to draw.
- instanceCount is the number of instances to draw.
- firstIndex is the base index within the index buffer.
- vertexOffset is the value added to the vertex index before indexing into the vertex buffer.
- firstInstance is the instance ID of the first instance to draw.

When the command is executed, primitives are assembled using the current primitive topology and indexCount vertices whose indices are retrieved from the index buffer. The index buffer is treated
as an array of tightly packed unsigned integers of size defined by the `vkCmdBindIndexBuffer ::indexType` parameter with which the buffer was bound.

The first vertex index is at an offset of `firstIndex × indexSize + offset` within the bound index buffer, where `offset` is the offset specified by `vkCmdBindIndexBuffer` and `indexSize` is the byte size of the type specified by `indexType`. Subsequent index values are retrieved from consecutive locations in the index buffer. Indices are first compared to the primitive restart value, then zero extended to 32 bits (if the `indexType` is `VK_INDEX_TYPE_UINT8_KHR` or `VK_INDEX_TYPE_UINT16`) and have `vertexOffset` added to them, before being supplied as the `vertexIndex` value.

The primitives are drawn `instanceCount` times with `instanceIndex` starting with `firstInstance` and increasing sequentially for each instance. The assembled primitives execute the bound graphics pipeline.

### Valid Usage

- **VUID-vkCmdDrawIndexed-magFilter-04553**
  If a `VkSampler` created with `magFilter` or `minFilter` equal to `VK_FILTER_LINEAR`, `reductionMode` equal to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`, and `compareEnable` equal to `VK_FALSE` is used to sample a `VkImageView` as a result of this command, then the image view’s format features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT`

- **VUID-vkCmdDrawIndexed-magFilter-09598**
  If a `VkSampler` created with `magFilter` or `minFilter` equal to `VK_FILTER_LINEAR` and `reductionMode` equal to either `VK_SAMPLER_REDUCTION_MODE_MIN` or `VK_SAMPLER_REDUCTION_MODE_MAX` is used to sample a `VkImageView` as a result of this command, then the image view’s format features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT`

- **VUID-vkCmdDrawIndexed-mipmapMode-04770**
  If a `VkSampler` created with `mipmapMode` equal to `VK_SAMPLER_MIPMAP_MODE_LINEAR`, `reductionMode` equal to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`, and `compareEnable` equal to `VK_FALSE` is used to sample a `VkImageView` as a result of this command, then the image view’s format features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT`

- **VUID-vkCmdDrawIndexed-mipmapMode-09599**
  If a `VkSampler` created with `mipmapMode` equal to `VK_SAMPLER_MIPMAP_MODE_LINEAR` and `reductionMode` equal to either `VK_SAMPLER_REDUCTION_MODE_MIN` or `VK_SAMPLER_REDUCTION_MODE_MAX` is used to sample a `VkImageView` as a result of this command, then the image view’s format features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT`

- **VUID-vkCmdDrawIndexed-unnormalizedCoordinates-09635**
  If a `VkSampler` created with `unnormalizedCoordinates` equal to `VK_TRUE` is used to sample a `VkImageView` as a result of this command, then the image view’s `levelCount` and `layerCount` must be 1

- **VUID-vkCmdDrawIndexed-unnormalizedCoordinates-09636**
  If a `VkSampler` created with `unnormalizedCoordinates` equal to `VK_TRUE` is used to sample a
A VkImageView as a result of this command, then the image view’s viewType must be VK_IMAGE_VIEW_TYPE_1D or VK_IMAGE_VIEW_TYPE_2D.

- VUID-vkCmdDrawIndexed-aspectMask-06478
  If a VkImageView is sampled with depth comparison, the image view must have been created with an aspectMask that contains VK_IMAGE_ASPECT_DEPTH_BIT.

- VUID-vkCmdDrawIndexed-None-02691
  If a VkImageView is accessed using atomic operations as a result of this command, then the image view’s format features must contain VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT.

- VUID-vkCmdDrawIndexed-None-07888
  If a VkImageView is accessed using atomic operations as a result of this command, then the storage texel buffer’s format features must contain VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT.

- VUID-vkCmdDrawIndexed-None-02692
  Any VkImageView being sampled with VK_FILTER_CUBIC_EXT as a result of this command must have a VkImageViewType and format that supports cubic filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubic returned by vkGetPhysicalDeviceImageFormatProperties2.

- VUID-vkCmdDrawIndexed-None-02693
  Any VkImageView being sampled with VK_FILTER_CUBIC_EXT with a reduction mode of either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX as a result of this command must have a VkImageViewType and format that supports cubic filtering together with minmax filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubicMinmax returned by vkGetPhysicalDeviceImageFormatProperties2.

- VUID-vkCmdDrawIndexed-None-08600
  For each set n that is statically used by a bound shader, a descriptor set must have been bound to n at the same pipeline bind point, with a VkPipelineLayout that is compatible for set n, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility.

- VUID-vkCmdDrawIndexed-None-08601
  For each push constant that is statically used by a bound shader, a push constant value must have been set for the same pipeline bind point, with a VkPipelineLayout that is compatible for push constants, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility.

- VUID-vkCmdDrawIndexed-None-08114
Descriptors in each bound descriptor set, specified via `vkCmdBindDescriptorSets`, **must** be valid as described by descriptor validity if they are statically used by a bound shader.

- **VUID-vkCmdDrawIndexed-None-08606**
  A valid pipeline **must** be bound to the pipeline bind point used by this command.

- **VUID-vkCmdDrawIndexed-None-08608**
  There **must** not have been any calls to dynamic state setting commands for any state not specified as dynamic in the `VkPipeline` object bound to the pipeline bind point used by this command, since that pipeline was bound.

- **VUID-vkCmdDrawIndexed-None-08609**
  If the `VkPipeline` object bound to the pipeline bind point used by this command accesses a `VkSampler` object that uses unnormalized coordinates, that sampler **must** not be used to sample from any `VkImage` with a `VkImageView` of the type `VK_IMAGE_VIEW_TYPE_3D`, `VK_IMAGE_VIEW_TYPE_CUBE`, `VK_IMAGE_VIEW_TYPE_1D_ARRAY`, `VK_IMAGE_VIEW_TYPE_2D_ARRAY` or `VK_IMAGE_VIEW_TYPE_CUBE_ARRAY`, in any shader stage.

- **VUID-vkCmdDrawIndexed-None-08610**
  If the `VkPipeline` object bound to the pipeline bind point used by this command accesses a `VkSampler` object that uses unnormalized coordinates, that sampler **must** not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions with `ImplicitLod`, `Dref` or `Proj` in their name, in any shader stage.

- **VUID-vkCmdDrawIndexed-None-08611**
  If the `VkPipeline` object bound to the pipeline bind point used by this command accesses a `VkSampler` object that uses unnormalized coordinates, that sampler **must** not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions that includes a LOD bias or any offset values, in any shader stage.

- **VUID-vkCmdDrawIndexed-uniformBuffers-06935**
  If any stage of the `VkPipeline` object bound to the pipeline bind point used by this command accesses a uniform buffer, and the `robustBufferAccess` feature is not enabled, that stage **must** not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point.

- **VUID-vkCmdDrawIndexed-storageBuffers-06936**
  If any stage of the `VkPipeline` object bound to the pipeline bind point used by this command accesses a storage buffer, and the `robustBufferAccess` feature is not enabled, that stage **must** not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point.

- **VUID-vkCmdDrawIndexed-commandBuffer-02707**
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, any resource accessed by bound shaders **must** not be a protected resource.

- **VUID-vkCmdDrawIndexed-None-06550**
  If a bound shader accesses a `VkSampler` or `VkImageView` object that enables sampler Y'C_a conversion, that object **must** only be used with `OpImageSample*` or `OpImageSparseSample*` instructions.

- **VUID-vkCmdDrawIndexed-ConstOffset-06551**
  If a bound shader accesses a `VkSampler` or `VkImageView` object that enables sampler Y'C_a conversion, that object **must** not use the `ConstOffset` and `Offset` operands.
If a `VkImageView` is accessed as a result of this command, then the image view’s `viewType` must match the `Dim` operand of the `OpTypeImage` as described in Instruction/Sampler/Image View Validation.

If a `VkImageView` is accessed as a result of this command, then the numeric type of the image view’s `format` and the `SampledType` operand of the `OpTypeImage` must match.

If a `VkImageView` is accessed using `OpImageWrite` as a result of this command, then the `Type` of the `Texel` operand of that instruction must have at least as many components as the image view’s format.

If a `VkBufferView` is accessed using `OpImageWrite` as a result of this command, then the `Type` of the `Texel` operand of that instruction must have at least as many components as the buffer view’s format.

If a `VkImageView` with a `VkFormat` that has a 64-bit component width is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction must have a `Width` of 64.

If a `VkBufferView` with a `VkFormat` that has a 64-bit component width is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction must have a `Width` of 64.

If the `sparseImageInt64Atomics` feature is not enabled, `VkImage` objects created with the `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command.

If the `sparseImageInt64Atomics` feature is not enabled, `VkBuffer` objects created with the `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command.

Any shader invocation executed by this command must terminate.

If a descriptor with type equal to any of `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`,...
VK_DESCRIPTOR_TYPE_STORAGE_IMAGE, or VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT is accessed as a result of this command, the image subresource identified by that descriptor must be in the image layout identified when the descriptor was written

- VUID-vkCmdDrawIndexed-renderPass-02684
  The current render pass must be compatible with the renderPass member of the VkGraphicsPipelineCreateInfo structure specified when creating the VkPipeline bound to VK_PIPELINE_BIND_POINT_GRAPHICS

- VUID-vkCmdDrawIndexed-subpass-02685
  The subpass index of the current render pass must be equal to the subpass member of the VkGraphicsPipelineCreateInfo structure specified when creating the VkPipeline bound to VK_PIPELINE_BIND_POINT_GRAPHICS

- VUID-vkCmdDrawIndexed-None-07748
  If any shader statically accesses an input attachment, a valid descriptor must be bound to the pipeline via a descriptor set

- VUID-vkCmdDrawIndexed-OpTypeImage-07468
  If any shader executed by this pipeline accesses an OpTypeImage variable with a Dim operand of SubpassData, it must be decorated with an InputAttachmentIndex that corresponds to a valid input attachment in the current subpass

- VUID-vkCmdDrawIndexed-None-07469
  Input attachment views accessed in a subpass must be created with the same VkFormat as the corresponding subpass definition, and be created with a VkImageView that is compatible with the attachment referenced by the subpass’ pInputAttachments [InputAttachmentIndex] in the currently bound VkFramebuffer as specified by Fragment Input Attachment Compatibility

- VUID-vkCmdDrawIndexed-None-06537
  Memory backing image subresources used as attachments in the current render pass must not be written in any way other than as an attachment by this command

- VUID-vkCmdDrawIndexed-None-09000
  If a color attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it must not be accessed in any way other than as an attachment by this command

- VUID-vkCmdDrawIndexed-None-09001
  If a depth attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it must not be accessed in any way other than as an attachment by this command

- VUID-vkCmdDrawIndexed-None-09002
  If a stencil attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it must not be accessed in any way other than as an attachment by this command

- VUID-vkCmdDrawIndexed-None-06539
  If any previously recorded command in the current subpass accessed an image subresource used as an attachment in this subpass in any way other than as an attachment, this command must not write to that image subresource as an attachment
If the current render pass instance uses a depth/stencil attachment with a read-only layout for the depth aspect, **depth writes must** be disabled.

If the current render pass instance uses a depth/stencil attachment with a read-only layout for the stencil aspect, both front and back **writeMask** are not zero, and stencil test is enabled, **all stencil ops must** be **VK_STENCIL_OP_KEEP**.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_VIEWPORT** dynamic state enabled then **vkCmdSetViewport** must have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_SCISSOR** dynamic state enabled then **vkCmdSetScissor** must have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_LINE_WIDTH** dynamic state enabled then **vkCmdSetLineWidth** must have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_DEPTH_BIAS** dynamic state enabled then **vkCmdSetDepthBias** must have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_BLEND_CONSTANTS** dynamic state enabled then **vkCmdSetBlendConstants** must have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_DEPTH_BOUNDS** dynamic state enabled, and if the current **depthBoundsTestEnable** state is **VK_TRUE**, then **vkCmdSetDepthBounds** must have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_STENCIL_COMPARE_MASK** dynamic state enabled, and if the current **stencilTestEnable** state is **VK_TRUE**, then **vkCmdSetStencilCompareMask** must have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_STENCIL_WRITE_MASK** dynamic state enabled, and if the current **stencilTestEnable** state is **VK_TRUE**, then **vkCmdSetStencilWriteMask** must have been called and not subsequently **invalidated** in the current command buffer prior to this
If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_STENCIL_REFERENCE dynamic state enabled, and if the current
stencilTestEnable state is VK_TRUE, then vkCmdSetStencilReference must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

If the draw is recorded in a render pass instance with multiview enabled, the maximum instance index must be less than or equal to VkPhysicalDeviceMultiviewProperties::maxMultiviewInstanceIndex

If the bound graphics pipeline was created with VkPipelineSampleLocationsStateCreateInfoEXT::sampleLocationsEnable set to VK_TRUE and the current subpass has a depth/stencil attachment, then that attachment must have been created with the VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT bit set

If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_EXT dynamic state enabled then vkCmdSetSampleLocationsEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_CULL_MODE dynamic state enabled then vkCmdSetCullModeEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_FRONT_FACE dynamic state enabled then vkCmdSetFrontFaceEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE dynamic state enabled then vkCmdSetDepthTestEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE dynamic state enabled then vkCmdSetDepthWriteEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_COMPARE_OP dynamic state enabled then vkCmdSetDepthCompareOpEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE` dynamic state enabled then `vkCmdSetDepthBoundsTestEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE` dynamic state enabled then `vkCmdSetStencilTestEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_OP` dynamic state enabled then `vkCmdSetStencilOpEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT` dynamic state enabled, but not the `VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT` dynamic state enabled, then `vkCmdSetViewportWithCountEXT` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCountEXT` must match the `VkPipelineViewportStateCreateInfo::viewportCount` of the pipeline.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT` dynamic state enabled, but not the `VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT` dynamic state enabled, then `vkCmdSetScissorWithCountEXT` must have been called in the current command buffer prior to this drawing command, and the `scissorCount` parameter of `vkCmdSetScissorWithCountEXT` must match the `VkPipelineViewportStateCreateInfo::viewportCount` of the pipeline.

If the bound graphics pipeline state was created with both the `VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT` and `VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT` dynamic states enabled then both `vkCmdSetViewportWithCountEXT` and `vkCmdSetScissorWithCountEXT` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCountEXT` must match the `scissorCount` parameter of `vkCmdSetScissorWithCountEXT`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE` dynamic state enabled then `vkCmdSetRasterizerDiscardEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE  dynamic state enabled then
vkCmdSetDepthBiasEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-logicOp-04878
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LOGIC_OP_EXT dynamic state enabled then vkCmdSetLogicOpEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexed-primitiveFragmentShadingRateWithMultipleViewports-04552
  If the primitiveFragmentShadingRateWithMultipleViewports limit is not supported, the bound graphics pipeline was created with the VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT dynamic state enabled, and any of the shader stages of the bound graphics pipeline write to the PrimitiveShadingRateKHR built-in, then vkCmdSetViewportWithCountEXT must have been called in the current command buffer prior to this drawing command, and the viewportCount parameter of vkCmdSetViewportWithCountEXT must be 1

• VUID-vkCmdDrawIndexed-blendEnable-04727
  If rasterization is not disabled in the bound graphics pipeline, then for each color attachment in the subpass, if the corresponding image view's format features do not contain VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT, then the blendEnable member of the corresponding element of the pAttachments member of pColorBlendState must be VK_FALSE

• VUID-vkCmdDrawIndexed-multisampledRenderToSingleSampled-07284
  If rasterization is not disabled in the bound graphics pipeline, then rasterizationSamples for the currently bound graphics pipeline must be the same as the current subpass color and/or depth/stencil attachments

• VUID-vkCmdDrawIndexed-maxFragmentDualSrcAttachments-09239
  If blending is enabled for any attachment where either the source or destination blend factors for that attachment use the secondary color input, the maximum value of Location for any output attachment statically used in the Fragment Execution Model executed by this command must be less than maxFragmentDualSrcAttachments

• VUID-vkCmdDrawIndexed-commandBuffer-02712
  If commandBuffer is a protected command buffer and protectedNoFault is not supported, any resource written to by the VkPipeline object bound to the pipeline bind point used by this command must not be an unprotected resource

• VUID-vkCmdDrawIndexed-commandBuffer-02713
  If commandBuffer is a protected command buffer and protectedNoFault is not supported, pipeline stages other than the framebuffer-space and compute stages in the VkPipeline object bound to the pipeline bind point used by this command must not write to any resource

• VUID-vkCmdDrawIndexed-None-04007
  All vertex input bindings accessed via vertex input variables declared in the vertex shader entry point's interface must have either valid or VK_NULL_HANDLE buffers bound
If the `nullDescriptor` feature is not enabled, all vertex input bindings accessed via vertex input variables declared in the vertex shader entry point’s interface must not be `VK_NULL_HANDLE`.

If `robustBufferAccess` is not enabled, then for a given vertex buffer binding, any attribute data fetched must be entirely contained within the corresponding vertex buffer binding, as described in the `Vertex Input Description`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY` dynamic state enabled then `vkCmdSetPrimitiveTopologyEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY` dynamic state enabled then the `primitiveTopology` parameter of `vkCmdSetPrimitiveTopologyEXT` must be of the same topology class as the pipeline `VkPipelineInputAssemblyStateCreateInfo::topology` state.

If the bound graphics pipeline was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE_EXT` dynamic state enabled, but without the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled, then `vkCmdBindVertexBuffers2EXT` must have been called and not subsequently invalidated in the current command buffer prior to this draw command, and the `pStrides` parameter of `vkCmdBindVertexBuffers2EXT` must not be NULL.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled then `vkCmdSetVertexInputEXT` must have been called and not subsequently invalidated in the current command buffer prior to this draw command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled then all variables with the `Input` storage class decorated with `Location` in the `Vertex Execution Model OpEntryPoint` must contain a location in `VkVertexInputAttributeDescription2EXT::location`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled then the numeric type associated with all `Input` variables of the corresponding `Location` in the `Vertex Execution Model OpEntryPoint` must be the same as `VkVertexInputAttributeDescription2EXT::format`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled and `VkVertexInputAttributeDescription2EXT::format` has a 64-bit component, then the scalar width associated with all `Input` variables of the corresponding `Location` in the `Vertex`...
Execution Model OpEntryPoint must be 64-bit

- VUID-vkCmdDrawIndexed-format-08937
  If the bound graphics pipeline state was created with the 
  VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled and the scalar width associated 
  with a Location decorated Input variable in the Vertex Execution Model OpEntryPoint is 64- 
  bit, then the corresponding VkVertexInputAttributeDescription2EXT::format must have a 
  64-bit component

- VUID-vkCmdDrawIndexed-None-09203
  If the bound graphics pipeline state was created with the 
  VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled and 
  VkVertexInputAttributeDescription2EXT::format has a 64-bit component, then all Input 
  variables at the corresponding Location in the Vertex Execution Model OpEntryPoint must 
  not use components that are not present in the format

- VUID-vkCmdDrawIndexed-None-04875
  If the bound graphics pipeline state was created with the 
  VK_DYNAMIC_STATE_PATCH_CONTROL_POINTS_EXT dynamic state enabled then 
  vkCmdSetPatchControlPointsEXT must have been called and not subsequently 
  invalidated in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-04879
  If the bound graphics pipeline state was created with the 
  VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE dynamic state enabled then 
  vkCmdSetPrimitiveRestartEnableEXT must have been called and not subsequently 
  invalidated in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexed-None-09637
  If the topology is VK_PRIMITIVE_TOPOLOGY_POINT_LIST, VK_PRIMITIVE_TOPOLOGY_LINE_LIST, 
  VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST, VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY, or 
  VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY, the bound graphics pipeline state 
  was created with the VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE dynamic state enabled 
  then vkCmdSetPrimitiveRestartEnableEXT must be set to VK_FALSE

- VUID-vkCmdDrawIndexed-None-07312
  A valid index buffer must be bound

- VUID-vkCmdDrawIndexed-robustBufferAccess2-07825
  If robustBufferAccess2 is not enabled, \((\text{indexSize} \times (\text{firstIndex} + \text{indexCount}) + \text{offset})\) must 
  be less than or equal to the size of the bound index buffer, with indexSize being based on 
  the type specified by indexType, where the index buffer, indexType, and offset are 
  specified via vkCmdBindIndexBuffer

- VUID-vkCmdDrawIndexed-pNext-09461
  If the bound graphics pipeline state was created with 
  VkPipelineVertexInputDivisorStateCreateInfoKHR in the pNext chain of 
  VkGraphicsPipelineCreateInfo::pVertexInputState, any member of 
  VkPipelineVertexInputDivisorStateCreateInfoKHR::pVertexBindingDivisors has a value 
  other than 1 in divisor, and VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR ::supportsNonZeroFirstInstance is VK_FALSE, then firstInstance must be 0
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled, any member of the `pVertexBindingDescriptions` parameter to the `vkCmdSetVertexInputEXT` call that sets this dynamic state has a value other than 1 in `divisor`, and `VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR::supportsNonZeroFirstInstance` is `VK_FALSE`, then `firstInstance` must be 0.

If `robustBufferAccess2` is not enabled, `(indexSize × (firstIndex + indexCount) + offset)` must be less than or equal to the size of the bound index buffer, with `indexSize` being based on the type specified by `indexType`, where the index buffer, `indexType`, and `offset` are specified via `vkCmdBindIndexBuffer`.

### Valid Usage (Implicit)

- **VUID-vkCmdDrawIndexed-commandBuffer-parameter**
  
  `commandBuffer` must be a valid `VkCommandBuffer` handle.

- **VUID-vkCmdDrawIndexed-commandBuffer-recording**
  
  `commandBuffer` must be in the recording state.

- **VUID-vkCmdDrawIndexed-commandBuffer-cmdpool**
  
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations.

- **VUID-vkCmdDrawIndexed-renderpass**
  
  This command must only be called inside of a render pass instance.

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized.

- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized.

### Command Properties

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To record a non-indexed indirect drawing command, call:
void vkCmdDrawIndirect(
    VkCommandBuffer commandBuffer,
    VkBuffer buffer,
    VkDeviceSize offset,
    uint32_t drawCount,
    uint32_t stride);

- commandBuffer is the command buffer into which the command is recorded.
- buffer is the buffer containing draw parameters.
- offset is the byte offset into buffer where parameters begin.
- drawCount is the number of draws to execute, and can be zero.
- stride is the byte stride between successive sets of draw parameters.

vkCmdDrawIndirect behaves similarly to vkCmdDraw except that the parameters are read by the device from a buffer during execution. drawCount draws are executed by the command, with parameters taken from buffer starting at offset and increasing by stride bytes for each successive draw. The parameters of each draw are encoded in an array of VkDrawIndirectCommand structures. If drawCount is less than or equal to one, stride is ignored.

### Valid Usage

- VUID-vkCmdDrawIndirect-magFilter-04553
  If a VkSampler created with magFilter or minFilter equal to VK_FILTER_LINEAR, reductionMode equal to VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE, and compareEnable equal to VK_FALSE is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT

- VUID-vkCmdDrawIndirect-magFilter-09598
  If a VkSampler created with magFilter or minFilter equal to VK_FILTER_LINEAR and reductionMode equal to either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT

- VUID-vkCmdDrawIndirect-mipmapMode-04770
  If a VkSampler created with mipmapMode equal to VK_SAMPLER_MIPMAP_MODE_LINEAR, reductionMode equal to VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE, and compareEnable equal to VK_FALSE is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT

- VUID-vkCmdDrawIndirect-mipmapMode-09599
  If a VkSampler created with mipmapMode equal to VK_SAMPLER_MIPMAP_MODE_LINEAR and reductionMode equal to either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT
command, then the image view's format features must contain
VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT

- VUID-vkCmdDrawIndirect-unnormalizedCoordinates-09635
  If a VkSampler created with unnormalizedCoordinates equal to VK_TRUE is used to sample a 
  VkImageView as a result of this command, then the image view's levelCount and 
layerCount must be 1

- VUID-vkCmdDrawIndirect-unnormalizedCoordinates-09636
  If a VkSampler created with unnormalizedCoordinates equal to VK_TRUE is used to sample a 
  VkImageView as a result of this command, then the image view's viewType must be 
  VK_IMAGE_VIEW_TYPE_1D or VK_IMAGE_VIEW_TYPE_2D

- VUID-vkCmdDrawIndirect-aspectMask-06478
  If a VkImageView is sampled with depth comparison, the image view must have been 
  created with an aspectMask that contains VK_IMAGE_ASPECT_DEPTH_BIT

- VUID-vkCmdDrawIndirect-None-02691
  If a VkImageView is accessed using atomic operations as a result of this command, then 
  the image view's format features must contain 
  VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT

- VUID-vkCmdDrawIndirect-None-07888
  If a VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER descriptor is accessed using atomic 
  operations as a result of this command, then the storage texel buffer's format features 
  must contain VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT

- VUID-vkCmdDrawIndirect-None-02692
  If a VkImageView is sampled with VK_FILTER_CUBIC_EXT as a result of this command, then 
  the image view's format features must contain 
  VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT

- VUID-vkCmdDrawIndirect-filterCubic-02694
  Any VkImageView being sampled with VK_FILTER_CUBIC_EXT as a result of this command 
  must have a VkImageViewType and format that supports cubic filtering, as specified by 
  VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubic returned by 
vkGetPhysicalDeviceImageFormatProperties2

- VUID-vkCmdDrawIndirect-filterCubicMinmax-02695
  Any VkImageView being sampled with VK_FILTER_CUBIC_EXT with a reduction mode of 
either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX as a result of this 
command must have a VkImageViewType and format that supports cubic filtering 
together with minmax filtering, as specified by 
VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubicMinmax returned by 
vkGetPhysicalDeviceImageFormatProperties2

- VUID-vkCmdDrawIndirect-None-08600
  For each set n that is statically used by a bound shader, a descriptor set must have been 
  bound to n at the same pipeline bind point, with a VkPipelineLayout that is compatible for
set $n$, with the \texttt{VkPipelineLayout} used to create the current \texttt{VkPipeline}, as described in Pipeline Layout Compatibility.

- \texttt{VUID-vkCmdDrawIndirect-None-08601}
  For each push constant that is statically used by a bound shader, a push constant value \textbf{must} have been set for the same pipeline bind point, with a \texttt{VkPipelineLayout} that is compatible for push constants, with the \texttt{VkPipelineLayout} used to create the current \texttt{VkPipeline}, as described in Pipeline Layout Compatibility.

- \texttt{VUID-vkCmdDrawIndirect-None-08114}
  Descriptors in each bound descriptor set, specified via \texttt{vkCmdBindDescriptorSets}, \textbf{must} be valid as described by descriptor validity if they are statically used by a bound shader.

- \texttt{VUID-vkCmdDrawIndirect-None-08606}
  A valid pipeline \textbf{must} be bound to the pipeline bind point used by this command.

- \texttt{VUID-vkCmdDrawIndirect-None-08608}
  There \textbf{must} not have been any calls to dynamic state setting commands for any state not specified as dynamic in the \texttt{VkPipeline} object bound to the pipeline bind point used by this command, since that pipeline was bound.

- \texttt{VUID-vkCmdDrawIndirect-None-08609}
  If the \texttt{VkPipeline} object bound to the pipeline bind point used by this command accesses a \texttt{VkSampler} object that uses unnormalized coordinates, that sampler \textbf{must} not be used to sample from any \texttt{VkImage} with a \texttt{VkImageView} of the type \texttt{VK_IMAGE_VIEW_TYPE_3D}, \texttt{VK_IMAGE_VIEW_TYPE_CUBE}, \texttt{VK_IMAGE_VIEW_TYPE_1D_ARRAY}, \texttt{VK_IMAGE_VIEW_TYPE_2D_ARRAY} or \texttt{VK_IMAGE_VIEW_TYPE_CUBE_ARRAY}, in any shader stage.

- \texttt{VUID-vkCmdDrawIndirect-None-08610}
  If the \texttt{VkPipeline} object bound to the pipeline bind point used by this command accesses a \texttt{VkSampler} object that uses unnormalized coordinates, that sampler \textbf{must} not be used with any of the SPIR-V \texttt{OpImageSample*} or \texttt{OpImageSparseSample*} instructions with \texttt{ImplicitLod}, \texttt{Dref} or \texttt{Proj} in their name, in any shader stage.

- \texttt{VUID-vkCmdDrawIndirect-None-08611}
  If the \texttt{VkPipeline} object bound to the pipeline bind point used by this command accesses a \texttt{VkSampler} object that uses unnormalized coordinates, that sampler \textbf{must} not be used with any of the SPIR-V \texttt{OpImageSample*} or \texttt{OpImageSparseSample*} instructions that includes a LOD bias or any offset values, in any shader stage.

- \texttt{VUID-vkCmdDrawIndirect-uniformBuffers-06935}
  If any stage of the \texttt{VkPipeline} object bound to the pipeline bind point used by this command accesses a uniform buffer, and the \texttt{robustBufferAccess} feature is not enabled, that stage \textbf{must} not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point.

- \texttt{VUID-vkCmdDrawIndirect-storageBuffers-06936}
  If any stage of the \texttt{VkPipeline} object bound to the pipeline bind point used by this command accesses a storage buffer, and the \texttt{robustBufferAccess} feature is not enabled, that stage \textbf{must} not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point.

- \texttt{VUID-vkCmdDrawIndirect-commandBuffer-02707}
  If \texttt{commandBuffer} is an unprotected command buffer and \texttt{protectedNoFault} is not supported,
any resource accessed by **bound shaders** must not be a protected resource

- **VUID-vkCmdDrawIndirect-None-06550**
  If a bound shader accesses a `VkSampler` or `VkImageView` object that enables sampler YCbCr conversion, that object must only be used with `OpImageSample*` or `OpImageSparseSample*` instructions

- **VUID-vkCmdDrawIndirect-ConstOffset-06551**
  If a bound shader accesses a `VkSampler` or `VkImageView` object that enables sampler YCbCr conversion, that object must not use the `ConstOffset` and `Offset` operands

- **VUID-vkCmdDrawIndirect-viewType-07752**
  If a `VkImageView` is accessed as a result of this command, then the image view’s `viewType` must match the `Dim` operand of the `OpTypeImage` as described in Instruction/Sampler/Image View Validation

- **VUID-vkCmdDrawIndirect-format-07753**
  If a `VkImageView` is accessed as a result of this command, then the numeric type of the image view’s `format` and the `Sampled Type` operand of the `OpTypeImage` must match

- **VUID-vkCmdDrawIndirect-OpImageWrite-08795**
  If a `VkImageView` is accessed using `OpImageWrite` as a result of this command, then the `Type` of the `Texel` operand of that instruction must have at least as many components as the image view’s `format`

- **VUID-vkCmdDrawIndirect-OpImageWrite-04469**
  If a `VkBufferView` is accessed using `OpImageWrite` as a result of this command, then the `Type` of the `Texel` operand of that instruction must have at least as many components as the buffer view’s `format`

- **VUID-vkCmdDrawIndirect-SampledType-04470**
  If a `VkImageView` with a `VkFormat` that has a 64-bit component width is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction must have a `Width` of 64

- **VUID-vkCmdDrawIndirect-SampledType-04471**
  If a `VkImageView` with a `VkFormat` that has a component width less than 64-bit is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction must have a `Width` of 32

- **VUID-vkCmdDrawIndirect-SampledType-04472**
  If a `VkBufferView` with a `VkFormat` that has a 64-bit component width is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction must have a `Width` of 64

- **VUID-vkCmdDrawIndirect-SampledType-04473**
  If a `VkBufferView` with a `VkFormat` that has a component width less than 64-bit is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction must have a `Width` of 32

- **VUID-vkCmdDrawIndirect-sparseImageInt64Atomics-04474**
  If the `sparseImageInt64Atomics` feature is not enabled, `VkImage` objects created with the `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command
If the `sparseImageInt64Atomics` feature is not enabled, `VkBuffer` objects created with the `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command.

Any shader invocation executed by this command must terminate.

If a descriptor with type equal to any of `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, or `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` is accessed as a result of this command, the image subresource identified by that descriptor must be in the image layout identified when the descriptor was written.

The current render pass must be compatible with the `renderPass` member of the `VkGraphicsPipelineCreateInfo` structure specified when creating the `VkPipeline` bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`.

The subpass index of the current render pass must be equal to the `subpass` member of the `VkGraphicsPipelineCreateInfo` structure specified when creating the `VkPipeline` bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`.

If any shader statically accesses an input attachment, a valid descriptor must be bound to the pipeline via a descriptor set.

If any shader executed by this pipeline accesses an `OpTypeImage` variable with a `Dim` operand of `SubpassData`, it must be decorated with an `InputAttachmentIndex` that corresponds to a valid input attachment in the current subpass.

Input attachment views accessed in a subpass must be created with the same `VkFormat` as the corresponding subpass definition, and be created with a `VkImageView` that is compatible with the attachment referenced by the subpass' `pInputAttachments[InputAttachmentIndex]` in the currently bound `VkFramebuffer` as specified by Fragment Input Attachment Compatibility.

Memory backing image subresources used as attachments in the current render pass must not be written in any way other than as an attachment by this command.

If a color attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it must not be accessed in any way other than as an attachment by this command.

If a depth attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it must not be accessed in any way other than as an attachment by this command.
• VUID-vkCmdDrawIndirect-None-09002
If a stencil attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it must not be accessed in any way other than as an attachment by this command.

• VUID-vkCmdDrawIndirect-None-06539
If any previously recorded command in the current subpass accessed an image subresource used as an attachment in this subpass in any way other than as an attachment, this command must not write to that image subresource as an attachment.

• VUID-vkCmdDrawIndirect-None-06886
If the current render pass instance uses a depth/stencil attachment with a read-only layout for the depth aspect, depth writes must be disabled.

• VUID-vkCmdDrawIndirect-None-06887
If the current render pass instance uses a depth/stencil attachment with a read-only layout for the stencil aspect, both front and back writeMask are not zero, and stencil test is enabled, all stencil ops must be VK_STENCIL_OP_KEEP.

• VUID-vkCmdDrawIndirect-None-07831
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VIEWPORT dynamic state enabled then vkCmdSetViewport must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-07832
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SCISSOR dynamic state enabled then vkCmdSetScissor must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-07833
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_WIDTH dynamic state enabled then vkCmdSetLineWidth must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-07834
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_BIAS dynamic state enabled then vkCmdSetDepthBias must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-07835
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_BLEND_CONSTANTS dynamic state enabled then vkCmdSetBlendConstants must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-07836
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_BOUNDS dynamic state enabled, and if the current depthBoundsTestEnable state is VK_TRUE, then vkCmdSetDepthBounds must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndirect-None-07837
If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_STENCIL_COMPARE_MASK dynamic state enabled, and if the current
If the bound graphics pipeline state was created with the
\texttt{VK_DYNAMIC_STATE_STENCIL_WRITE_MASK} dynamic state enabled, and if the current
\texttt{stencilTestEnable} state is \texttt{VK_TRUE}, then \texttt{vkCmdSetStencilWriteMask} must have been
called and not subsequently invalidated in the current command buffer prior to this
drawing command.

If the bound graphics pipeline state was created with the
\texttt{VK_DYNAMIC_STATE_STENCIL_REFERENCE} dynamic state enabled, and if the current
\texttt{stencilTestEnable} state is \texttt{VK_TRUE}, then \texttt{vkCmdSetStencilReference} must have been
called and not subsequently invalidated in the current command buffer prior to this
drawing command.

If the draw is recorded in a render pass instance with multiview enabled, the maximum
instance index must be less than or equal to \texttt{VkPhysicalDeviceMultiviewProperties::maxMultiviewInstanceIndex}.

If the bound graphics pipeline was created with \texttt{VkPipelineSampleLocationsStateCreateInfoEXT::sampleLocationsEnable} set to \texttt{VK_TRUE} and
the current subpass has a depth/stencil attachment, then that attachment must have been
created with the \texttt{VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT} bit set.

If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_CULL_MODE} dynamic state enabled then
\texttt{vkCmdSetCullModeEXT} must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_FRONT_FACE} dynamic state enabled then
\texttt{vkCmdSetFrontFaceEXT} must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE} dynamic state enabled then
\texttt{vkCmdSetDepthTestEnableEXT} must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the
VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE dynamic state enabled then
vkCmdSetDepthWriteEnableEXT must have been called and not subsequently invalidated
in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirect-None-07845
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_DEPTH_COMPARE_OP dynamic state enabled then
  vkCmdSetDepthCompareOpEXT must have been called and not subsequently invalidated
  in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirect-None-07846
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE dynamic state enabled then
  vkCmdSetDepthBoundsTestEnableEXT must have been called and not subsequently invalidated
  in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirect-None-07847
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE dynamic state enabled then
  vkCmdSetStencilTestEnableEXT must have been called and not subsequently invalidated
  in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirect-None-07848
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_STENCIL_OP dynamic state enabled then
  vkCmdSetStencilOpEXT must have been called and not subsequently invalidated
  in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirect-viewportCount-03417
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT dynamic state enabled, but not the
  VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT dynamic state enabled, then
  vkCmdSetViewportWithCountEXT must have been called in the current command buffer
  prior to this drawing command, and the viewportCount parameter of
  vkCmdSetViewportWithCountEXT must match the VkPipelineViewportStateCreateInfo::scissorCount
  of the pipeline

- VUID-vkCmdDrawIndirect-sciSSORCount-03418
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT dynamic state enabled, but not the
  VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT dynamic state enabled, then
  vkCmdSetScissorWithCountEXT must have been called in the current command buffer
  prior to this drawing command, and the scissorCount parameter of
  vkCmdSetScissorWithCountEXT must match the VkPipelineViewportStateCreateInfo::viewportCount
  of the pipeline

- VUID-vkCmdDrawIndirect-viewportCount-03419
  If the bound graphics pipeline state was created with both the
  VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT and VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT
dynamic states enabled then both vkCmdSetViewportWithCountEXT and
  vkCmdSetScissorWithCountEXT must have been called in the current command buffer
  prior to this drawing command, and the viewportCount parameter of
  vkCmdSetViewportWithCountEXT must match the scissorCount parameter of
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE` dynamic state enabled then `vkCmdSetRasterizerDiscardEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE` dynamic state enabled then `vkCmdSetDepthBiasEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LOGIC_OP_EXT` dynamic state enabled then `vkCmdSetLogicOpEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the `primitiveFragmentShadingRateWithMultipleViewports` limit is not supported, the bound graphics pipeline was created with the `VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT` dynamic state enabled, and any of the shader stages of the bound graphics pipeline write to the `PrimitiveShadingRateKHR` built-in, then `vkCmdSetViewportWithCountEXT` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCountEXT` must be 1.

If rasterization is not disabled in the bound graphics pipeline, then for each color attachment in the subpass, if the corresponding image view's `format features` do not contain `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT`, then the `blendEnable` member of the corresponding element of the `pAttachments` member of `pColorBlendState` must be `VK_FALSE`.

If rasterization is not disabled in the bound graphics pipeline, then `rasterizationSamples` for the currently bound graphics pipeline must be the same as the current subpass color and/or depth/stencil attachments.

If `blending` is enabled for any attachment where either the source or destination blend factors for that attachment use the secondary color input, the maximum value of `Location` for any output attachment statically used in the Fragment Execution Model executed by this command must be less than `maxFragmentDualSrcAttachments`.

All vertex input bindings accessed via vertex input variables declared in the vertex shader entry point's interface must have either valid or `VK_NULL_HANDLE` buffers bound.

If the `nullDescriptor` feature is not enabled, all vertex input bindings accessed via vertex
input variables declared in the vertex shader entry point's interface **must** not be `VK_NULL_HANDLE`

- **VUID-vkCmdDrawIndirect-None-02721**
  If `robustBufferAccess` is not enabled, then for a given vertex buffer binding, any attribute data fetched **must** be entirely contained within the corresponding vertex buffer binding, as described in *Vertex Input Description*.

- **VUID-vkCmdDrawIndirect-None-07842**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY` dynamic state enabled then `vkCmdSetPrimitiveTopologyEXT` **must** have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndirect-dynamicPrimitiveTopologyUnrestricted-07500**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY` dynamic state enabled then the `primitiveTopology` parameter of `vkCmdSetPrimitiveTopologyEXT` **must** be of the same *topology class* as the pipeline `VkPipelineInputAssemblyStateCreateInfo::topology` state.

- **VUID-vkCmdDrawIndirect-pStrides-04913**
  If the bound graphics pipeline was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE_EXT` dynamic state enabled, but without the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled, then `vkCmdBindVertexBuffers2EXT` **must** have been called and not subsequently invalidated in the current command buffer prior to this draw command, and the `pStrides` parameter of `vkCmdBindVertexBuffers2EXT` **must** not be `NULL`.

- **VUID-vkCmdDrawIndirect-None-04914**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled then `vkCmdSetVertexInputEXT` **must** have been called and not subsequently invalidated in the current command buffer prior to this draw command.

- **VUID-vkCmdDrawIndirect-Input-07939**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled then all variables with the `Input` storage class decorated with `Location` in the *Vertex Execution Model OpEntryModel* **must** contain a location in `VkVertexInputAttributeDescription2EXT::location`.

- **VUID-vkCmdDrawIndirect-Input-08734**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled then the numeric type associated with all `Input` variables of the corresponding `Location` in the *Vertex Execution Model OpEntryModel* **must** be the same as `VkVertexInputAttributeDescription2EXT::format`.

- **VUID-vkCmdDrawIndirect-format-08936**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled and `VkVertexInputAttributeDescription2EXT::format` has a 64-bit component, then the scalar width associated with all `Input` variables of the corresponding `Location` in the *Vertex Execution Model OpEntryModel* **must** be 64-bit.
• VUID-vkCmdDrawIndirect-format-08937
If the bound graphics pipeline state was created with the 
VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled and the scalar width associated 
with a Location decorated Input variable in the Vertex Execution Model OpEntryPoint is 64-
bit, then the corresponding VkVertexInputAttributeDescription2EXT::format must have a 
64-bit component

• VUID-vkCmdDrawIndirect-None-09203
If the bound graphics pipeline state was created with the 
VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled and 
VkVertexInputAttributeDescription2EXT::format has a 64-bit component, then all Input 
variables at the corresponding Location in the Vertex Execution Model OpEntryPoint must 
not use components that are not present in the format

• VUID-vkCmdDrawIndirect-None-04875
If the bound graphics pipeline state was created with the 
VK_DYNAMIC_STATE_PATCH_CONTROL_POINTS_EXT dynamic state enabled then 
vkCmdSetPatchControlPointsEXT must have been called and not subsequently 
invalidated in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirect-None-04879
If the bound graphics pipeline state was created with the 
VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE dynamic state enabled then 
vkCmdSetPrimitiveRestartEnableEXT must have been called and not subsequently 
invalidated in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndirect-None-09637
If the topology is VK_PRIMITIVE_TOPOLOGY_POINT_LIST, VK_PRIMITIVE_TOPOLOGY_LINE_LIST, 
VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST, VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY, or 
VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY, the bound graphics pipeline state 
was created with the VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE dynamic state enabled 
then vkCmdSetPrimitiveRestartEnableEXT must be set to VK_FALSE

• VUID-vkCmdDrawIndirect-buffer-02708
If buffer is non-sparse then it must be bound completely and contiguously to a single 
VkDeviceMemory object

• VUID-vkCmdDrawIndirect-buffer-02709
buffer must have been created with the VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT bit set

• VUID-vkCmdDrawIndirect-offset-02710
offset must be a multiple of 4

• VUID-vkCmdDrawIndirect-commandBuffer-02711
commandBuffer must not be a protected command buffer

• VUID-vkCmdDrawIndirect-drawCount-02718
If the multiDrawIndirect feature is not enabled, drawCount must be 0 or 1

• VUID-vkCmdDrawIndirect-drawCount-02719
drawCount must be less than or equal to VkPhysicalDeviceLimits::maxDrawIndirectCount

• VUID-vkCmdDrawIndirect-drawCount-00476
If drawCount is greater than 1, stride must be a multiple of 4 and must be greater than or
equal to `sizeof(VkDrawIndirectCommand)`

- VUID-vkCmdDrawIndirect-drawCount-00487
  If `drawCount` is equal to 1, `(offset + sizeof(VkDrawIndirectCommand))` must be less than or equal to the size of `buffer`

- VUID-vkCmdDrawIndirect-drawCount-00488
  If `drawCount` is greater than 1, `(stride × (drawCount - 1) + offset + sizeof(VkDrawIndirectCommand))` must be less than or equal to the size of `buffer`

### Valid Usage (Implicit)

- VUID-vkCmdDrawIndirect-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdDrawIndirect-buffer-parameter
  `buffer` must be a valid `VkBuffer` handle

- VUID-vkCmdDrawIndirect-commandBuffer-recording
  `commandBuffer` must be in the `recording state`

- VUID-vkCmdDrawIndirect-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

- VUID-vkCmdDrawIndirect-renderpass
  This command must only be called inside of a render pass instance

- VUID-vkCmdDrawIndirect-commonparent
  Both of `buffer`, and `commandBuffer` must have been created, allocated, or retrieved from the same `VkDevice`

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized

- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

### Command Properties

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The `VkDrawIndirectCommand` structure is defined as:
typedef struct VkDrawIndirectCommand {
    uint32_t vertexCount;
    uint32_t instanceCount;
    uint32_t firstVertex;
    uint32_t firstInstance;
} VkDrawIndirectCommand;

- vertexCount is the number of vertices to draw.
- instanceCount is the number of instances to draw.
- firstVertex is the index of the first vertex to draw.
- firstInstance is the instance ID of the first instance to draw.

The members of VkDrawIndirectCommand have the same meaning as the similarly named parameters of vkCmdDraw.

Valid Usage

- VUID-VkDrawIndirectCommand-pNext-09461
  If the bound graphics pipeline state was created with VkPipelineVertexInputDivisorStateCreateInfoKHR in the pNext chain of VkGraphicsPipelineCreateInfo::pVertexInputState, any member of VkPipelineVertexInputDivisorStateCreateInfoKHR::pVertexBindingDivisors has a value other than 1 in divisor, and VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR::supportsNonZeroFirstInstance is VK_FALSE, then firstInstance must be 0

- VUID-VkDrawIndirectCommand-None-09462
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled, any member of the pVertexBindingDescriptions parameter to the vkCmdSetVertexInputEXT call that sets this dynamic state has a value other than 1 in divisor, and VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR::supportsNonZeroFirstInstance is VK_FALSE, then firstInstance must be 0

- VUID-VkDrawIndirectCommand-None-00500
  For a given vertex buffer binding, any attribute data fetched must be entirely contained within the corresponding vertex buffer binding, as described in Vertex Input Description

- VUID-VkDrawIndirectCommand-firstInstance-00501
  If the drawIndirectFirstInstance feature is not enabled, firstInstance must be 0

To record a non-indexed draw call with a draw call count sourced from a buffer, call:
// Provided by VK_VERSION_1_2
void vkCmdDrawIndirectCount(
    VkCommandBuffer commandBuffer,
    VkBuffer buffer,
    VkDeviceSize offset,
    VkBuffer countBuffer,
    VkDeviceSize countBufferOffset,
    uint32_t maxDrawCount,
    uint32_t stride);

• commandBuffer is the command buffer into which the command is recorded.
• buffer is the buffer containing draw parameters.
• offset is the byte offset into buffer where parameters begin.
• countBuffer is the buffer containing the draw count.
• countBufferOffset is the byte offset into countBuffer where the draw count begins.
• maxDrawCount specifies the maximum number of draws that will be executed. The actual number of executed draw calls is the minimum of the count specified in countBuffer and maxDrawCount.
• stride is the byte stride between successive sets of draw parameters.

vkCmdDrawIndirectCount behaves similarly to vkCmdDrawIndirect except that the draw count is read by the device from a buffer during execution. The command will read an unsigned 32-bit integer from countBuffer located at countBufferOffset and use this as the draw count.

Valid Usage

• VUID-vkCmdDrawIndirectCount-magFilter-04553
  If a VkSampler created with magFilter or minFilter equal to VK_FILTER_LINEAR, reductionMode equal to VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE, and compareEnable equal to VK_FALSE is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT

• VUID-vkCmdDrawIndirectCount-magFilter-09598
  If a VkSampler created with magFilter or minFilter equal to VK_FILTER_LINEAR and reductionMode equal to either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT

• VUID-vkCmdDrawIndirectCount-mipmapMode-04770
  If a VkSampler created with.mipmapMode equal to VK_SAMPLER_MIPMAP_MODE_LINEAR, reductionMode equal to VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE, and compareEnable equal to VK_FALSE is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT
If a VkSampler created with mipmapMode equal to VK_SAMPLER_MIPMAP_MODE_LINEAR and reductionMode equal to either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT.

If a VkSampler created with unnormalizedCoordinates equal to VK_TRUE is used to sample a VkImageView as a result of this command, then the image view's levelCount and layerCount must be 1.

If a VkSampler created with unnormalizedCoordinates equal to VK_TRUE is used to sample a VkImageView as a result of this command, then the image view's viewType must be VK_IMAGE_VIEW_TYPE_1D or VK_IMAGE_VIEW_TYPE_2D.

If a VkImageView is sampled with depth comparison, the image view must have been created with an aspectMask that contains VK_IMAGE_ASPECT_DEPTH_BIT.

If a VkImageView is accessed using atomic operations as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT.

If a VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER descriptor is accessed using atomic operations as a result of this command, then the storage texel buffer's format features must contain VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT.

If a VkImageView is sampled with VK_FILTER_CUBIC_EXT as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT.

If the VK_EXT_filter_cubic extension is not enabled and any VkImageView is sampled with VK_FILTER_CUBIC_EXT as a result of this command, it must not have a VkImageViewType of VK_IMAGE_VIEW_TYPE_3D, VK_IMAGE_VIEW_TYPE_CUBE, or VK_IMAGE_VIEW_TYPE_CUBE_ARRAY.

Any VkImageView being sampled with VK_FILTER_CUBIC_EXT as a result of this command must have a VkImageViewType and format that supports cubic filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubic returned by vkGetPhysicalDeviceImageFormatProperties2.

Any VkImageView being sampled with VK_FILTER_CUBIC_EXT with a reduction mode of either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX as a result of this command must have a VkImageViewType and format that supports cubic filtering together with minmax filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubicMinmax returned by...
vkGetPhysicalDeviceImageFormatProperties2

• VUID-vkCmdDrawIndirectCount-None-08600
  For each set \( n \) that is statically used by a bound shader, a descriptor set must have been bound to \( n \) at the same pipeline bind point, with a VkPipelineLayout that is compatible for set \( n \), with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility

• VUID-vkCmdDrawIndirectCount-None-08601
  For each push constant that is statically used by a bound shader, a push constant value must have been set for the same pipeline bind point, with a VkPipelineLayout that is compatible for push constants, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility

• VUID-vkCmdDrawIndirectCount-None-08114
  Descriptors in each bound descriptor set, specified via vkCmdBindDescriptorSets, must be valid as described by descriptor validity if they are statically used by a bound shader

• VUID-vkCmdDrawIndirectCount-None-08606
  A valid pipeline must be bound to the pipeline bind point used by this command

• VUID-vkCmdDrawIndirectCount-None-08608
  There must not have been any calls to dynamic state setting commands for any state not specified as dynamic in the VkPipeline object bound to the pipeline bind point used by this command, since that pipeline was bound

• VUID-vkCmdDrawIndirectCount-None-08609
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used to sample from any VkImage with a VkImageView of the type VK_IMAGE_VIEW_TYPE_3D, VK_IMAGE_VIEW_TYPE_CUBE, VK_IMAGE_VIEW_TYPE_1D_ARRAY, VK_IMAGE_VIEW_TYPE_2D_ARRAY or VK_IMAGE_VIEW_TYPE_CUBE_ARRAY, in any shader stage

• VUID-vkCmdDrawIndirectCount-None-08610
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used with any of the SPIR-V OpImageSample* or OpImageSparseSample* instructions with ImplicitLod, Dref or Proj in their name, in any shader stage

• VUID-vkCmdDrawIndirectCount-None-08611
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used with any of the SPIR-V OpImageSample* or OpImageSparseSample* instructions that includes a LOD bias or any offset values, in any shader stage

• VUID-vkCmdDrawIndirectCount-uniformBuffers-06935
  If any stage of the VkPipeline object bound to the pipeline bind point used by this command accesses a uniform buffer, and the robustBufferAccess feature is not enabled, that stage must not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point

• VUID-vkCmdDrawIndirectCount-storageBuffers-06936
  If any stage of the VkPipeline object bound to the pipeline bind point used by this command accesses a storage buffer, and the robustBufferAccess feature is not enabled,
that stage **must** not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point

- **VUID-vkCmdDrawIndirectCount-commandBuffer-02707**
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, any resource accessed by **bound shaders must** not be a protected resource

- **VUID-vkCmdDrawIndirectCount-None-06550**
  If a **bound shader** accesses a `VkSampler` or `VkImageView` object that enables **sampler Y’C’C’B’ conversion**, that object **must** only be used with `OpImageSample*` or `OpImageSparseSample*` instructions

- **VUID-vkCmdDrawIndirectCount-ConstOffset-06551**
  If a **bound shader** accesses a `VkSampler` or `VkImageView` object that enables **sampler Y’C’C’B’ conversion**, that object **must** not use the `ConstOffset` and `Offset` operands

- **VUID-vkCmdDrawIndirectCount-viewType-07752**
  If a `VkImageView` is accessed as a result of this command, then the image view’s `viewType` **must** match the `Dim` operand of the `OpTypeImage` as described in **Instruction/Sampler/Image View Validation**

- **VUID-vkCmdDrawIndirectCount-format-07753**
  If a `VkImageView` is accessed as a result of this command, then the **numeric type** of the image view’s `format` and the `Sampled Type` operand of the `OpTypeImage` **must** match

- **VUID-vkCmdDrawIndirectCount-OpImageWrite-08795**
  If a `VkImageView` is accessed using `OpImageWrite` as a result of this command, then the **Type** of the `Texel` operand of that instruction **must** have at least as many components as the image view’s `format`

- **VUID-vkCmdDrawIndirectCount-OpImageWrite-04469**
  If a `VkBufferView` is accessed using `OpImageWrite` as a result of this command, then the **Type** of the `Texel` operand of that instruction **must** have at least as many components as the buffer view’s `format`

- **VUID-vkCmdDrawIndirectCount-SampledType-04470**
  If a `VkImageView` with a `VkFormat` that has a 64-bit component width is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction **must** have a `Width` of 64

- **VUID-vkCmdDrawIndirectCount-SampledType-04471**
  If a `VkImageView` with a `VkFormat` that has a component width less than 64-bit is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction **must** have a `Width` of 32

- **VUID-vkCmdDrawIndirectCount-SampledType-04472**
  If a `VkBufferView` with a `VkFormat` that has a 64-bit component width is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction **must** have a `Width` of 64

- **VUID-vkCmdDrawIndirectCount-SampledType-04473**
  If a `VkBufferView` with a `VkFormat` that has a component width less than 64-bit is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction **must** have a `Width` of 32
If the `sparseImageInt64Atomics` feature is not enabled, `VkImage` objects created with the `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command.

If the `sparseImageInt64Atomics` feature is not enabled, `VkBuffer` objects created with the `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command.

Any shader invocation executed by this command must terminate.

If a descriptor with type equal to any of `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, or `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` is accessed as a result of this command, the image subresource identified by that descriptor must be in the image layout identified when the descriptor was written.

The current render pass must be compatible with the `renderPass` member of the `VkGraphicsPipelineCreateInfo` structure specified when creating the `VkPipeline` bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`.

The subpass index of the current render pass must be equal to the `subpass` member of the `VkGraphicsPipelineCreateInfo` structure specified when creating the `VkPipeline` bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`.

If any shader statically accesses an input attachment, a valid descriptor must be bound to the pipeline via a descriptor set.

If any shader executed by this pipeline accesses an `OpTypeImage` variable with a `Dim` operand of `SubpassData`, it must be decorated with an `InputAttachmentIndex` that corresponds to a valid input attachment in the current subpass.

Input attachment views accessed in a subpass must be created with the same `VkFormat` as the corresponding subpass definition, and be created with a `VkImageView` that is compatible with the attachment referenced by the subpass' `pInputAttachments[InputAttachmentIndex]` in the currently bound `VkFramebuffer` as specified by Fragment Input Attachment Compatibility.

Memory backing image subresources used as attachments in the current render pass must not be written in any way other than as an attachment by this command.

If a color attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it must not be accessed in any way other than as an attachment by this command.
If a depth attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it **must** not be accessed in any way other than as an attachment by this command.

If a stencil attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it **must** not be accessed in any way other than as an attachment by this command.

If any previously recorded command in the current subpass accessed an image subresource used as an attachment in this subpass in any way other than as an attachment, this command **must** not write to that image subresource as an attachment.

If the current render pass instance uses a depth/stencil attachment with a read-only layout for the depth aspect, **depth writes must** be disabled.

If the current render pass instance uses a depth/stencil attachment with a read-only layout for the stencil aspect, both front and back **writeMask** are not zero, and stencil test is enabled, **all stencil ops must** be **VK_STENCIL_OP_KEEP**.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_VIEWPORT** dynamic state enabled then **vkCmdSetViewport** must have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_SCISSOR** dynamic state enabled then **vkCmdSetScissor** must have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_LINE_WIDTH** dynamic state enabled then **vkCmdSetLineWidth** must have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_DEPTH_BIAS** dynamic state enabled then **vkCmdSetDepthBias** must have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_BLEND_CONSTANTS** dynamic state enabled then **vkCmdSetBlendConstants** must have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_DEPTH_BOUNDS** dynamic state enabled, and if the current **depthBoundsTestEnable** state is **VK_TRUE**, then **vkCmdSetDepthBounds** must have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.
current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-07837**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_COMPARE_MASK` dynamic state enabled, and if the current `stencilTestEnable` state is `VK_TRUE`, then `vkCmdSetStencilCompareMask` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-07838**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_WRITE_MASK` dynamic state enabled, and if the current `stencilTestEnable` state is `VK_TRUE`, then `vkCmdSetStencilWriteMask` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-07839**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_REFERENCE` dynamic state enabled, and if the current `stencilTestEnable` state is `VK_TRUE`, then `vkCmdSetStencilReference` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-maxMultiviewInstanceIndex-02688**
  If the draw is recorded in a render pass instance with multiview enabled, the maximum instance index must be less than or equal to `VkPhysicalDeviceMultiviewProperties::maxMultiviewInstanceIndex`

- **VUID-vkCmdDrawIndirectCount-sampleLocationsEnable-02689**
  If the bound graphics pipeline was created with `VkPipelineSampleLocationsStateCreateInfoEXT::sampleLocationsEnable` set to `VK_TRUE` and the current subpass has a depth/stencil attachment, then that attachment must have been created with the `VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT` bit set

- **VUID-vkCmdDrawIndirectCount-None-06666**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_EXT` dynamic state enabled then `vkCmdSetSampleLocationsEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-07840**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_CULL_MODE` dynamic state enabled then `vkCmdSetCullModeEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-07841**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_FRONT_FACE` dynamic state enabled then `vkCmdSetFrontFaceEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndirectCount-None-07843**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE` dynamic state enabled then
vkCmdSetDepthTestEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectCount-None-07844
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE dynamic state enabled then vkCmdSetDepthWriteEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectCount-None-07845
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_COMPARE_OP dynamic state enabled then vkCmdSetDepthCompareOpEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectCount-None-07846
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE dynamic state enabled then vkCmdSetDepthBoundsTestEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectCount-None-07847
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE dynamic state enabled then vkCmdSetStencilTestEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectCount-None-07848
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_STENCIL_OP dynamic state enabled then vkCmdSetStencilOpEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndirectCount-viewportCount-03417
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT dynamic state enabled, but not the VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT dynamic state enabled, then vkCmdSetViewportWithCountEXT must have been called in the current command buffer prior to this drawing command, and the viewportCount parameter of vkCmdSetViewportWithCountEXT must match the VkPipelineViewportStateCreateInfo::viewportCount of the pipeline.

- VUID-vkCmdDrawIndirectCount-scissorCount-03418
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT dynamic state enabled, but not the VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT dynamic state enabled, then vkCmdSetScissorWithCountEXT must have been called in the current command buffer prior to this drawing command, and the scissorCount parameter of vkCmdSetScissorWithCountEXT must match the VkPipelineViewportStateCreateInfo::viewportCount of the pipeline.

- VUID-vkCmdDrawIndirectCount-viewportCount-03419
  If the bound graphics pipeline state was created with both the VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT and VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT dynamic
states enabled then both \texttt{vkCmdSetViewportWithCountEXT} and \texttt{vkCmdSetScissorWithCountEXT} must have been called in the current command buffer prior to this drawing command, and the \texttt{viewportCount} parameter of \texttt{vkCmdSetViewportWithCountEXT} must match the \texttt{scissorCount} parameter of \texttt{vkCmdSetScissorWithCountEXT}

- \textbf{VUID-vkCmdDrawIndirectCount-None-04876}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE} dynamic state enabled then \texttt{vkCmdSetRasterizerDiscardEnableEXT} must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- \textbf{VUID-vkCmdDrawIndirectCount-None-04877}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE} dynamic state enabled then \texttt{vkCmdSetDepthBiasEnableEXT} must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- \textbf{VUID-vkCmdDrawIndirectCount-logicOp-04878}
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_LOGIC_OP_EXT} dynamic state enabled then \texttt{vkCmdSetLogicOpEXT} must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- \textbf{VUID-vkCmdDrawIndirectCount-primitiveFragmentShadingRateWithMultipleViewports-04552}
  If the \texttt{primitiveFragmentShadingRateWithMultipleViewports} limit is not supported, the bound graphics pipeline was created with the \texttt{VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT} dynamic state enabled, and any of the shader stages of the bound graphics pipeline write to the \texttt{PrimitiveShadingRateKHR} built-in, then \texttt{vkCmdSetViewportWithCountEXT} must have been called in the current command buffer prior to this drawing command, and the \texttt{viewportCount} parameter of \texttt{vkCmdSetViewportWithCountEXT} must be 1

- \textbf{VUID-vkCmdDrawIndirectCount-blendEnable-04727}
  If rasterization is not disabled in the bound graphics pipeline, then for each color attachment in the subpass, if the corresponding image view’s \texttt{format features} do not contain \texttt{VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT}, then the \texttt{blendEnable} member of the corresponding element of the \texttt{pAttachments} member of \texttt{pColorBlendState} must be \texttt{VK_FALSE}

- \textbf{VUID-vkCmdDrawIndirectCount-multisampledRenderToSingleSampled-07284}
  If rasterization is not disabled in the bound graphics pipeline,
  
  then \texttt{rasterizationSamples} for the currently bound graphics pipeline must be the same as the current subpass color and/or depth/stencil attachments

- \textbf{VUID-vkCmdDrawIndirectCount-maxFragmentDualSrcAttachments-09239}
  If \texttt{blending} is enabled for any attachment where either the source or destination blend factors for that attachment use the secondary color input, the maximum value of \texttt{Location} for any output attachment statically used in the \texttt{Fragment Execution Model} executed by this command must be less than \texttt{maxFragmentDualSrcAttachments}

- \textbf{VUID-vkCmdDrawIndirectCount-None-04007}
All vertex input bindings accessed via vertex input variables declared in the vertex shader entry point’s interface must have either valid or VK_NULL_HANDLE buffers bound

- VUID-vkCmdDrawIndirectCount-None-04008
  If the nullDescriptor feature is not enabled, all vertex input bindings accessed via vertex input variables declared in the vertex shader entry point’s interface must not be VK_NULL_HANDLE

- VUID-vkCmdDrawIndirectCount-None-02721
  If robustBufferAccess is not enabled, then for a given vertex buffer binding, any attribute data fetched must be entirely contained within the corresponding vertex buffer binding, as described in Vertex Input Description

- VUID-vkCmdDrawIndirectCount-None-07842
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY dynamic state enabled then vkCmdSetPrimitiveTopologyEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndirectCount-dynamicPrimitiveTopologyUnrestricted-07500
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY dynamic state enabled then the primitiveTopology parameter of vkCmdSetPrimitiveTopologyEXT must be of the same topology class as the pipeline VkPipelineInputAssemblyStateCreateInfo::topology state

- VUID-vkCmdDrawIndirectCount-pStrides-04913
  If the bound graphics pipeline was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE_EXT dynamic state enabled, but without the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled, then vkCmdBindVertexBuffers2EXT must have been called and not subsequently invalidated in the current command buffer prior to this draw command, and the pStrides parameter of vkCmdBindVertexBuffers2EXT must not be NULL

- VUID-vkCmdDrawIndirectCount-None-04914
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled then vkCmdSetVertexInputEXT must have been called and not subsequently invalidated in the current command buffer prior to this draw command

- VUID-vkCmdDrawIndirectCount-Input-07939
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled then all variables with the Input storage class decorated with Location in the Vertex Execution Model OpEntryPoint must contain a location in VkVertexInputAttributeDescription2EXT::location

- VUID-vkCmdDrawIndirectCount-Input-08734
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled then the numeric type associated with all Input variables of the corresponding Location in the Vertex Execution Model OpEntryPoint must be the same as VkVertexInputAttributeDescription2EXT::format

- VUID-vkCmdDrawIndirectCount-format-08936
If the bound graphics pipeline state was created with the
\texttt{VK_DYNAMIC_STATE_VERTEX_INPUT_EXT} dynamic state enabled and
\texttt{VkVertexInputAttributeDescription2EXT::\texttt{format}} has a 64-bit component, then the scalar
width associated with all \texttt{Input} variables of the corresponding \texttt{Location} in the \texttt{Vertex Execution Model OpEntryPoint} \textbf{must} be 64-bit

- \textbf{VUID-vkCmdDrawIndirectCount-format-08937}
  If the bound graphics pipeline state was created with the
  \texttt{VK_DYNAMIC_STATE_VERTEX_INPUT_EXT} dynamic state enabled and the scalar width associated
  with a \texttt{Location} decorated \texttt{Input} variable in the \texttt{Vertex Execution Model OpEntryPoint} is 64-bit, then the corresponding \texttt{VkVertexInputAttributeDescription2EXT::\texttt{format}} \textbf{must} have a
  64-bit component

- \textbf{VUID-vkCmdDrawIndirectCount-None-09203}
  If the bound graphics pipeline state was created with the
  \texttt{VK_DYNAMIC_STATE_VERTEX_INPUT_EXT} dynamic state enabled and \texttt{VkVertexInputAttributeDescription2EXT::\texttt{format}} has a 64-bit component, then all \texttt{Input}
  variables at the corresponding \texttt{Location} in the \texttt{Vertex Execution Model OpEntryPoint} \textbf{must}
  not use components that are not present in the format

- \textbf{VUID-vkCmdDrawIndirectCount-None-04875}
  If the bound graphics pipeline state was created with the
  \texttt{VK_DYNAMIC_STATE_PATCH_CONTROL_POINTS_EXT} dynamic state enabled then
  \texttt{vkCmdSetPatchControlPointsEXT} \textbf{must} have been called and not subsequently
  \textbf{invalidated} in the current command buffer prior to this drawing command

- \textbf{VUID-vkCmdDrawIndirectCount-None-04879}
  If the bound graphics pipeline state was created with the
  \texttt{VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE} dynamic state enabled then
  \texttt{vkCmdSetPrimitiveRestartEnableEXT} \textbf{must} have been called and not subsequently
  \textbf{invalidated} in the current command buffer prior to this drawing command

- \textbf{VUID-vkCmdDrawIndirectCount-None-09637}
  If the topology is \texttt{VK_PRIMITIVE_TOPOLOGY_POINT_LIST}, \texttt{VK_PRIMITIVE_TOPOLOGY_LINE_LIST},
  \texttt{VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST}, \texttt{VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY}, or
  \texttt{VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY}, the bound graphics pipeline state
  was created with the \texttt{VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE} dynamic state enabled
  then \texttt{vkCmdSetPrimitiveRestartEnableEXT} \textbf{must} be set to \texttt{VK_FALSE}

- \textbf{VUID-vkCmdDrawIndirectCount-buffer-02708}
  If \texttt{buffer} is non-sparse then it \textbf{must} be bound completely and contiguously to a single
  \texttt{VkDeviceMemory} object

- \textbf{VUID-vkCmdDrawIndirectCount-buffer-02709}
  \texttt{buffer} \textbf{must} have been created with the \texttt{VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT} bit set

- \textbf{VUID-vkCmdDrawIndirectCount-offset-02710}
  \texttt{offset} \textbf{must} be a multiple of \texttt{4}

- \textbf{VUID-vkCmdDrawIndirectCount-commandBuffer-02711}
  \texttt{commandBuffer} \textbf{must} not be a protected command buffer

- \textbf{VUID-vkCmdDrawIndirectCount-countBuffer-02714}
If `countBuffer` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object

- **VUID-vkCmdDrawIndirectCount-countBuffer-02715**
  `countBuffer` must have been created with the `VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT` bit set

- **VUID-vkCmdDrawIndirectCount-countBufferOffset-02716**
  `countBufferOffset` must be a multiple of 4

- **VUID-vkCmdDrawIndirectCount-countBuffer-02717**
  The count stored in `countBuffer` must be less than or equal to `VkPhysicalDeviceLimits::maxDrawIndirectCount`

- **VUID-vkCmdDrawIndirectCount-countBufferOffset-04129**
  `(countBufferOffset + sizeof(uint32_t))` must be less than or equal to the size of `countBuffer`

- **VUID-vkCmdDrawIndirectCount-None-04445**
  If `drawIndirectCount` is not enabled this function must not be used

- **VUID-vkCmdDrawIndirectCount-stride-03110**
  `stride` must be a multiple of 4 and must be greater than or equal to `sizeof(VkDrawIndirectCommand)`

- **VUID-vkCmdDrawIndirectCount-maxDrawCount-03111**
  If `maxDrawCount` is greater than or equal to 1, `(stride × (maxDrawCount - 1) + offset + sizeof(VkDrawIndirectCommand))` must be less than or equal to the size of `buffer`

- **VUID-vkCmdDrawIndirectCount-countBuffer-03121**
  If the count stored in `countBuffer` is equal to 1, `(offset + sizeof(VkDrawIndirectCommand))` must be less than or equal to the size of `buffer`

- **VUID-vkCmdDrawIndirectCount-countBuffer-03122**
  If the count stored in `countBuffer` is greater than 1, `(stride × (drawCount - 1) + offset + sizeof(VkDrawIndirectCommand))` must be less than or equal to the size of `buffer`

---

**Valid Usage (Implicit)**

- **VUID-vkCmdDrawIndirectCount-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- **VUID-vkCmdDrawIndirectCount-buffer-parameter**
  `buffer` must be a valid `VkBuffer` handle

- **VUID-vkCmdDrawIndirectCount-countBuffer-parameter**
  `countBuffer` must be a valid `VkBuffer` handle

- **VUID-vkCmdDrawIndirectCount-commandBuffer-recording**
  `commandBuffer` must be in the `recording state`

- **VUID-vkCmdDrawIndirectCount-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

- **VUID-vkCmdDrawIndirectCount-renderpass**
  This command must only be called inside of a render pass instance
• VUID-vkCmdDrawIndirectCount-commonparent
Each of buffer, commandBuffer, and countBuffer must have been created, allocated, or retrieved from the same VkDevice

**Host Synchronization**

• Host access to commandBuffer must be externally synchronized
• Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

**Command Properties**

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To record an indexed indirect drawing command, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdDrawIndexedIndirect(
    VkCommandBuffer commandBuffer,
    VkBuffer buffer,
    VkDeviceSize offset,
    uint32_t drawCount,
    uint32_t stride);
```

• commandBuffer is the command buffer into which the command is recorded.
• buffer is the buffer containing draw parameters.
• offset is the byte offset into buffer where parameters begin.
• drawCount is the number of draws to execute, and can be zero.
• stride is the byte stride between successive sets of draw parameters.

vkCmdDrawIndexedIndirect behaves similarly to vkCmdDrawIndexed except that the parameters are read by the device from a buffer during execution. drawCount draws are executed by the command, with parameters taken from buffer starting at offset and increasing by stride bytes for each successive draw. The parameters of each draw are encoded in an array of VkDrawIndexedIndirectCommand structures. If drawCount is less than or equal to one, stride is ignored.
Valid Usage

• VUID-vkCmdDrawIndexedIndirect-magFilter-04553
  If a VkSampler created with magFilter or minFilter equal to VK_FILTER_LINEAR, reductionMode equal to VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE, and compareEnable equal to VK_FALSE is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT

• VUID-vkCmdDrawIndexedIndirect-magFilter-09598
  If a VkSampler created with magFilter or minFilter equal to VK_FILTER_LINEAR, reductionMode equal to either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT

• VUID-vkCmdDrawIndexedIndirect-mipmapMode-04770
  If a VkSampler created with.mipmapMode equal to VK_SAMPLER_MIPMAP_MODE_LINEAR, reductionMode equal to VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE, and compareEnable equal to VK_FALSE is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT

• VUID-vkCmdDrawIndexedIndirect-mipmapMode-09599
  If a VkSampler created with.mipmapMode equal to VK_SAMPLER_MIPMAP_MODE_LINEAR and reductionMode equal to either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT

• VUID-vkCmdDrawIndexedIndirect-unnormalizedCoordinates-09635
  If a VkSampler created with unnormalizedCoordinates equal to VK_TRUE is used to sample a VkImageView as a result of this command, then the image view's levelCount and layerCount must be 1

• VUID-vkCmdDrawIndexedIndirect-unnormalizedCoordinates-09636
  If a VkSampler created with unnormalizedCoordinates equal to VK_TRUE is used to sample a VkImageView as a result of this command, then the image view's viewType must be VK_IMAGE_VIEW_TYPE_1D or VK_IMAGE_VIEW_TYPE_2D

• VUID-vkCmdDrawIndexedIndirect-aspectMask-06478
  If a VkImageView is sampled with depth comparison, the image view must have been created with an aspectMask that contains VK_IMAGE_ASPECT_DEPTH_BIT

• VUID-vkCmdDrawIndexedIndirect-None-02691
  If a VkImageView is accessed using atomic operations as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT

• VUID-vkCmdDrawIndexedIndirect-None-07888
  If a VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER descriptor is accessed using atomic operations as a result of this command, then the storage texel buffer's format features...
must contain VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT

• VUID-vkCmdDrawIndexedIndirect-None-02692
  If a VkImageView is sampled with VK_FILTER_CUBIC_EXT as a result of this command, then the image view’s format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT

• VUID-vkCmdDrawIndexedIndirect-None-02693
  If the VK_EXT_filter_cubic extension is not enabled and any VkImageView is sampled with VK_FILTER_CUBIC_EXT as a result of this command, it must not have a VkImageViewType of VK_IMAGE_VIEW_TYPE_3D, VK_IMAGE_VIEW_TYPE_CUBE, or VK_IMAGE_VIEW_TYPE_CUBE_ARRAY

• VUID-vkCmdDrawIndexedIndirect-filterCubic-02694
  Any VkImageView being sampled with VK_FILTER_CUBIC_EXT as a result of this command must have a VkImageViewType and format that supports cubic filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubic returned by vkGetPhysicalDeviceImageFormatProperties2

• VUID-vkCmdDrawIndexedIndirect-filterCubicMinmax-02695
  Any VkImageView being sampled with VK_FILTER_CUBIC_EXT with a reduction mode of either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX as a result of this command must have a VkImageViewType and format that supports cubic filtering together with minmax filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubicMinmax returned by vkGetPhysicalDeviceImageFormatProperties2

• VUID-vkCmdDrawIndexedIndirect-None-08600
  For each set n that is statically used by a bound shader, a descriptor set must have been bound to n at the same pipeline bind point, with a VkPipelineLayout that is compatible for set n, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility

• VUID-vkCmdDrawIndexedIndirect-None-08601
  For each push constant that is statically used by a bound shader, a push constant value must have been set for the same pipeline bind point, with a VkPipelineLayout that is compatible for push constants, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility

• VUID-vkCmdDrawIndexedIndirect-None-08114
  Descriptors in each bound descriptor set, specified via vkCmdBindDescriptorSets, must be valid as described by descriptor validity if they are statically used by a bound shader

• VUID-vkCmdDrawIndexedIndirect-None-08606
  A valid pipeline must be bound to the pipeline bind point used by this command

• VUID-vkCmdDrawIndexedIndirect-None-08608
  There must not have been any calls to dynamic state setting commands for any state not specified as dynamic in the VkPipeline object bound to the pipeline bind point used by this command, since that pipeline was bound

• VUID-vkCmdDrawIndexedIndirect-None-08609
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used to sample from any VkImage with a VkImageView of the type VK_IMAGE_VIEW_TYPE_3D,
VK_IMAGE_VIEW_TYPE_CUBE, VK_IMAGE_VIEW_TYPE_1D_ARRAY, VK_IMAGE_VIEW_TYPE_2D_ARRAY or VK_IMAGE_VIEW_TYPE_CUBE_ARRAY, in any shader stage

- VUID-vkCmdDrawIndexedIndirect-None-08610
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used with any of the SPIR-V OpImageSample* or OpImageSparseSample* instructions with ImplicitLod, Dref or Proj in their name, in any shader stage

- VUID-vkCmdDrawIndexedIndirect-None-08611
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used with any of the SPIR-V OpImageSample* or OpImageSparseSample* instructions that includes a LOD bias or any offset values, in any shader stage

- VUID-vkCmdDrawIndexedIndirect-uniformBuffers-06935
  If any stage of the VkPipeline object bound to the pipeline bind point used by this command accesses a uniform buffer, and the robustBufferAccess feature is not enabled, that stage must not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point

- VUID-vkCmdDrawIndexedIndirect-storageBuffers-06936
  If any stage of the VkPipeline object bound to the pipeline bind point used by this command accesses a storage buffer, and the robustBufferAccess feature is not enabled, that stage must not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point

- VUID-vkCmdDrawIndexedIndirect-commandBuffer-02707
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported, any resource accessed by bound shaders must not be a protected resource

- VUID-vkCmdDrawIndexedIndirect-None-06550
  If a bound shader accesses a VkSampler or VkImageView object that enables sampler Y’Cabc conversion, that object must only be used with OpImageSample* or OpImageSparseSample* instructions

- VUID-vkCmdDrawIndexedIndirect-ConstOffset-06551
  If a bound shader accesses a VkSampler or VkImageView object that enables sampler Y’Cabc conversion, that object must not use the ConstOffset and Offset operands

- VUID-vkCmdDrawIndexedIndirect-viewType-07752
  If a VkImageView is accessed as a result of this command, then the image view’s viewType must match the Dim operand of the OpTypeImage as described in Instruction/Sampler/Image View Validation

- VUID-vkCmdDrawIndexedIndirect-format-07753
  If a VkImageView is accessed as a result of this command, then the numeric type of the image view’s format and the Sampled Type operand of the OpTypeImage must match

- VUID-vkCmdDrawIndexedIndirect-OpImageWrite-08795
  If a VkImageView is accessed using OpImageWrite as a result of this command, then the Type of the Texel operand of that instruction must have at least as many components as the image view’s format
If a VkBufferView is accessed using OpImageWrite as a result of this command, then the Type of the Texel operand of that instruction must have at least as many components as the buffer view's format.

If a VkImageView with a VkFormat that has a 64-bit component width is accessed as a result of this command, the SampledType of the OpTypeImage operand of that instruction must have a Width of 64.

If a VkImageView with a VkFormat that has a component width less than 64-bit is accessed as a result of this command, the SampledType of the OpTypeImage operand of that instruction must have a Width of 32.

If a VkBufferView with a VkFormat that has a 64-bit component width is accessed as a result of this command, the SampledType of the OpTypeImage operand of that instruction must have a Width of 64.

If a VkBufferView with a VkFormat that has a component width less than 64-bit is accessed as a result of this command, the SampledType of the OpTypeImage operand of that instruction must have a Width of 32.

If the sparseImageInt64Atomics feature is not enabled, VkImage objects created with the VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT flag must not be accessed by atomic instructions through an OpTypeImage with a SampledType with a Width of 64 by this command.

If the sparseImageInt64Atomics feature is not enabled, VkBuffer objects created with the VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT flag must not be accessed by atomic instructions through an OpTypeImage with a SampledType with a Width of 64 by this command.

Any shader invocation executed by this command must terminate.

If a descriptor with type equal to any of VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE, VK_DESCRIPTOR_TYPE_STORAGE_IMAGE, or VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT is accessed as a result of this command, the image subresource identified by that descriptor must be in the image layout identified when the descriptor was written.

The current render pass must be compatible with the renderPass member of the VkGraphicsPipelineCreateInfo structure specified when creating the VkPipeline bound to VK_PIPELINE_BIND_POINT_GRAPHICS.

The subpass index of the current render pass must be equal to the subpass member of the VkGraphicsPipelineCreateInfo structure specified when creating the VkPipeline bound to VK_PIPELINE_BIND_POINT_GRAPHICS.
If any shader statically accesses an input attachment, a valid descriptor **must** be bound to the pipeline via a descriptor set.

If any shader executed by this pipeline accesses an `OpTypeImage` variable with a `Dim` operand of `SubpassData`, it **must** be decorated with an `InputAttachmentIndex` that corresponds to a valid input attachment in the current subpass.

Input attachment views accessed in a subpass **must** be created with the same `VkFormat` as the corresponding subpass definition, and be created with a `VkImageView` that is compatible with the attachment referenced by the subpass' `pInputAttachments[InputAttachmentIndex]` in the currently bound `VkFramebuffer` as specified by Fragment Input Attachment Compatibility.

Memory backing image subresources used as attachments in the current render pass **must not** be written in any way other than as an attachment by this command.

If a color attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it **must not** be accessed in any way other than as an attachment by this command.

If a depth attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it **must not** be accessed in any way other than as an attachment by this command.

If a stencil attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it **must not** be accessed in any way other than as an attachment by this command.

If any previously recorded command in the current subpass accessed an image subresource used as an attachment in this subpass in any way other than as an attachment, this command **must not** write to that image subresource as an attachment.

If the current render pass instance uses a depth/stencil attachment with a read-only layout for the depth aspect, **depth writes must** be disabled.

If the current render pass instance uses a depth/stencil attachment with a read-only layout for the stencil aspect, both front and back `writeMask` are not zero, and stencil test is enabled, **all stencil ops must** be `VK_STENCIL_OP_KEEP`.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VIEWPORT` dynamic state enabled then `vkCmdSetViewport` **must** have been called and not subsequently **invalidated** in the current command buffer prior to this drawing command.
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_SCISSOR` dynamic state enabled then `vkCmdSetScissor` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LINE_WIDTH` dynamic state enabled then `vkCmdSetLineWidth` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_BIAS` dynamic state enabled then `vkCmdSetDepthBias` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_BLEND_CONSTANTS` dynamic state enabled then `vkCmdSetBlendConstants` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_BOUNDS` dynamic state enabled, and if the current `depthBoundsTestEnable` state is `VK_TRUE`, then `vkCmdSetDepthBounds` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_COMPARE_MASK` dynamic state enabled, and if the current `stencilTestEnable` state is `VK_TRUE`, then `vkCmdSetStencilCompareMask` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_WRITE_MASK` dynamic state enabled, and if the current `stencilTestEnable` state is `VK_TRUE`, then `vkCmdSetStencilWriteMask` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_REFERENCE` dynamic state enabled, and if the current `stencilTestEnable` state is `VK_TRUE`, then `vkCmdSetStencilReference` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the draw is recorded in a render pass instance with multiview enabled, the maximum instance index must be less than or equal to `VkPhysicalDeviceMultiviewProperties::maxMultiviewInstanceIndex`.
If the bound graphics pipeline was created with `VkPipelineSampleLocationsStateCreateInfoEXT::sampleLocationsEnable` set to `VK_TRUE` and the current subpass has a depth/stencil attachment, then that attachment must have been created with the `VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT` bit set.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_EXT` dynamic state enabled then `vkCmdSetSampleLocationsEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_CULL_MODE` dynamic state enabled then `vkCmdSetCullModeEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_FRONT_FACE` dynamic state enabled then `vkCmdSetFrontFaceEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE` dynamic state enabled then `vkCmdSetDepthTestEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE` dynamic state enabled then `vkCmdSetDepthWriteEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_COMPARE_OP` dynamic state enabled then `vkCmdSetDepthCompareOpEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE` dynamic state enabled then `vkCmdSetDepthBoundsTestEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE` dynamic state enabled then `vkCmdSetStencilTestEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_OP` dynamic state enabled then `vkCmdSetStencilOpEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirect-viewportCount-03417**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT` dynamic state enabled, but not the `VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT` dynamic state enabled, then `vkCmdSetViewportWithCountEXT` must have been called in the current command buffer prior to this drawing command, and the `viewportCount` parameter of `vkCmdSetViewportWithCountEXT` must match the `VkPipelineViewportStateCreateInfo::viewportCount` of the pipeline.

- **VUID-vkCmdDrawIndexedIndirect-scissorCount-03418**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT` dynamic state enabled, but not the `VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT` dynamic state enabled, then `vkCmdSetScissorWithCountEXT` must have been called in the current command buffer prior to this drawing command, and the `scissorCount` parameter of `vkCmdSetScissorWithCountEXT` must match the `VkPipelineViewportStateCreateInfo::viewportCount` of the pipeline.

- **VUID-vkCmdDrawIndexedIndirect-None-04876**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE` dynamic state enabled then `vkCmdSetRasterizerDiscardEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirect-None-04877**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE` dynamic state enabled then `vkCmdSetDepthBiasEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirect-logicOp-04878**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_LOGIC_OP_EXT` dynamic state enabled then `vkCmdSetLogicOpEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirect-primitiveFragmentShadingRateWithMultipleViewports-04552**
  If the `primitiveFragmentShadingRateWithMultipleViewports` limit is not supported, the bound graphics pipeline was created with the `VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT`...
dynamic state enabled, and any of the shader stages of the bound graphics pipeline write to the \texttt{PrimitiveShadingRateKHR} built-in, then \texttt{vkCmdSetViewportWithCountEXT} must have been called in the current command buffer prior to this drawing command, and the \texttt{viewportCount} parameter of \texttt{vkCmdSetViewportWithCountEXT} must be 1.

- **VUID-vkCmdDrawIndexedIndirect-blendEnable-04727**
  If rasterization is not disabled in the bound graphics pipeline, then for each color attachment in the subpass, if the corresponding image view's \texttt{format features} do not contain \texttt{VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT}, then the \texttt{blendEnable} member of the corresponding element of the \texttt{pAttachments} member of \texttt{pColorBlendState} must be \texttt{VK_FALSE}.

- **VUID-vkCmdDrawIndexedIndirect-multisampledRenderToSingleSampled-07284**
  If rasterization is not disabled in the bound graphics pipeline, then \texttt{rasterizationSamples} for the currently bound graphics pipeline must be the same as the current subpass color and/or depth/stencil attachments.

- **VUID-vkCmdDrawIndexedIndirect-maxFragmentDualSrcAttachments-09239**
  If \texttt{blending} is enabled for any attachment where either the source or destination blend factors for that attachment use the secondary color input, the maximum value of \texttt{Location} for any output attachment statically used in the \texttt{Fragment Execution Model} executed by this command must be less than \texttt{maxFragmentDualSrcAttachments}.

- **VUID-vkCmdDrawIndexedIndirect-None-04007**
  All vertex input bindings accessed via vertex input variables declared in the vertex shader entry point's interface must have either valid or \texttt{VK_NULL_HANDLE} buffers bound.

- **VUID-vkCmdDrawIndexedIndirect-None-04008**
  If the \texttt{nullDescriptor} feature is not enabled, all vertex input bindings accessed via vertex input variables declared in the vertex shader entry point's interface must not be \texttt{VK_NULL_HANDLE}.

- **VUID-vkCmdDrawIndexedIndirect-None-02721**
  If \texttt{robustBufferAccess} is not enabled, then for a given vertex buffer binding, any attribute data fetched must be entirely contained within the corresponding vertex buffer binding, as described in \texttt{Vertex Input Description}.

- **VUID-vkCmdDrawIndexedIndirect-None-07842**
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY} dynamic state enabled then \texttt{vkCmdSetPrimitiveTopologyEXT} must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirect-dynamicPrimitiveTopologyUnrestricted-07500**
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY} dynamic state enabled then the \texttt{primitiveTopology} parameter of \texttt{vkCmdSetPrimitiveTopologyEXT} must be of the same topology class as the pipeline \texttt{VkPipelineInputAssemblyStateCreateInfo::topology} state.

- **VUID-vkCmdDrawIndexedIndirect-pStrides-04913**
  If the bound graphics pipeline was created with the
VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE_EXT dynamic state enabled, but without the
VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled, then
vkCmdBindVertexBuffers2EXT must have been called and not subsequently invalidated
in the current command buffer prior to this draw command, and the pStrides parameter
of vkCmdBindVertexBuffers2EXT must not be NULL

• VUID-vkCmdDrawIndexedIndirect-None-04914
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled then vkCmdSetVertexInputEXT
  must have been called and not subsequently invalidated in the current command buffer prior to this draw command

• VUID-vkCmdDrawIndexedIndirect-Input-07939
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled then all variables with the
  Input storage class decorated with Location in the Vertex Execution Model OpEntryPoint
  must contain a location in VkVertexInputAttributeDescription2EXT::location

• VUID-vkCmdDrawIndexedIndirect-Input-08734
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled then the numeric type
  associated with all Input variables of the corresponding Location in the Vertex Execution Model OpEntryPoint
  must be the same as VkVertexInputAttributeDescription2EXT::format

• VUID-vkCmdDrawIndexedIndirect-format-08936
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled and
  VkVertexInputAttributeDescription2EXT::format has a 64-bit component, then the scalar
  width associated with all Input variables of the corresponding Location in the Vertex
  Execution Model OpEntryPoint must be 64-bit

• VUID-vkCmdDrawIndexedIndirect-format-08937
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled and the scalar width associated
  with a Location decorated Input variable in the Vertex Execution Model OpEntryPoint is 64-
  bit, then the corresponding VkVertexInputAttributeDescription2EXT::format must have a
  64-bit component

• VUID-vkCmdDrawIndexedIndirect-None-09203
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled and
  VkVertexInputAttributeDescription2EXT::format has a 64-bit component, then all Input
  variables at the corresponding Location in the Vertex Execution Model OpEntryPoint must
  not use components that are not present in the format

• VUID-vkCmdDrawIndexedIndirect-None-04875
  If the bound graphics pipeline state was created with the
  VK_DYNAMIC_STATE_PATCH_CONTROL_POINTS_EXT dynamic state enabled then
  vkCmdSetPatchControlPointsEXT must have been called and not subsequently invalidated
  in the current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirect-None-04879
  If the bound graphics pipeline state was created with the
vkCmdSetPrimitiveRestartEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- VUID-vkCmdDrawIndexedIndirect-None-09637
  If the topology is VK_PRIMITIVE_TOPOLOGY_POINT_LIST, VK_PRIMITIVE_TOPOLOGY_LINE_LIST, VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST, VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY, or VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY, the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE dynamic state enabled then vkCmdSetPrimitiveRestartEnableEXT must be set to VK_FALSE.

- VUID-vkCmdDrawIndexedIndirect-buffer-02708
  If buffer is non-sparse then it must be bound completely and contiguously to a single VkDeviceMemory object.

- VUID-vkCmdDrawIndexedIndirect-buffer-02709
  buffer must have been created with the VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT bit set.

- VUID-vkCmdDrawIndexedIndirect-offset-02710
  offset must be a multiple of 4.

- VUID-vkCmdDrawIndexedIndirect-commandBuffer-02711
  commandBuffer must not be a protected command buffer.

- VUID-vkCmdDrawIndexedIndirect-drawCount-02718
  If the multiDrawIndirect feature is not enabled, drawCount must be 0 or 1.

- VUID-vkCmdDrawIndexedIndirect-drawCount-02719
  drawCount must be less than or equal to VkPhysicalDeviceLimits::maxDrawIndirectCount.

- VUID-vkCmdDrawIndexedIndirect-None-07312
  A valid index buffer must be bound.

- VUID-vkCmdDrawIndexedIndirect-robustBufferAccess2-07825
  If robustBufferAccess2 is not enabled, \((indexSize \times (firstIndex + indexCount) + offset)\) must be less than or equal to the size of the bound index buffer, with indexSize being based on the type specified by indexType, where the index buffer, indexType, and offset are specified via vkCmdBindIndexBuffer.

- VUID-vkCmdDrawIndexedIndirect-drawCount-00528
  If drawCount is greater than 1, stride must be a multiple of 4 and must be greater than or equal to sizeof(VkDrawIndexedIndirectCommand).

- VUID-vkCmdDrawIndexedIndirect-drawCount-00539
  If drawCount is equal to 1, \((offset + sizeof(VkDrawIndexedIndirectCommand))\) must be less than or equal to the size of buffer.

- VUID-vkCmdDrawIndexedIndirect-drawCount-00540
  If drawCount is greater than 1, \((stride \times (drawCount - 1) + offset + sizeof(VkDrawIndexedIndirectCommand))\) must be less than or equal to the size of buffer.
**Valid Usage (Implicit)**

- **VUID-vkCmdDrawIndexedIndirect-commandBuffer-parameter** *commandBuffer must* be a valid *VkCommandBuffer* handle
- **VUID-vkCmdDrawIndexedIndirect-buffer-parameter** *buffer must* be a valid *VkBuffer* handle
- **VUID-vkCmdDrawIndexedIndirect-commandBuffer-recording** *commandBuffer must* be in the *recording state*
- **VUID-vkCmdDrawIndexedIndirect-commandBuffer-cmdpool** The *VkCommandPool* that *commandBuffer* was allocated from *must* support graphics operations
- **VUID-vkCmdDrawIndexedIndirect-renderpass** This command *must* only be called inside of a render pass instance
- **VUID-vkCmdDrawIndexedIndirect-commonparent** Both of *buffer*, and *commandBuffer must* have been created, allocated, or retrieved from the same *VkDevice*

**Host Synchronization**

- Host access to *commandBuffer must* be externally synchronized
- Host access to the *VkCommandPool* that *commandBuffer* was allocated from *must* be externally synchronized

**Command Properties**

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The *VkDrawIndexedIndirectCommand* structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkDrawIndexedIndirectCommand {
    uint32_t indexCount;
    uint32_t instanceCount;
    uint32_t firstIndex;
    int32_t vertexOffset;
    uint32_t firstInstance;
} VkDrawIndexedIndirectCommand;
```
• **indexCount** is the number of vertices to draw.
• **instanceCount** is the number of instances to draw.
• **firstIndex** is the base index within the index buffer.
• **vertexOffset** is the value added to the vertex index before indexing into the vertex buffer.
• **firstInstance** is the instance ID of the first instance to draw.

The members of **VkDrawIndexedIndirectCommand** have the same meaning as the similarly named parameters of **vkCmdDrawIndexed**.

### Valid Usage

- **VUID-VkDrawIndexedIndirectCommand-pNext-09461**
  If the bound graphics pipeline state was created with **VkPipelineVertexInputDivisorStateCreateInfoKHR** in the **pNext** chain of **VkGraphicsPipelineCreateInfo::pVertexInputState**, any member of **VkPipelineVertexInputDivisorStateCreateInfoKHR::pVertexBindingDivisors** has a value other than 1 in **divisor**, and **VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR::supportsNonZeroFirstInstance** is **VK_FALSE**, then **firstInstance** must be 0

- **VUID-VkDrawIndexedIndirectCommand-None-09462**
  If the bound graphics pipeline state was created with the **VK_DYNAMIC_STATE_VERTEX_INPUT_EXT** dynamic state enabled, any member of the **pVertexBindingDescriptions** parameter to the **vkCmdSetVertexInputEXT** call that sets this dynamic state has a value other than 1 in **divisor**, and **VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR::supportsNonZeroFirstInstance** is **VK_FALSE**, then **firstInstance** must be 0

- **VUID-VkDrawIndexedIndirectCommand-robustBufferAccess2-08798**
  If **robustBufferAccess2** is not enabled, \((indexSize \times (firstIndex + indexCount) + offset)\) must be less than or equal to the size of the bound index buffer, with **indexSize** being based on the type specified by **indexType**, where the index buffer, **indexType**, and **offset** are specified via **vkCmdBindIndexBuffer**

- **VUID-VkDrawIndexedIndirectCommand-None-00552**
  For a given vertex buffer binding, any attribute data fetched must be entirely contained within the corresponding vertex buffer binding, as described in **Vertex Input Description**

- **VUID-VkDrawIndexedIndirectCommand-firstInstance-00554**
  If the **drawIndirectFirstInstance** feature is not enabled, **firstInstance** must be 0

To record an indexed draw call with a draw call count sourced from a buffer, call:
// Provided by VK_VERSION_1_2

```c
void vkCmdDrawIndexedIndirectCount(
    VkCommandBuffer commandBuffer,
    VkBuffer buffer,
    VkDeviceSize offset,
    VkBuffer countBuffer,
    VkDeviceSize countBufferOffset,
    uint32_t maxDrawCount,
    uint32_t stride);
```

- `commandBuffer` is the command buffer into which the command is recorded.
- `buffer` is the buffer containing draw parameters.
- `offset` is the byte offset into `buffer` where parameters begin.
- `countBuffer` is the buffer containing the draw count.
- `countBufferOffset` is the byte offset into `countBuffer` where the draw count begins.
- `maxDrawCount` specifies the maximum number of draws that will be executed. The actual number of executed draw calls is the minimum of the count specified in `countBuffer` and `maxDrawCount`.
- `stride` is the byte stride between successive sets of draw parameters.

`vkCmdDrawIndexedIndirectCount` behaves similarly to `vkCmdDrawIndexedIndirect` except that the draw count is read by the device from a buffer during execution. The command will read an unsigned 32-bit integer from `countBuffer` located at `countBufferOffset` and use this as the draw count.

### Valid Usage

- **VUID-vkCmdDrawIndexedIndirectCount-magFilter-04553**
  If a `VkSampler` created with `magFilter` or `minFilter` equal to `VK_FILTER_LINEAR`, `reductionMode` equal to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`, and `compareEnable` equal to `VK_FALSE` is used to sample a `VkImageView` as a result of this command, then the image view's `format` features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT`

- **VUID-vkCmdDrawIndexedIndirectCount-magFilter-09598**
  If a `VkSampler` created with `magFilter` or `minFilter` equal to `VK_FILTER_LINEAR` and `reductionMode` equal to either `VK_SAMPLER_REDUCTION_MODE_MIN` or `VK_SAMPLER_REDUCTION_MODE_MAX` is used to sample a `VkImageView` as a result of this command, then the image view's `format` features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT`

- **VUID-vkCmdDrawIndexedIndirectCount-mipmapMode-04770**
  If a `VkSampler` created with `mipmapMode` equal to `VK_SAMPLER_MIPMAP_MODE_LINEAR`, `reductionMode` equal to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`, and `compareEnable` equal to `VK_FALSE` is used to sample a `VkImageView` as a result of this command, then the image view's `format` features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT`
If a \texttt{VkSampler} created with \texttt{mipmapMode} equal to \texttt{VK_SAMPLER_MIPMAP_MODE_LINEAR} and \texttt{reductionMode} equal to either \texttt{VK_SAMPLER_REDUCTION_MODE_MIN} or \texttt{VK_SAMPLER_REDUCTION_MODE_MAX} is used to sample a \texttt{VkImageView} as a result of this command, then the image view's format features must contain \texttt{VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT}.

If a \texttt{VkSampler} created with \texttt{unnormalizedCoordinates} equal to \texttt{VK_TRUE} is used to sample a \texttt{VkImageView} as a result of this command, then the image view's levelCount and layerCount must be 1.

If a \texttt{VkSampler} created with \texttt{unnormalizedCoordinates} equal to \texttt{VK_TRUE} is used to sample a \texttt{VkImageView} as a result of this command, then the image view's viewType must be \texttt{VK_IMAGE_VIEW_TYPE_1D} or \texttt{VK_IMAGE_VIEW_TYPE_2D}.

If a \texttt{VkImageView} is sampled with depth comparison, the image view must have been created with an aspectMask that contains \texttt{VK_IMAGE_ASPECT_DEPTH_BIT}.

If a \texttt{VkImageView} is accessed using atomic operations as a result of this command, then the image view's format features must contain \texttt{VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT}.

If a \texttt{VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER} descriptor is accessed using atomic operations as a result of this command, then the storage texel buffer's format features must contain \texttt{VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT}.

If a \texttt{VkImageView} is sampled with \texttt{VK_FILTER_CUBIC_EXT} as a result of this command, then the image view's format features must contain \texttt{VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT}.

If the \texttt{VK_EXT_filter_cubic} extension is not enabled and any \texttt{VkImageView} is sampled with \texttt{VK_FILTER_CUBIC_EXT} as a result of this command, it must not have a \texttt{VkImageViewType} of \texttt{VK_IMAGE_VIEW_TYPE_3D}, \texttt{VK_IMAGE_VIEW_TYPE_CUBE}, or \texttt{VK_IMAGE_VIEW_TYPE_CUBE_ARRAY}.

Any \texttt{VkImageView} being sampled with \texttt{VK_FILTER_CUBIC_EXT} as a result of this command must have a \texttt{VkImageViewType} and format that supports cubic filtering, as specified by \texttt{VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubic} returned by \cref{vkGetPhysicalDeviceImageFormatProperties2}.

Any \texttt{VkImageView} being sampled with \texttt{VK_FILTER_CUBIC_EXT} with a reduction mode of either \texttt{VK_SAMPLER_REDUCTION_MODE_MIN} or \texttt{VK_SAMPLER_REDUCTION_MODE_MAX} as a result of this command must have a \texttt{VkImageViewType} and format that supports cubic filtering together with minmax filtering, as specified by \texttt{VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubicMinmax} returned by \cref{vkGetPhysicalDeviceImageFormatProperties2}. 

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For each set $n$ that is statically used by a bound shader, a descriptor set must have been bound to $n$ at the same pipeline bind point, with a VkPipelineLayout that is compatible for set $n$, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility.

For each push constant that is statically used by a bound shader, a push constant value must have been set for the same pipeline bind point, with a VkPipelineLayout that is compatible for push constants, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility.

Descriptors in each bound descriptor set, specified via vkCmdBindDescriptorSets, must be valid as described by descriptor validity if they are statically used by a bound shader.

A valid pipeline must be bound to the pipeline bind point used by this command.

There must not have been any calls to dynamic state setting commands for any state not specified as dynamic in the VkPipeline object bound to the pipeline bind point used by this command, since that pipeline was bound.

If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used to sample from any VkImage with a VkImageView of the type VK_IMAGE_VIEW_TYPE_3D, VK_IMAGE_VIEW_TYPE_CUBE, VK_IMAGE_VIEW_TYPE_1D_ARRAY, VK_IMAGE_VIEW_TYPE_2D_ARRAY or VK_IMAGE_VIEW_TYPE_CUBE_ARRAY, in any shader stage.

If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used with any of the SPIR-V OpImageSample* or OpImageSparseSample* instructions with ImplicitLod, Dref or Proj in their name, in any shader stage.

If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used with any of the SPIR-V OpImageSample* or OpImageSparseSample* instructions that includes a LOD bias or any offset values, in any shader stage.

If any stage of the VkPipeline object bound to the pipeline bind point used by this command accesses a uniform buffer, and the robustBufferAccess feature is not enabled, that stage must not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point.

If any stage of the VkPipeline object bound to the pipeline bind point used by this command accesses a storage buffer, and the robustBufferAccess feature is not enabled,
that stage **must** not access values outside of the range of the buffer as specified in the
descriptor set bound to the same pipeline bind point

- VUID-vkCmdDrawIndexedIndirectCount-commandBuffer-02707
  
  If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported,
any resource accessed by **bound shaders must** not be a protected resource

- VUID-vkCmdDrawIndexedIndirectCount-None-06550
  
  If a **bound shader** accesses a `VkSampler` or `VkImageView` object that enables `sampler Y'Cb conversion`,
that object **must** only be used with `OpImageSample*` or `OpImageSparseSample*` instructions

- VUID-vkCmdDrawIndexedIndirectCount-ConstOffset-06551
  
  If a **bound shader** accesses a `VkSampler` or `VkImageView` object that enables `sampler Y'Cb conversion`,
that object **must** not use the `ConstOffset` and `Offset` operands

- VUID-vkCmdDrawIndexedIndirectCount-viewType-07752
  
  If a `VkImageView` is accessed as a result of this command, then the image view's `viewType` **must** match the `Dim` operand of the `OpTypeImage` as described in Instruction/Sampler/Image View Validation

- VUID-vkCmdDrawIndexedIndirectCount-format-07753
  
  If a `VkImageView` is accessed as a result of this command, then the numeric type of the image view's `format` and the `Sampled Type` operand of the `OpTypeImage` **must** match

- VUID-vkCmdDrawIndexedIndirectCount-OpImageWrite-08795
  
  If a `VkImageView` is accessed using `OpImageWrite` as a result of this command, then the `Type` of the `Texel` operand of that instruction **must** have at least as many components as the image view's format

- VUID-vkCmdDrawIndexedIndirectCount-OpImageWrite-04469
  
  If a `VkBufferView` is accessed using `OpImageWrite` as a result of this command, then the `Type` of the `Texel` operand of that instruction **must** have at least as many components as the buffer view's format

- VUID-vkCmdDrawIndexedIndirectCount-SampledType-04470
  
  If a `VkImageView` with a `VkFormat` that has a 64-bit component width is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction **must** have a `Width` of 64

- VUID-vkCmdDrawIndexedIndirectCount-SampledType-04471
  
  If a `VkImageView` with a `VkFormat` that has a component width less than 64-bit is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction **must** have a `Width` of 32

- VUID-vkCmdDrawIndexedIndirectCount-SampledType-04472
  
  If a `VkBufferView` with a `VkFormat` that has a 64-bit component width is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction **must** have a `Width` of 64

- VUID-vkCmdDrawIndexedIndirectCount-SampledType-04473
  
  If a `VkBufferView` with a `VkFormat` that has a component width less than 64-bit is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction **must** have a `Width` of 32
If the `sparseImageInt64Atomics` feature is not enabled, `VkImage` objects created with the `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` flag **must** not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command.

If the `sparseImageInt64Atomics` feature is not enabled, `VkBuffer` objects created with the `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT` flag **must** not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command.

Any shader invocation executed by this command **must** terminate.

If a descriptor with type equal to any of `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, or `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` is accessed as a result of this command, the image subresource identified by that descriptor **must** be in the image layout identified when the descriptor was written.

The current render pass **must** be compatible with the `renderPass` member of the `VkGraphicsPipelineCreateInfo` structure specified when creating the `VkPipeline` bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`.

The subpass index of the current render pass **must** be equal to the `subpass` member of the `VkGraphicsPipelineCreateInfo` structure specified when creating the `VkPipeline` bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`.

If any shader statically accesses an input attachment, a valid descriptor **must** be bound to the pipeline via a descriptor set.

If any shader executed by this pipeline accesses an `OpTypeImage` variable with a `Dim` operand of `SubpassData`, it **must** be decorated with an `InputAttachmentIndex` that corresponds to a valid input attachment in the current subpass.

Input attachment views accessed in a subpass **must** be created with the same `VkFormat` as the corresponding subpass definition, and be created with a `VkImageView` that is compatible with the attachment referenced by the subpass' `pInputAttachments[InputAttachmentIndex]` in the currently bound `VkFramebuffer` as specified by Fragment Input Attachment Compatibility.

Memory backing image subresources used as attachments in the current render pass **must** not be written in any way other than as an attachment by this command.

If a color attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it **must** not be accessed in any way other than as an attachment by this command.
If a depth attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it must not be accessed in any way other than as an attachment by this command.

If a stencil attachment is written by any prior command in this subpass or by the load, store, or resolve operations for this subpass, it must not be accessed in any way other than as an attachment by this command.

If any previously recorded command in the current subpass accessed an image subresource used as an attachment in this subpass in any way other than as an attachment, this command must not write to that image subresource as an attachment.

If the current render pass instance uses a depth/stencil attachment with a read-only layout for the depth aspect, depth writes must be disabled.

If the current render pass instance uses a depth/stencil attachment with a read-only layout for the stencil aspect, both front and back writeMask are not zero, and stencil test is enabled, all stencil ops must be VK_STENCIL_OP_KEEP.

If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VIEWPORT dynamic state enabled then vkCmdSetViewport must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_SCISSOR dynamic state enabled then vkCmdSetScissor must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_LINE_WIDTH dynamic state enabled then vkCmdSetLineWidth must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_BIAS dynamic state enabled then vkCmdSetDepthBias must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_BLEND_CONSTANTS dynamic state enabled then vkCmdSetBlendConstants must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_BOUNDS dynamic state enabled, and if the current depthBoundsTestEnable state is VK_TRUE, then vkCmdSetDepthBounds must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.
current command buffer prior to this drawing command

• VUID-vkCmdDrawIndexedIndirectCount-None-07837
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_COMPARE_MASK` dynamic state enabled, and if the current `stencilTestEnable` state is `VK_TRUE`, then `vkCmdSetStencilCompareMask` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndexedIndirectCount-None-07838
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_WRITE_MASK` dynamic state enabled, and if the current `stencilTestEnable` state is `VK_TRUE`, then `vkCmdSetStencilWriteMask` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndexedIndirectCount-None-07839
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_STENCIL_REFERENCE` dynamic state enabled, and if the current `stencilTestEnable` state is `VK_TRUE`, then `vkCmdSetStencilReference` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndexedIndirectCount-maxMultiviewInstanceIndex-02688
If the draw is recorded in a render pass instance with multiview enabled, the maximum instance index must be less than or equal to `VkPhysicalDeviceMultiviewProperties::maxMultiviewInstanceIndex`.

• VUID-vkCmdDrawIndexedIndirectCount-sampleLocationsEnable-02689
If the bound graphics pipeline was created with `VkPipelineSampleLocationsStateCreateInfoEXT::sampleLocationsEnable` set to `VK_TRUE` and the current subpass has a depth/stencil attachment, then that attachment must have been created with the `VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT` bit set.

• VUID-vkCmdDrawIndexedIndirectCount-None-06666
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_EXT` dynamic state enabled then `vkCmdSetSampleLocationsEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndexedIndirectCount-None-07840
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_CULL_MODE` dynamic state enabled then `vkCmdSetCullModeEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndexedIndirectCount-None-07841
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_FRONT_FACE` dynamic state enabled then `vkCmdSetFrontFaceEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

• VUID-vkCmdDrawIndexedIndirectCount-None-07843
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE` dynamic state enabled then
vkCmdSetDepthTestEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-07844**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE dynamic state enabled then vkCmdSetDepthWriteEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-07845**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_COMPARE_OP dynamic state enabled then vkCmdSetDepthCompareOpEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-07846**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE dynamic state enabled then vkCmdSetDepthBoundsTestEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-07847**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE dynamic state enabled then vkCmdSetStencilTestEnableEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-None-07848**
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_STENCIL_Op dynamic state enabled then vkCmdSetStencilOpEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- **VUID-vkCmdDrawIndexedIndirectCount-viewportCount-03417**
  If the bound graphics pipeline state was created with both the VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT and VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT dynamic state enabled, then vkCmdSetViewportWithCountEXT must have been called in the current command buffer prior to this drawing command, and the viewportCount parameter of vkCmdSetViewportWithCountEXT must match the VkPipelineViewportStateCreateInfo::scissorCount of the pipeline

- **VUID-vkCmdDrawIndexedIndirectCount-scissorCount-03418**
  If the bound graphics pipeline state was created with both the VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT and VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT dynamic state enabled, then vkCmdSetScissorWithCountEXT must have been called in the current command buffer prior to this drawing command, and the scissorCount parameter of vkCmdSetScissorWithCountEXT must match the VkPipelineViewportStateCreateInfo::viewportCount of the pipeline

- **VUID-vkCmdDrawIndexedIndirectCount-viewportCount-03419**
  If the bound graphics pipeline state was created with both the VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT and VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT dynamic state enabled, then vkCmdSetViewportWithCountEXT must have been called in the current command buffer prior to this drawing command, and the viewportCount parameter of vkCmdSetViewportWithCountEXT must match the VkPipelineViewportStateCreateInfo::scissorCount of the pipeline
states enabled then both \texttt{vkCmdSetViewportWithCountEXT} and \texttt{vkCmdSetScissorWithCountEXT} must have been called in the current command buffer prior to this drawing command, and the \texttt{viewportCount} parameter of \texttt{vkCmdSetViewportWithCountEXT} must match the \texttt{scissorCount} parameter of \texttt{vkCmdSetScissorWithCountEXT}.

- \textbf{VUID-vkCmdDrawIndexedIndirectCount-None-04876}
  
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE} dynamic state enabled then \texttt{vkCmdSetRasterizerDiscardEnableEXT} must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- \textbf{VUID-vkCmdDrawIndexedIndirectCount-None-04877}
  
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE} dynamic state enabled then \texttt{vkCmdSetDepthBiasEnableEXT} must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- \textbf{VUID-vkCmdDrawIndexedIndirectCount-logicOp-04878}
  
  If the bound graphics pipeline state was created with the \texttt{VK_DYNAMIC_STATE_LOGIC_OP_EXT} dynamic state enabled then \texttt{vkCmdSetLogicOpEXT} must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- \textbf{VUID-vkCmdDrawIndexedIndirectCount-primitiveFragmentShadingRateWithMultipleViewports-04552}
  
  If the \texttt{primitiveFragmentShadingRateWithMultipleViewports} limit is not supported, the bound graphics pipeline was created with the \texttt{VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT} dynamic state enabled, and any of the shader stages of the bound graphics pipeline write to the \texttt{PrimitiveShadingRateKHR} built-in, then \texttt{vkCmdSetViewportWithCountEXT} must have been called in the current command buffer prior to this drawing command, and the \texttt{viewportCount} parameter of \texttt{vkCmdSetViewportWithCountEXT} must be \texttt{1}.

- \textbf{VUID-vkCmdDrawIndexedIndirectCount-blendEnable-04727}
  
  If rasterization is not disabled in the bound graphics pipeline, then for each color attachment in the subpass, if the corresponding image view's \texttt{format features} do not contain \texttt{VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT}, then the \texttt{blendEnable} member of the corresponding element of the \texttt{pAttachments} member of \texttt{pColorBlendState} must be \texttt{VK_FALSE}.

- \textbf{VUID-vkCmdDrawIndexedIndirectCount-multisampledRenderToSingleSampled-07284}
  
  If rasterization is not disabled in the bound graphics pipeline, then \texttt{rasterizationSamples} for the currently bound graphics pipeline must be the same as the current subpass color and/or depth/stencil attachments.

- \textbf{VUID-vkCmdDrawIndexedIndirectCount-maxFragmentDualSrcAttachments-09239}
  
  If blending is enabled for any attachment where either the source or destination blend factors for that attachment use the secondary color input, the maximum value of \texttt{Location} for any output attachment statically used in the \texttt{Fragment Execution Model} executed by this command must be less than \texttt{maxFragmentDualSrcAttachments}.

- \textbf{VUID-vkCmdDrawIndexedIndirectCount-None-04007}
All vertex input bindings accessed via vertex input variables declared in the vertex shader entry point’s interface must have either valid or VK_NULL_HANDLE buffers bound

- VUID-vkCmdDrawIndexedIndirectCount-None-04008
  If the nullDescriptor feature is not enabled, all vertex input bindings accessed via vertex input variables declared in the vertex shader entry point’s interface must not be VK_NULL_HANDLE

- VUID-vkCmdDrawIndexedIndirectCount-None-02721
  If robustBufferAccess is not enabled, then for a given vertex buffer binding, any attribute data fetched must be entirely contained within the corresponding vertex buffer binding, as described in Vertex Input Description

- VUID-vkCmdDrawIndexedIndirectCount-None-07842
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY dynamic state enabled then vkCmdSetPrimitiveTopologyEXT must have been called and not subsequently invalidated in the current command buffer prior to this drawing command

- VUID-vkCmdDrawIndexedIndirectCount-dynamicPrimitiveTopologyUnrestricted-07500
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY dynamic state enabled then the primitiveTopology parameter of vkCmdSetPrimitiveTopologyEXT must be of the same topology class as the pipeline VkPipelineInputAssemblyStateCreateInfo::topology state

- VUID-vkCmdDrawIndexedIndirectCount-pStrides-04913
  If the bound graphics pipeline was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE_EXT dynamic state enabled, but without the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled, then vkCmdBindVertexBuffers2EXT must have been called and not subsequently invalidated in the current command buffer prior to this draw command, and the pStrides parameter of vkCmdBindVertexBuffers2EXT must not be NULL

- VUID-vkCmdDrawIndexedIndirectCount-None-04914
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled then vkCmdSetVertexInputEXT must have been called and not subsequently invalidated in the current command buffer prior to this draw command

- VUID-vkCmdDrawIndexedIndirectCount-Input-07939
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled then all variables with the Input storage class decorated with Location in the Vertex Execution Model OpEntryPoint must contain a location in VkVertexInputAttributeDescription2EXT::location

- VUID-vkCmdDrawIndexedIndirectCount-Input-08734
  If the bound graphics pipeline state was created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled then the numeric type associated with all Input variables of the corresponding Location in the Vertex Execution Model OpEntryPoint must be the same as VkVertexInputAttributeDescription2EXT::format

- VUID-vkCmdDrawIndexedIndirectCount-format-08936
If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled and `VkVertexInputAttributeDescription2EXT::format` has a 64-bit component, then the scalar width associated with all Input variables of the corresponding Location in the Vertex Execution Model OpEntryPoint must be 64-bit.

- **VUID-vkCmdDrawIndexedIndirectCount-format-08937**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled and the scalar width associated with a Location decorated Input variable in the Vertex Execution Model OpEntryPoint is 64-bit, then the corresponding `VkVertexInputAttributeDescription2EXT::format` must have a 64-bit component.

- **VUID-vkCmdDrawIndexedIndirectCount-None-09203**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` dynamic state enabled and `VkVertexInputAttributeDescription2EXT::format` has a 64-bit component, then all Input variables at the corresponding Location in the Vertex Execution Model OpEntryPoint must not use components that are not present in the format.

- **VUID-vkCmdDrawIndexedIndirectCount-None-04875**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_PATCH_CONTROL_POINTS_EXT` dynamic state enabled then `vkCmdSetPatchControlPointsEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirectCount-None-04879**
  If the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE` dynamic state enabled then `vkCmdSetPrimitiveRestartEnableEXT` must have been called and not subsequently invalidated in the current command buffer prior to this drawing command.

- **VUID-vkCmdDrawIndexedIndirectCount-None-09637**
  If the topology is `VK_PRIMITIVE_TOPOLOGY_POINT_LIST`, `VK_PRIMITIVE_TOPOLOGY_LINE_LIST`, `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST`, `VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY`, or `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY`, the bound graphics pipeline state was created with the `VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE` dynamic state enabled then `vkCmdSetPrimitiveRestartEnableEXT` must be set to `VK_FALSE`.

- **VUID-vkCmdDrawIndexedIndirectCount-buffer-02708**
  If `buffer` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

- **VUID-vkCmdDrawIndexedIndirectCount-buffer-02709**
  `buffer` must have been created with the `VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT` bit set.

- **VUID-vkCmdDrawIndexedIndirectCount-offset-02710**
  `offset` must be a multiple of 4.

- **VUID-vkCmdDrawIndexedIndirectCount-commandBuffer-02711**
  `commandBuffer` must not be a protected command buffer.

- **VUID-vkCmdDrawIndexedIndirectCount-countBuffer-02714**
If \textit{countBuffer} is non-sparse then it \textbf{must} be bound completely and contiguously to a single \texttt{VkDeviceMemory} object

- \textbf{VUID-vkCmdDrawIndexedIndirectCount-countBuffer-02715} \textit{countBuffer must} have been created with the \texttt{VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT} bit set
- \textbf{VUID-vkCmdDrawIndexedIndirectCount-countBufferOffset-02716} \textit{countBufferOffset must} be a multiple of 4
- \textbf{VUID-vkCmdDrawIndexedIndirectCount-countBuffer-02717} The count stored in \textit{countBuffer} \textbf{must} be less than or equal to \texttt{VkPhysicalDeviceLimits::maxDrawIndirectCount}
- \textbf{VUID-vkCmdDrawIndexedIndirectCount-countBufferOffset-04129} \textit{(countBufferOffset + sizeof(uint32_t)) must} be less than or equal to the size of \textit{countBuffer}
- \textbf{VUID-vkCmdDrawIndexedIndirectCount-None-04445} If \textit{drawIndirectCount} is not enabled this function \textbf{must} not be used

- \textbf{VUID-vkCmdDrawIndexedIndirectCount-None-07312} A valid index buffer \textbf{must} be bound
- \textbf{VUID-vkCmdDrawIndexedIndirectCount-robustBufferAccess2-07825} If \textit{robustBufferAccess2} is not enabled, \textit{(indexSize \times (firstIndex + indexCount) + offset)} \textbf{must} be less than or equal to the size of the bound index buffer, with \textit{indexSize} being based on the type specified by \textit{indexType}, where the index buffer, \textit{indexType}, and \textit{offset} are specified via \texttt{vkCmdBindIndexBuffer}
- \textbf{VUID-vkCmdDrawIndexedIndirectCount-stride-03142} \textit{stride} \textbf{must} be a multiple of 4 and \textbf{must} be greater than or equal to \textit{sizeof(VkDrawIndexedIndirectCommand)}
- \textbf{VUID-vkCmdDrawIndexedIndirectCount-maxDrawCount-03143} If \textit{maxDrawCount} is greater than or equal to 1, \textit{(stride \times (maxDrawCount - 1) + offset + sizeof(VkDrawIndexedIndirectCommand)) must} be less than or equal to the size of \textit{buffer}
- \textbf{VUID-vkCmdDrawIndexedIndirectCount-countBuffer-03153} If count stored in \textit{countBuffer} is equal to 1, \textit{(offset + sizeof(VkDrawIndexedIndirectCommand)) must} be less than or equal to the size of \textit{buffer}
- \textbf{VUID-vkCmdDrawIndexedIndirectCount-countBuffer-03154} If count stored in \textit{countBuffer} is greater than 1, \textit{(stride \times (drawCount - 1) + offset + sizeof(VkDrawIndexedIndirectCommand)) must} be less than or equal to the size of \textit{buffer}

**Valid Usage (Implicit)**

- \textbf{VUID-vkCmdDrawIndexedIndirectCount-commandBuffer-parameter} \textit{commandBuffer must} be a valid \texttt{VkCommandBuffer} handle
- \textbf{VUID-vkCmdDrawIndexedIndirectCount-buffer-parameter} \textit{buffer must} be a valid \texttt{VkBuffer} handle
- \textbf{VUID-vkCmdDrawIndexedIndirectCount-countBuffer-parameter} \textit{countBuffer must} be a valid \texttt{VkBuffer} handle
• VUID-vkCmdDrawIndexedIndirectCount-commandBuffer-recording  
  `commandBuffer` must be in the `recording state`

• VUID-vkCmdDrawIndexedIndirectCount-commandBuffer-cmdpool  
The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

• VUID-vkCmdDrawIndexedIndirectCount-renderpass  
  This command must only be called inside of a render pass instance

• VUID-vkCmdDrawIndexedIndirectCount-commonparent  
  Each of `buffer`, `commandBuffer`, and `countBuffer` must have been created, allocated, or retrieved from the same `VkDevice`

---

**Host Synchronization**

• Host access to `commandBuffer` must be externally synchronized

• Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

---

**Command Properties**

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Inside</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Chapter 21. Fixed-Function Vertex Processing

Vertex fetching is controlled via configurable state, as a logically distinct graphics pipeline stage.

21.1. Vertex Attributes

Vertex shaders can define input variables, which receive vertex attribute data transferred from one or more VkBuffer(s) by drawing commands. Vertex shader input variables are bound to buffers via an indirect binding where the vertex shader associates a vertex input attribute number with each variable, vertex input attributes are associated to vertex input bindings on a per-pipeline basis, and vertex input bindings are associated with specific buffers on a per-draw basis via the vkCmdBindVertexBuffers command. Vertex input attribute and vertex input binding descriptions also contain format information controlling how data is extracted from buffer memory and converted to the format expected by the vertex shader.

There are VkPhysicalDeviceLimits::maxVertexInputAttributes number of vertex input attributes and VkPhysicalDeviceLimits::maxVertexInputBindings number of vertex input bindings (each referred to by zero-based indices), where there are at least as many vertex input attributes as there are vertex input bindings. Applications can store multiple vertex input attributes interleaved in a single buffer, and use a single vertex input binding to access those attributes.

In GLSL, vertex shaders associate input variables with a vertex input attribute number using the location layout qualifier. The Component layout qualifier associates components of a vertex shader input variable with components of a vertex input attribute.

**GLSL example**

```glsl
// Assign location M to variableName
layout (location=M, component=2) in vec2 variableName;

// Assign locations [N,N+L) to the array elements of variableNameArray
layout (location=N) in vec4 variableNameArray[L];
```

In SPIR-V, vertex shaders associate input variables with a vertex input attribute number using the Location decoration. The Component decoration associates components of a vertex shader input variable with components of a vertex input attribute. The Location and Component decorations are specified via the OpDecorate instruction.

**SPIR-V example**

```spirv
...  
%1 = OpExtInstImport "GLSL.std.450"
...
OpName %9 "variableName"
OpName %15 "variableNameArray"
OpDecorate %18 BuiltIn VertexIndex
```
21.1.1. Attribute Location and Component Assignment

The Location decoration specifies which vertex input attribute is used to read and interpret the data that a variable will consume.

When a vertex shader input variable declared using a 16- or 32-bit scalar or vector data type is assigned a Location, its value(s) are taken from the components of the input attribute specified with the corresponding VkVertexInputAttributeDescription::location. The components used depend on the type of variable and the Component decoration specified in the variable declaration, as identified in Input attribute components accessed by 16-bit and 32-bit input variables. Any 16-bit or 32-bit scalar or vector input will consume a single Location. For 16-bit and 32-bit data types, missing components are filled in with default values as described below.

If an implementation supports storageInputOutput16, vertex shader input variables can have a width of 16 bits.

Table 27. Input attribute components accessed by 16-bit and 32-bit input variables

<table>
<thead>
<tr>
<th>16-bit or 32-bit data type</th>
<th>Component decoration</th>
<th>Components consumed</th>
</tr>
</thead>
<tbody>
<tr>
<td>scalar</td>
<td>0 or unspecified</td>
<td>(x, o, o, o)</td>
</tr>
<tr>
<td>scalar</td>
<td>1</td>
<td>(o, y, o, o)</td>
</tr>
<tr>
<td>scalar</td>
<td>2</td>
<td>(o, o, z, o)</td>
</tr>
<tr>
<td>scalar</td>
<td>3</td>
<td>(o, o, o, w)</td>
</tr>
<tr>
<td>two-component vector</td>
<td>0 or unspecified</td>
<td>(x, y, o, o)</td>
</tr>
<tr>
<td>two-component vector</td>
<td>1</td>
<td>(o, y, z, o)</td>
</tr>
<tr>
<td>two-component vector</td>
<td>2</td>
<td>(o, o, z, w)</td>
</tr>
</tbody>
</table>
Components indicated by “o” are available for use by other input variables which are sourced from the same attribute, and if used, are either filled with the corresponding component from the input format (if present), or the default value.

When a vertex shader input variable declared using a 32-bit floating point matrix type is assigned a Location $i$, its values are taken from consecutive input attributes starting with the corresponding `VkVertexInputAttributeDescription::location`. Such matrices are treated as an array of column vectors with values taken from the input attributes identified in Input attributes accessed by 32-bit input matrix variables. The `VkVertexInputAttributeDescription::format` must be specified with a `VkFormat` that corresponds to the appropriate type of column vector. The Component decoration must not be used with matrix types.

### Table 28. Input attributes accessed by 32-bit input matrix variables

<table>
<thead>
<tr>
<th>Data type</th>
<th>Column vector type</th>
<th>Locations consumed</th>
<th>Components consumed</th>
</tr>
</thead>
<tbody>
<tr>
<td>mat2</td>
<td>two-component vector</td>
<td>i, i+1</td>
<td>(x, y, o, o), (x, y, o, o)</td>
</tr>
<tr>
<td>mat2x3</td>
<td>three-component vector</td>
<td>i, i+1</td>
<td>(x, y, z, o), (x, y, z, o)</td>
</tr>
<tr>
<td>mat2x4</td>
<td>four-component vector</td>
<td>i, i+1</td>
<td>(x, y, z, w), (x, y, z, w)</td>
</tr>
<tr>
<td>mat3x2</td>
<td>two-component vector</td>
<td>i, i+1, i+2</td>
<td>(x, y, o, o), (x, y, o, o), (x, y, o, o)</td>
</tr>
<tr>
<td>mat3</td>
<td>three-component vector</td>
<td>i, i+1, i+2</td>
<td>(x, y, z, o), (x, y, z, o), (x, y, z, o)</td>
</tr>
<tr>
<td>mat3x4</td>
<td>four-component vector</td>
<td>i, i+1, i+2</td>
<td>(x, y, z, w), (x, y, z, w), (x, y, z, w)</td>
</tr>
<tr>
<td>mat4x2</td>
<td>two-component vector</td>
<td>i, i+1, i+2, i+3</td>
<td>(x, y, o, o), (x, y, o, o), (x, y, o, o), (x, y, o, o)</td>
</tr>
<tr>
<td>mat4x3</td>
<td>three-component vector</td>
<td>i, i+1, i+2, i+3</td>
<td>(x, y, z, o), (x, y, z, o), (x, y, z, o), (x, y, z, o)</td>
</tr>
<tr>
<td>mat4</td>
<td>four-component vector</td>
<td>i, i+1, i+2, i+3</td>
<td>(x, y, z, w), (x, y, z, w), (x, y, z, w), (x, y, z, w)</td>
</tr>
</tbody>
</table>

Components indicated by “o” are available for use by other input variables which are sourced from the same attribute, and if used, are either filled with the corresponding component from the input format (if present), or the default value.

When a vertex shader input variable declared using a scalar or vector 64-bit data type is assigned a Location $i$, its values are taken from consecutive input attributes starting with the corresponding
VkVertexInputAttributeDescription::location. The Location slots and Component words used depend on the type of variable and the Component decoration specified in the variable declaration, as identified in Input attribute locations and components accessed by 64-bit input variables. For 64-bit data types, no default attribute values are provided. Input variables must not use more components than provided by the attribute.

Table 29. Input attribute locations and components accessed by 64-bit input variables

<table>
<thead>
<tr>
<th>Input format</th>
<th>Locations consumed</th>
<th>64-bit data type</th>
<th>Location decoration</th>
<th>Component decoration</th>
<th>32-bit components consumed</th>
</tr>
</thead>
<tbody>
<tr>
<td>R64</td>
<td>i</td>
<td>scalar</td>
<td>i</td>
<td>0 or unspecified</td>
<td>(x, y, -, -)</td>
</tr>
<tr>
<td>R64G64</td>
<td>i</td>
<td>scalar</td>
<td>i</td>
<td>0 or unspecified</td>
<td>(x, y, o, o)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>scalar</td>
<td>i</td>
<td>2</td>
<td>(o, o, z, w)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>two-component vector</td>
<td>i</td>
<td>0 or unspecified</td>
<td>(x, y, z, w)</td>
</tr>
<tr>
<td>R64G64B64</td>
<td>i, i+1</td>
<td>scalar</td>
<td>i</td>
<td>0 or unspecified</td>
<td>(x, y, o, o), (o, o, -,-)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>scalar</td>
<td>i</td>
<td>2</td>
<td>(o, o, z, w), (o, o, -,-)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>scalar</td>
<td>i+1</td>
<td>0 or unspecified</td>
<td>(o, o, o, o), (x, y, -,-)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>two-component vector</td>
<td>i</td>
<td>0 or unspecified</td>
<td>(x, y, z, w), (o, o, -,-)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>three-component vector</td>
<td>i</td>
<td>unspecified</td>
<td>(x, y, z, w), (x, y, -,-)</td>
</tr>
<tr>
<td>R64G64B64A64</td>
<td>i, i+1</td>
<td>scalar</td>
<td>i</td>
<td>0 or unspecified</td>
<td>(x, y, o, o), (o, o, o, o)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>scalar</td>
<td>i</td>
<td>2</td>
<td>(o, o, z, w), (o, o, o, o)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>scalar</td>
<td>i+1</td>
<td>0 or unspecified</td>
<td>(o, o, o, o), (x, y, o, o)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>scalar</td>
<td>i+1</td>
<td>2</td>
<td>(o, o, o, o), (o, o, z, w)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>two-component vector</td>
<td>i</td>
<td>0 or unspecified</td>
<td>(x, y, z, w), (o, o, o, o)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>two-component vector</td>
<td>i+1</td>
<td>0 or unspecified</td>
<td>(o, o, o, o), (x, y, z, w)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>three-component vector</td>
<td>i</td>
<td>unspecified</td>
<td>(x, y, z, w), (x, y, o, o)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>four-component vector</td>
<td>i</td>
<td>unspecified</td>
<td>(x, y, z, w), (x, y, z, w)</td>
</tr>
</tbody>
</table>
Components indicated by “o” are available for use by other input variables which are sourced from the same attribute. Components indicated by “-” are not available for input variables as there are no default values provided for 64-bit data types, and there is no data provided by the input format.

When a vertex shader input variable declared using a 64-bit floating-point matrix type is assigned a Location \( i \), its values are taken from consecutive input attribute locations. Such matrices are treated as an array of column vectors with values taken from the input attributes as shown in Input attribute locations and components accessed by 64-bit input variables. Each column vector starts at the Location immediately following the last Location of the previous column vector. The number of attributes and components assigned to each matrix is determined by the matrix dimensions and ranges from two to eight locations.

When a vertex shader input variable declared using an array type is assigned a location, its values are taken from consecutive input attributes starting with the corresponding VkVertexInputAttributeDescription::location. The number of attributes and components assigned to each element are determined according to the data type of the array elements and Component decoration (if any) specified in the declaration of the array, as described above. Each element of the array, in order, is assigned to consecutive locations, but all at the same specified component within each location.

Only input variables declared with the data types and component decorations as specified above are supported. Two variables are allowed to share the same Location slot only if their Component words do not overlap. If multiple variables share the same Location slot, they must all have the same SPIR-V floating-point component type or all have the same width scalar type components.

### 21.2. Vertex Input Description

Applications specify vertex input attribute and vertex input binding descriptions as part of graphics pipeline creation by setting the VkGraphicsPipelineCreateInfo::pVertexInputState pointer to a VkPipelineVertexInputStateCreateInfo structure. Alternatively, if the graphics pipeline is created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT dynamic state enabled, then the vertex input attribute and vertex input binding descriptions are specified dynamically with vkCmdSetVertexInputEXT, and the VkGraphicsPipelineCreateInfo::pVertexInputState pointer is ignored.

The VkPipelineVertexInputStateCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPipelineVertexInputStateCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineVertexInputStateCreateFlags flags;
    uint32_t vertexBindingDescriptionCount;
    const VkVertexInputBindingDescription* pVertexBindingDescriptions;
    uint32_t vertexAttributeDescriptionCount;
    const VkVertexInputAttributeDescription* pVertexAttributeDescriptions;
} VkPipelineVertexInputStateCreateInfo;
```

- **sType** is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• flags is reserved for future use.
• vertexBindingDescriptionCount is the number of vertex binding descriptions provided in pVertexBindingDescriptions.
• pVertexBindingDescriptions is a pointer to an array of VkVertexInputBindingDescription structures.
• vertexAttributeDescriptionCount is the number of vertex attribute descriptions provided in pVertexAttributeDescriptions.
• pVertexAttributeDescriptions is a pointer to an array of VkVertexInputAttributeDescription structures.

Valid Usage

• VUID-VkPipelineVertexInputStateCreateInfo-vertexBindingDescriptionCount-00613
  vertexBindingDescriptionCount must be less than or equal to VkPhysicalDeviceLimits::maxVertexInputBindings

• VUID-VkPipelineVertexInputStateCreateInfo-vertexAttributeDescriptionCount-00614
  vertexAttributeDescriptionCount must be less than or equal to VkPhysicalDeviceLimits::maxVertexInputAttributes

• VUID-VkPipelineVertexInputStateCreateInfo-binding-00615
  For every binding specified by each element of pVertexAttributeDescriptions, a VkVertexInputBindingDescription must exist in pVertexBindingDescriptions with the same value of binding

• VUID-VkPipelineVertexInputStateCreateInfo-pVertexBindingDescriptions-00616
  All elements of pVertexBindingDescriptions must describe distinct binding numbers

• VUID-VkPipelineVertexInputStateCreateInfo-pVertexAttributeDescriptions-00617
  All elements of pVertexAttributeDescriptions must describe distinct attribute locations

Valid Usage (Implicit)

• VUID-VkPipelineVertexInputStateCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_PIPELINE_VERTEX_INPUT_STATE_CREATE_INFO

• VUID-VkPipelineVertexInputStateCreateInfo-pNext-pNext
  pNext must be NULL or a pointer to a valid instance of VkPipelineVertexInputDivisorStateCreateInfoKHR

• VUID-VkPipelineVertexInputStateCreateInfo-sType-unique
  The sType value of each struct in the pNext chain must be unique

• VUID-VkPipelineVertexInputStateCreateInfo-flags-zerobitmask
  flags must be 0

• VUID-VkPipelineVertexInputStateCreateInfo-pVertexBindingDescriptions-parameter
  If vertexBindingDescriptionCount is not 0, pVertexBindingDescriptions must be a valid
pointer to an array of `vertexBindingDescriptionCount` valid `VkVertexInputBindingDescription` structures

- VUID-VkPipelineVertexInputStateCreateInfo-pVertexAttributeDescriptions-parameter
  If `vertexAttributeDescriptionCount` is not 0, `pVertexAttributeDescriptions` must be a valid pointer to an array of `vertexAttributeDescriptionCount` valid `VkVertexInputAttributeDescription` structures

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkPipelineVertexInputStateCreateFlags;
```

`VkPipelineVertexInputStateCreateFlags` is a bitmask type for setting a mask, but is currently reserved for future use.

Each vertex input binding is specified by the `VkVertexInputBindingDescription` structure, defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkVertexInputBindingDescription {
    uint32_t binding;
    uint32_t stride;
    VkVertexInputRate inputRate;
} VkVertexInputBindingDescription;
```

- `binding` is the binding number that this structure describes.
- `stride` is the byte stride between consecutive elements within the buffer.
- `inputRate` is a `VkVertexInputRate` value specifying whether vertex attribute addressing is a function of the vertex index or of the instance index.

**Valid Usage**

- **VUID-VkVertexInputBindingDescription-binding-00618**
  `binding` must be less than `VkPhysicalDeviceLimits::maxVertexInputBindings`

- **VUID-VkVertexInputBindingDescription-stride-00619**
  `stride` must be less than or equal to `VkPhysicalDeviceLimits::maxVertexInputBindingStride`

**Valid Usage (Implicit)**

- **VUID-VkVertexInputBindingDescription-inputRate-parameter**
  `inputRate` must be a valid `VkVertexInputRate` value

Possible values of `VkVertexInputBindingDescription::inputRate`, specifying the rate at which vertex attributes are pulled from buffers, are:
typedef enum VkVertexInputRate {
    VK_VERTEX_INPUT_RATE_VERTEX = 0,
    VK_VERTEX_INPUT_RATE_INSTANCE = 1,
} VkVertexInputRate;

- **VK_VERTEX_INPUT_RATE_VERTEX** specifies that vertex attribute addressing is a function of the vertex index.
- **VK_VERTEX_INPUT_RATE_INSTANCE** specifies that vertex attribute addressing is a function of the instance index.

Each vertex input attribute is specified by the `VkVertexInputAttributeDescription` structure, defined as:

```c
typedef struct VkVertexInputAttributeDescription {
    uint32_t location;
    uint32_t binding;
    VkFormat format;
    uint32_t offset;
} VkVertexInputAttributeDescription;
```

- **location** is the shader input location number for this attribute.
- **binding** is the binding number which this attribute takes its data from.
- **format** is the size and type of the vertex attribute data.
- **offset** is a byte offset of this attribute relative to the start of an element in the vertex input binding.

### Valid Usage

- **VUID-VkVertexInputAttributeDescription-location-00620**
  - `location` must be less than `VkPhysicalDeviceLimits::maxVertexInputAttributes`
- **VUID-VkVertexInputAttributeDescription-binding-00621**
  - `binding` must be less than `VkPhysicalDeviceLimits::maxVertexInputBindings`
- **VUID-VkVertexInputAttributeDescription-offset-00622**
  - `offset` must be less than or equal to `VkPhysicalDeviceLimits::maxVertexInputAttributeOffset`
- **VUID-VkVertexInputAttributeDescription-format-00623**
  - The format features of `format` must contain `VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT`

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To **dynamically set** the vertex input attribute and vertex input binding descriptions, call:

```c
void vkCmdSetVertexInputEXT(
    VkCommandBuffer commandBuffer,
    uint32_t vertexBindingDescriptionCount,
    const VkVertexInputBindingDescription2EXT* pVertexBindingDescriptions,
    uint32_t vertexAttributeDescriptionCount,
    const VkVertexInputAttributeDescription2EXT* pVertexAttributeDescriptions);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `vertexBindingDescriptionCount` is the number of vertex binding descriptions provided in `pVertexBindingDescriptions`.
- `pVertexBindingDescriptions` is a pointer to an array of `VkVertexInputBindingDescription2EXT` structures.
- `vertexAttributeDescriptionCount` is the number of vertex attribute descriptions provided in `pVertexAttributeDescriptions`.
- `pVertexAttributeDescriptions` is a pointer to an array of `VkVertexInputAttributeDescription2EXT` structures.

This command sets the vertex input attribute and vertex input binding descriptions state for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkGraphicsPipelineCreateInfo::pVertexInputState` values used to create the currently active pipeline.

If the bound pipeline state object was also created with the `VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE` dynamic state enabled, then `vkCmdBindVertexBuffers2EXT` can be used instead of `vkCmdSetVertexInputEXT` to dynamically set the stride.

**Valid Usage**

- VUID-vkCmdSetVertexInputEXT-None-04790
  The `vertexInputDynamicState` feature **must** be enabled

- VUID-vkCmdSetVertexInputEXT-vertexBindingDescriptionCount-04791
  `vertexBindingDescriptionCount` **must** be less than or equal to `VkPhysicalDeviceLimits::maxVertexInputBindings`

- VUID-vkCmdSetVertexInputEXT-vertexAttributeDescriptionCount-04792
**vertexAttributeDescriptionCount** must be less than or equal to **VkPhysicalDeviceLimits::maxVertexInputAttributes**

- **VUID-vkCmdSetVertexInputEXT-binding-04793**
  For every binding specified by each element of **pVertexAttributeDescriptions**, a **VkVertexInputBindingDescription2EXT** must exist in **pVertexBindingDescriptions** with the same value of binding

- **VUID-vkCmdSetVertexInputEXT-pVertexBindingDescriptions-04794**
  All elements of **pVertexBindingDescriptions** must describe distinct binding numbers

- **VUID-vkCmdSetVertexInputEXT-pVertexAttributeDescriptions-04795**
  All elements of **pVertexAttributeDescriptions** must describe distinct attribute locations

---

**Valid Usage (Implicit)**

- **VUID-vkCmdSetVertexInputEXT-commandBuffer-parameter**
  commandBuffer must be a valid **VkCommandBuffer** handle

- **VUID-vkCmdSetVertexInputEXT-pVertexBindingDescriptions-parameter**
  If **vertexBindingDescriptionCount** is not 0, **pVertexBindingDescriptions** must be a valid pointer to an array of **vertexBindingDescriptionCount** valid **VkVertexInputBindingDescription2EXT** structures

- **VUID-vkCmdSetVertexInputEXT-pVertexAttributeDescriptions-parameter**
  If **vertexAttributeDescriptionCount** is not 0, **pVertexAttributeDescriptions** must be a valid pointer to an array of **vertexAttributeDescriptionCount** valid **VkVertexInputAttributeDescription2EXT** structures

- **VUID-vkCmdSetVertexInputEXT-commandBuffer-recording**
  commandBuffer must be in the recording state

- **VUID-vkCmdSetVertexInputEXT-commandBuffer-cmdpool**
  The **VkCommandPool** that commandBuffer was allocated from must support graphics operations

---

**Host Synchronization**

- Host access to commandBuffer must be externally synchronized

- Host access to the **VkCommandPool** that commandBuffer was allocated from must be externally synchronized
The `VkVertexInputBindingDescription2EXT` structure is defined as:

```c
// Provided by VK_EXT_vertex_input_dynamic_state
typedef struct VkVertexInputBindingDescription2EXT {
    VkStructureType sType;
    void* pNext;
    uint32_t binding;
    uint32_t stride;
    VkVertexInputRate inputRate;
    uint32_t divisor;
} VkVertexInputBindingDescription2EXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `binding` is the binding number that this structure describes.
- `stride` is the byte stride between consecutive elements within the buffer.
- `inputRate` is a `VkVertexInputRate` value specifying whether vertex attribute addressing is a function of the vertex index or of the instance index.
- `divisor` is the number of successive instances that will use the same value of the vertex attribute when instanced rendering is enabled. This member can be set to a value other than 1 if the `vertexAttributeInstanceRateDivisor` feature is enabled. For example, if the divisor is N, the same vertex attribute will be applied to N successive instances before moving on to the next vertex attribute. The maximum value of `divisor` is implementation-dependent and can be queried using `VkPhysicalDeviceVertexAttributeDivisorPropertiesEXT::maxVertexAttribDivisor`. A value of 0 can be used for the divisor if the `vertexAttributeInstanceRateZeroDivisor` feature is enabled. In this case, the same vertex attribute will be applied to all instances.

### Valid Usage

- VUID-VkVertexInputBindingDescription2EXT-binding-04796
  `binding must be less than VkPhysicalDeviceLimits::maxVertexInputBindings`
- VUID-VkVertexInputBindingDescription2EXT-stride-04797
  `stride must be less than or equal to VkPhysicalDeviceLimits::maxVertexInputBindingStride`
- VUID-VkVertexInputBindingDescription2EXT-divisor-04798
  If the `vertexAttributeInstanceRateZeroDivisor` feature is not enabled, `divisor must not be`
If the `vertexAttributeInstanceRateDivisor` feature is not enabled, `divisor` must be 1.

* VUID-VkVertexInputBindingDescription2EXT-divisor-06226
  `divisor` must be a value between 0 and `VkPhysicalDeviceVertexAttributeDivisorPropertiesEXT::maxVertexAttribDivisor`, inclusive.

* VUID-VkVertexInputBindingDescription2EXT-divisor-06227
  If `divisor` is not 1 then `inputRate` must be of type `VK_VERTEX_INPUT_RATE_INSTANCE`.

### Valid Usage (Implicit)

* VUID-VkVertexInputBindingDescription2EXT-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_VERTEX_INPUT_BINDING_DESCRIPTION_2_EXT`.

* VUID-VkVertexInputBindingDescription2EXT-inputRate-parameter
  `inputRate` must be a valid `VkVertexInputRate` value.

The `VkVertexInputAttributeDescription2EXT` structure is defined as:

```c
// Provided by VK_EXT_vertex_input_dynamic_state
typedef struct VkVertexInputAttributeDescription2EXT {
    VkStructureType sType;
    void* pNext;
    uint32_t location;
    uint32_t binding;
    VkFormat format;
    uint32_t offset;
} VkVertexInputAttributeDescription2EXT;
```

* `sType` is a `VkStructureType` value identifying this structure.
* `pNext` is `NULL` or a pointer to a structure extending this structure.
* `location` is the shader input location number for this attribute.
* `binding` is the binding number which this attribute takes its data from.
* `format` is the size and type of the vertex attribute data.
* `offset` is a byte offset of this attribute relative to the start of an element in the vertex input binding.

### Valid Usage

* VUID-VkVertexInputAttributeDescription2EXT-location-06228
  `location` must be less than `VkPhysicalDeviceLimits::maxVertexInputAttributes`.

* VUID-VkVertexInputAttributeDescription2EXT-binding-06229
  `binding` must be less than `VkPhysicalDeviceLimits::maxVertexInputBindings`.
• VUID-VkVertexInputAttributeDescription2EXT-offset-06230
  offset must be less than or equal to VkPhysicalDeviceLimits::maxVertexInputAttributeOffset

• VUID-VkVertexInputAttributeDescription2EXT-format-04805
  The format features of format must contain VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT

Valid Usage (Implicit)

• VUID-VkVertexInputAttributeDescription2EXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_VERTEX_INPUT_ATTRIBUTE_DESCRIPTION_2_EXT

• VUID-VkVertexInputAttributeDescription2EXT-format-parameter
  format must be a valid VkFormat value

To bind vertex buffers to a command buffer for use in subsequent drawing commands, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdBindVertexBuffers(
  VkCommandBuffer                     commandBuffer,
  uint32_t                            firstBinding,
  uint32_t                            bindingCount,
  const VkBuffer*                     pBuffers,
  const VkDeviceSize*                 pOffsets);
```

• commandBuffer is the command buffer into which the command is recorded.
• firstBinding is the index of the first vertex input binding whose state is updated by the command.
• bindingCount is the number of vertex input bindings whose state is updated by the command.
• pBuffers is a pointer to an array of buffer handles.
• pOffsets is a pointer to an array of buffer offsets.

The values taken from elements i of pBuffers and pOffsets replace the current state for the vertex input binding firstBinding + i, for i in [0, bindingCount]. The vertex input binding is updated to start at the offset indicated by pOffsets[i] from the start of the buffer pBuffers[i]. All vertex input attributes that use each of these bindings will use these updated addresses in their address calculations for subsequent drawing commands. If the nullDescriptor feature is enabled, elements of pBuffers can be VK_NULL_HANDLE, and can be used by the vertex shader. If a vertex input attribute is bound to a vertex input binding that is VK_NULL_HANDLE, the values taken from memory are considered to be zero, and missing G, B, or A components are filled with (0,0,1).

Valid Usage

• VUID-vkCmdBindVertexBuffers-firstBinding-00624
  firstBinding must be less than VkPhysicalDeviceLimits::maxVertexInputBindings

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The sum of `firstBinding` and `bindingCount` must be less than or equal to `VkPhysicalDeviceLimits::maxVertexInputBindings`.

All elements of `pOffsets` must be less than the size of the corresponding element in `pBuffers`.

All elements of `pBuffers` must have been created with the `VK_BUFFER_USAGE_VERTEX_BUFFER_BIT` flag.

Each element of `pBuffers` that is non-sparse must be bound completely and contiguously to a single `VkDeviceMemory` object.

If the `nullDescriptor` feature is not enabled, all elements of `pBuffers` must not be `VK_NULL_HANDLE`.

If an element of `pBuffers` is `VK_NULL_HANDLE`, then the corresponding element of `pOffsets` must be zero.

Valid Usage (Implicit)

`commandBuffer` must be a valid `VkCommandBuffer` handle.

`pBuffers` must be a valid pointer to an array of `bindingCount` valid or `VK_NULL_HANDLE` `VkBuffer` handles.

`pOffsets` must be a valid pointer to an array of `bindingCount` `VkDeviceSize` values.

`commandBuffer` must be in the recording state.

The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations.

`bindingCount` arraylength must be greater than 0.

Both of `commandBuffer`, and the elements of `pBuffers` that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same `VkDevice`.
Host Synchronization

- Host access to `commandBuffer` **must** be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from **must** be externally synchronized

Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Alternatively, to bind vertex buffers, along with their sizes and strides, to a command buffer for use in subsequent drawing commands, call:

```c
// Provided by VK_EXT_extended_dynamic_state
void vkCmdBindVertexBuffers2EXT(
    VkCommandBuffer commandBuffer,
    uint32_t firstBinding,
    uint32_t bindingCount,
    const VkBuffer* pBuffers,
    const VkDeviceSize* pOffsets,
    const VkDeviceSize* pSizes,
    const VkDeviceSize* pStrides);
```

- `commandBuffer` is the command buffer into which the command is recorded.
- `firstBinding` is the index of the first vertex input binding whose state is updated by the command.
- `bindingCount` is the number of vertex input bindings whose state is updated by the command.
- `pBuffers` is a pointer to an array of buffer handles.
- `pOffsets` is a pointer to an array of buffer offsets.
- `pSizes` is **NULL** or a pointer to an array of the size in bytes of vertex data bound from `pBuffers`.
- `pStrides` is **NULL** or a pointer to an array of buffer strides.

The values taken from elements `i` of `pBuffers` and `pOffsets` replace the current state for the vertex input binding `firstBinding + i`, for `i` in `[0, bindingCount)`. The vertex input binding is updated to start at the offset indicated by `pOffsets[i]` from the start of the buffer `pBuffers[i]`. If `pSizes` is not **NULL** then `pSizes[i]` specifies the bound size of the vertex buffer starting from the corresponding elements of `pBuffers[i]` plus `pOffsets[i]`. All vertex input attributes that use each of these bindings will use these updated addresses in their address calculations for subsequent drawing commands. If the `nullDescriptor` feature is enabled, elements of `pBuffers` **can** be `VK_NULL_HANDLE`, and **can** be used
by the vertex shader. If a vertex input attribute is bound to a vertex input binding that is
VK_NULL_HANDLE, the values taken from memory are considered to be zero, and missing G, B, or
A components are filled with (0,0,1).

This command also dynamically sets the byte strides between consecutive elements within buffer
pBuffers[i] to the corresponding pStrides[i] value when the graphics pipeline is created with
VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE set in VkPipelineDynamicStateCreateInfo::pDynamicStates. Otherwise, strides are specified by the VkVertexInputBindingDescription::stride
values used to create the currently active pipeline.

If the bound pipeline state object was also created with the VK_DYNAMIC_STATE_VERTEX_INPUT_EXT
dynamic state enabled then vkCmdSetVertexInputEXT can be used instead of
vkCmdBindVertexBuffers2EXT to set the stride.

Note
Unlike the static state to set the same, pStrides must be between 0 and the
maximum extent of the attributes in the binding. vkCmdSetVertexInputEXT does
not have this restriction so can be used if other stride values are desired.

Valid Usage

• VUID-vkCmdBindVertexBuffers2-firstBinding-03355
  firstBinding must be less than VkPhysicalDeviceLimits::maxVertexInputBindings

• VUID-vkCmdBindVertexBuffers2-firstBinding-03356
  The sum of firstBinding and bindingCount must be less than or equal to
  VkPhysicalDeviceLimits::maxVertexInputBindings

• VUID-vkCmdBindVertexBuffers2-pOffsets-03357
  If pSizes is not NULL, all elements of pOffsets must be less than the size of the
  corresponding element in pBuffers

• VUID-vkCmdBindVertexBuffers2-pSizes-03358
  If pSizes is not NULL, all elements of pOffsets plus pSizes must be less than or equal to
  the size of the corresponding element in pBuffers

• VUID-vkCmdBindVertexBuffers2-pBuffers-03359
  All elements of pBuffers must have been created with the
  VK_BUFFER_USAGE_VERTEX_BUFFER_BIT flag

• VUID-vkCmdBindVertexBuffers2-pBuffers-03360
  Each element of pBuffers that is non-sparse must be bound completely and contiguously
to a single VkDeviceMemory object

• VUID-vkCmdBindVertexBuffers2-pBuffers-04111
  If the nullDescriptor feature is not enabled, all elements of pBuffers must not be
  VK_NULL_HANDLE

• VUID-vkCmdBindVertexBuffers2-pBuffers-04112
  If an element of pBuffers is VK_NULL_HANDLE, then the corresponding element of
  pOffsets must be zero
If `pStrides` is not `NULL` each element of `pStrides` must be less than or equal to `VkPhysicalDeviceLimits::maxVertexInputBindingStride`.

If `pStrides` is not `NULL` each element of `pStrides` must be either 0 or greater than or equal to the maximum extent of all vertex input attributes fetched from the corresponding binding, where the extent is calculated as the `VkVertexInputAttributeDescription::offset` plus `VkVertexInputAttributeDescription::format` size.

### Valid Usage (Implicit)

- **commandBuffer** must be a valid `VkCommandBuffer` handle.
- `pBuffers` must be a valid pointer to an array of `bindingCount` valid or `VK_NULL_HANDLE` `VkBuffer` handles.
- `pOffsets` must be a valid pointer to an array of `bindingCount` `VkDeviceSize` values.
- If `pSizes` is not `NULL`, `pSizes` must be a valid pointer to an array of `bindingCount` `VkDeviceSize` values.
- If `pStrides` is not `NULL`, `pStrides` must be a valid pointer to an array of `bindingCount` `VkDeviceSize` values.
- `commandBuffer` must be in the recording state.
- The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations.
- If any of `pSizes`, or `pStrides` are not `NULL`, `bindingCount` must be greater than 0.
- Both of `commandBuffer`, and the elements of `pBuffers` that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same `VkDevice`.

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized.
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized.
21.3. Vertex Attribute Divisor in Instanced Rendering

If the `vertexAttributeInstanceRateDivisor` feature is enabled and the `pNext` chain of `VkPipelineVertexInputStateCreateInfo` includes a `VkPipelineVertexInputDivisorStateCreateInfoKHR` structure, then that structure controls how vertex attributes are assigned to an instance when instanced rendering is enabled.

The `VkPipelineVertexInputDivisorStateCreateInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_vertex_attribute_divisor
typedef struct VkPipelineVertexInputDivisorStateCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t vertexBindingDivisorCount;
    const VkVertexInputBindingDivisorDescriptionKHR* pVertexBindingDivisors;
} VkPipelineVertexInputDivisorStateCreateInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `vertexBindingDivisorCount` is the number of elements in the `pVertexBindingDivisors` array.
- `pVertexBindingDivisors` is a pointer to an array of `VkVertexInputBindingDivisorDescriptionKHR` structures specifying the divisor value for each binding.

**Valid Usage (Implicit)**

- `VUID-VkPipelineVertexInputDivisorStateCreateInfoKHR-sType-sType` sType must be `VK_STRUCTURE_TYPE_PIPELINE_VERTEX_INPUT_DIVISOR_STATE_CREATE_INFO_KHR`
- `VUID-VkPipelineVertexInputDivisorStateCreateInfoKHR-pVertexBindingDivisors-parameter` `pVertexBindingDivisors` must be a valid pointer to an array of `vertexBindingDivisorCount` `VkVertexInputBindingDivisorDescriptionKHR` structures
- `VUID-VkPipelineVertexInputDivisorStateCreateInfoKHR-vertexBindingDivisorCount-arraylength` `vertexBindingDivisorCount` must be greater than 0
The individual divisor values per binding are specified using the `VkVertexInputBindingDivisorDescriptionKHR` structure which is defined as:

```c
// Provided by VK_KHR_vertex_attribute_divisor
typedef struct VkVertexInputBindingDivisorDescriptionKHR {
    uint32_t binding;
    uint32_t divisor;
} VkVertexInputBindingDivisorDescriptionKHR;
```

- **binding** is the binding number for which the divisor is specified.
- **divisor** is the number of successive instances that will use the same value of the vertex attribute when instanced rendering is enabled. For example, if the divisor is N, the same vertex attribute will be applied to N successive instances before moving on to the next vertex attribute. The maximum value of `divisor` is implementation-dependent and can be queried using `VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR::maxVertexAttribDivisor`. A value of 0 can be used for the divisor if the `vertexAttributeInstanceRateZeroDivisor` feature is enabled. In this case, the same vertex attribute will be applied to all instances.

If this structure is not used to define a divisor value for an attribute, then the divisor has a logical default value of 1.

### Valid Usage

- **VUID-VkVertexInputBindingDivisorDescriptionKHR-binding-01869**
  
  `binding` must be less than `VkPhysicalDeviceLimits::maxVertexInputBindings`

- **VUID-VkVertexInputBindingDivisorDescriptionKHR-vertexAttributeInstanceRateZeroDivisor-02228**
  
  If the `vertexAttributeInstanceRateZeroDivisor` feature is not enabled, `divisor` must not be 0

- **VUID-VkVertexInputBindingDivisorDescriptionKHR-vertexAttributeInstanceRateDivisor-02229**
  
  If the `vertexAttributeInstanceRateDivisor` feature is not enabled, `divisor` must be 1

- **VUID-VkVertexInputBindingDivisorDescriptionKHR-divisor-01870**
  
  `divisor` must be a value between 0 and `VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR::maxVertexAttribDivisor`, inclusive

- **VUID-VkVertexInputBindingDivisorDescriptionKHR-inputRate-01871**
  
  `VkVertexInputBindingDescription::inputRate` must be of type `VK_VERTEX_INPUT_RATE_INSTANCE` for this binding

### 21.4. Vertex Input Address Calculation

The address of each attribute for each `vertexIndex` and `instanceIndex` is calculated as follows:

- Let `attribDesc` be the member of `VkPipelineVertexInputStateCreateInfo`
::pVertexAttributeDescriptions with VkVertexInputAttributeDescription::location equal to the vertex input attribute number.

- Let bindingDesc be the member of VkPipelineVertexInputStateCreateInfo ::pVertexBindingDescriptions with VkVertexInputAttributeDescription::binding equal to attribDesc.binding.

- Let vertexIndex be the index of the vertex within the draw (a value between firstVertex and firstVertex+vertexCount for vkCmdDraw, or a value taken from the index buffer plus vertexOffset for vkCmdDrawIndexed), and let instanceIndex be the instance number of the draw (a value between firstInstance and firstInstance+instanceCount).

- Let offset be an array of offsets into the currently bound vertex buffers specified during vkCmdBindVertexBuffers or vkCmdBindVertexBuffers2EXT with pOffsets.

- Let divisor be the member of VkPipelineVertexInputDivisorStateCreateInfoKHR ::pVertexBindingDivisors with VkVertexInputBindingDivisorDescriptionKHR::binding equal to attribDesc.binding. If the vertex binding state is dynamically set, instead let divisor be the member of the pVertexBindingDescriptions parameter to the vkCmdSetVertexInputEXT call with VkVertexInputBindingDescription2EXT::binding equal to attribDesc.binding.

- Let stride be the member of VkPipelineVertexInputStateCreateInfo ::pVertexBindingDescriptions->stride unless there is dynamic state causing the value to be ignored. In this case the value is set from the last value from one of the following
  - vkCmdSetVertexInputEXT::pVertexBindingDescriptions->stride
  - vkCmdBindVertexBuffers2EXT::pStride, if not NULL

```plaintext
bufferBindingAddress = buffer[binding].baseAddress + offset[binding];

if (bindingDesc.inputRate == VK_VERTEX_INPUT_RATE_VERTEX)
    effectiveVertexOffset = vertexIndex * stride;
else
    if (divisor == 0)
        effectiveVertexOffset = firstInstance * stride;
    else
        effectiveVertexOffset = (firstInstance + ((instanceIndex - firstInstance) / divisor)) * stride;

attribAddress = bufferBindingAddress + effectiveVertexOffset + attribDesc.offset;
```

### 21.4.1. Vertex Input Extraction

For each attribute, raw data is extracted starting at attribAddress and is converted from the VkVertexInputAttributeDescription’s format to either floating-point, unsigned integer, or signed integer based on the numeric type of format. The numeric type of format must match the numeric type of the input variable in the shader. The input variable in the shader must be declared as a 64-bit data type if and only if format is a 64-bit data type. If format is a packed format, attribAddress must be a multiple of the size in bytes of the whole attribute data type as described in Packed Formats. Otherwise, attribAddress must be a multiple of the size in bytes of the component type indicated by format (see Formats). For attributes that are not 64-bit data types, each component is
converted to the format of the input variable based on its type and size (as defined in the Format Definition section for each VkFormat), using the appropriate equations in 16-Bit Floating-Point Numbers, Unsigned 11-Bit Floating-Point Numbers, Unsigned 10-Bit Floating-Point Numbers, Fixed-Point Data Conversion, and Shared Exponent to RGB. Signed integer components smaller than 32 bits are sign-extended. Attributes that are not 64-bit data types are expanded to four components in the same way as described in conversion to RGBA. The number of components in the vertex shader input variable need not exactly match the number of components in the format. If the vertex shader has fewer components, the extra components are discarded.
Chapter 22. Tessellation

Tessellation involves three pipeline stages. First, a tessellation control shader transforms control points of a patch and can produce per-patch data. Second, a fixed-function tessellator generates multiple primitives corresponding to a tessellation of the patch in (u,v) or (u,v,w) parameter space. Third, a tessellation evaluation shader transforms the vertices of the tessellated patch, for example to compute their positions and attributes as part of the tessellated surface. The tessellator is enabled when the pipeline contains both a tessellation control shader and a tessellation evaluation shader.

22.1. Tessellator

If a pipeline includes both tessellation shaders (control and evaluation), the tessellator consumes each input patch (after vertex shading) and produces a new set of independent primitives (points, lines, or triangles). These primitives are logically produced by subdividing a geometric primitive (rectangle or triangle) according to the per-patch outer and inner tessellation levels written by the tessellation control shader. These levels are specified using the built-in variables TessLevelOuter and TessLevelInner, respectively. This subdivision is performed in an implementation-dependent manner. If no tessellation shaders are present in the pipeline, the tessellator is disabled and incoming primitives are passed through without modification.

The type of subdivision performed by the tessellator is specified by an OpExecutionMode instruction using one of the Triangles, Quads, or IsoLines execution modes. This instruction may be specified in either the tessellation evaluation or tessellation control shader. Other tessellation-related execution modes can also be specified in either the tessellation control or tessellation evaluation shaders.

Any tessellation-related modes specified in both the tessellation control and tessellation evaluation shaders must be the same.

Tessellation execution modes include:

- **Triangles, Quads, and IsoLines.** These control the type of subdivision and topology of the output primitives. One mode must be set in at least one of the tessellation shader stages.
- **VertexOrderCw** and **VertexOrderCcw.** These control the orientation of triangles generated by the tessellator. One mode must be set in at least one of the tessellation shader stages.
- **PointMode.** Controls generation of points rather than triangles or lines. This functionality defaults to disabled, and is enabled if either shader stage includes the execution mode.
- **SpacingEqual, SpacingFractionalEven, and SpacingFractionalOdd.** Controls the spacing of segments on the edges of tessellated primitives. One mode must be set in at least one of the tessellation shader stages.
- **OutputVertices.** Controls the size of the output patch of the tessellation control shader. One value must be set in at least one of the tessellation shader stages.

For triangles, the tessellator subdivides a triangle primitive into smaller triangles. For quads, the tessellator subdivides a rectangle primitive into smaller triangles. For isolines, the tessellator subdivides a rectangle primitive into a collection of line segments arranged in strips stretching
across the rectangle in the u dimension (i.e. the coordinates in `TessCoord` are of the form (0,x) through (1,x) for all tessellation evaluation shader invocations that share a line).

Each vertex produced by the tessellator has an associated (u,v,w) or (u,v) position in a normalized parameter space, with parameter values in the range [0,1], as illustrated in figures Domain parameterization for tessellation primitive modes (upper-left origin) and Domain parameterization for tessellation primitive modes (lower-left origin). The domain space can have either an upper-left or lower-left origin, selected by the `domainOrigin` member of `VkPipelineTessellationDomainOriginStateCreateInfo`.

![Diagram of domain parameterization for tessellation primitive modes](image)

*Figure 11. Domain parameterization for tessellation primitive modes (upper-left origin)*
In the domain parameterization diagrams, the coordinates illustrate the value of $\text{TessCoord}$ at the corners of the domain. The labels on the edges indicate the inner (IL0 and IL1) and outer (OL0 through OL3) tessellation level values used to control the number of subdivisions along each edge of the domain.

For triangles, the vertex's position is a barycentric coordinate $(u,v,w)$, where $u + v + w = 1.0$, and indicates the relative influence of the three vertices of the triangle on the position of the vertex. For quads and isolines, the position is a $(u,v)$ coordinate indicating the relative horizontal and vertical position of the vertex relative to the subdivided rectangle. The subdivision process is explained in more detail in subsequent sections.

### 22.2. Tessellator Patch Discard

A patch is discarded by the tessellator if any relevant outer tessellation level is less than or equal to zero.

Patches will also be discarded if any relevant outer tessellation level corresponds to a floating-point
NaN (not a number) in implementations supporting NaN.

No new primitives are generated and the tessellation evaluation shader is not executed for patches that are discarded. For Quads, all four outer levels are relevant. For Triangles and IsoLines, only the first three or two outer levels, respectively, are relevant. Negative inner levels will not cause a patch to be discarded; they will be clamped as described below.

### 22.3. Tessellator Spacing

Each of the tessellation levels is used to determine the number and spacing of segments used to subdivide a corresponding edge. The method used to derive the number and spacing of segments is specified by an OpExecutionMode in the tessellation control or tessellation evaluation shader using one of the identifiers SpacingEqual, SpacingFractionalEven, or SpacingFractionalOdd.

If SpacingEqual is used, the floating-point tessellation level is first clamped to $[1, \text{maxLevel}]$, where maxLevel is the implementation-dependent maximum tessellation level (VkPhysicalDeviceLimits::maxTessellationGenerationLevel). The result is rounded up to the nearest integer $n$, and the corresponding edge is divided into $n$ segments of equal length in (u,v) space.

If SpacingFractionalEven is used, the tessellation level is first clamped to $[2, \text{maxLevel}]$ and then rounded up to the nearest even integer $n$. If SpacingFractionalOdd is used, the tessellation level is clamped to $[1, \text{maxLevel} - 1]$ and then rounded up to the nearest odd integer $n$. If $n$ is one, the edge will not be subdivided. Otherwise, the corresponding edge will be divided into $n - 2$ segments of equal length, and two additional segments of equal length that are typically shorter than the other segments. The length of the two additional segments relative to the others will decrease monotonically with $n - f$, where $f$ is the clamped floating-point tessellation level. When $n - f$ is zero, the additional segments will have equal length to the other segments. As $n - f$ approaches 2.0, the relative length of the additional segments approaches zero. The two additional segments must be placed symmetrically on opposite sides of the subdivided edge. The relative location of these two segments is implementation-dependent, but must be identical for any pair of subdivided edges with identical values of $f$.

When tessellating triangles or quads using point mode with fractional odd spacing, the tessellator may produce interior vertices that are positioned on the edge of the patch if an inner tessellation level is less than or equal to one. Such vertices are considered distinct from vertices produced by subdividing the outer edge of the patch, even if there are pairs of vertices with identical coordinates.

### 22.4. Tessellation Primitive Ordering

Few guarantees are provided for the relative ordering of primitives produced by tessellation, as they pertain to primitive order.

- The output primitives generated from each input primitive are passed to subsequent pipeline stages in an implementation-dependent order.
- All output primitives generated from a given input primitive are passed to subsequent pipeline stages before any output primitives generated from subsequent input primitives.
22.5. Tessellator Vertex Winding Order

When the tessellator produces triangles (in the Triangles or Quads modes), the orientation of all triangles is specified with an OpExecutionMode of VertexOrderCw or VertexOrderCcw in the tessellation control or tessellation evaluation shaders. If the order is VertexOrderCw, the vertices of all generated triangles will have clockwise ordering in (u,v) or (u,v,w) space. If the order is VertexOrderCcw, the vertices will have counter-clockwise ordering in that space.

If the tessellation domain has an upper-left origin, the vertices of a triangle have counter-clockwise ordering if

\[ a = u_0 v_1 - u_1 v_0 + u_1 v_2 - u_2 v_1 + u_2 v_0 - u_0 v_2 \]

is negative, and clockwise ordering if \( a \) is positive. \( u_i \) and \( v_i \) are the u and v coordinates in normalized parameter space of the \( i \)th vertex of the triangle. If the tessellation domain has a lower-left origin, the vertices of a triangle have counter-clockwise ordering if \( a \) is positive, and clockwise ordering if \( a \) is negative.

\[ \text{Note} \]
\[ \text{The value } a \text{ is proportional (with a positive factor) to the signed area of the triangle.} \]

\[ \text{In Triangles mode, even though the vertex coordinates have a } w \text{ value, it does not participate directly in the computation of } a, \text{ being an affine combination of } u \text{ and } v. \]

22.6. Triangle Tessellation

If the tessellation primitive mode is Triangles, an equilateral triangle is subdivided into a collection of triangles covering the area of the original triangle. First, the original triangle is subdivided into a collection of concentric equilateral triangles. The edges of each of these triangles are subdivided, and the area between each triangle pair is filled by triangles produced by joining the vertices on the subdivided edges. The number of concentric triangles and the number of subdivisions along each triangle except the outermost is derived from the first inner tessellation level. The edges of the outermost triangle are subdivided independently, using the first, second, and third outer tessellation levels to control the number of subdivisions of the \( u = 0 \) (left), \( v = 0 \) (bottom), and \( w = 0 \) (right) edges, respectively. The second inner tessellation level and the fourth outer tessellation level have no effect in this mode.

If the first inner tessellation level and all three outer tessellation levels are exactly one after clamping and rounding, only a single triangle with \((u,v,w)\) coordinates of \((0,0,1)\), \((1,0,0)\), and \((0,1,0)\) is generated. If the inner tessellation level is one and any of the outer tessellation levels is greater than one, the inner tessellation level is treated as though it were originally specified as \(1 + \epsilon\) and will result in a two- or three-segment subdivision depending on the tessellation spacing. When used with fractional odd spacing, the three-segment subdivision may produce inner vertices positioned on the edge of the triangle.
If any tessellation level is greater than one, tessellation begins by producing a set of concentric inner triangles and subdividing their edges. First, the three outer edges are temporarily subdivided using the clamped and rounded first inner tessellation level and the specified tessellation spacing, generating \( n \) segments. For the outermost inner triangle, the inner triangle is degenerate—a single point at the center of the triangle—if \( n \) is two. Otherwise, for each corner of the outer triangle, an inner triangle corner is produced at the intersection of two lines extended perpendicular to the corner's two adjacent edges running through the vertex of the subdivided outer edge nearest that corner. If \( n \) is three, the edges of the inner triangle are not subdivided and it is the final triangle in the set of concentric triangles. Otherwise, each edge of the inner triangle is divided into \( n - 2 \) segments, with the \( n - 1 \) vertices of this subdivision produced by intersecting the inner edge with lines perpendicular to the edge running through the \( n - 1 \) innermost vertices of the subdivision of the outer edge. Once the outermost inner triangle is subdivided, the previous subdivision process repeats itself, using the generated triangle as an outer triangle. This subdivision process is illustrated in **Inner Triangle Tessellation**.

![Inner Triangle Tessellation](image)

Figure 13. Inner Triangle Tessellation

**Caption**

In the **Inner Triangle Tessellation** diagram, inner tessellation levels of (a) four and (b) five are shown (not to scale). Solid black circles depict vertices along the edges of the concentric triangles. The edges of inner triangles are subdivided by intersecting the edge with segments perpendicular to the edge passing through each inner vertex of the subdivided outer edge. Dotted lines depict edges connecting corresponding vertices on the inner and outer triangle edges.

Once all the concentric triangles are produced and their edges are subdivided, the area between each pair of adjacent inner triangles is filled completely with a set of non-overlapping triangles. In this subdivision, two of the three vertices of each triangle are taken from adjacent vertices on a subdivided edge of one triangle; the third is one of the vertices on the corresponding edge of the other triangle. If the innermost triangle is degenerate (i.e., a point), the triangle containing it is subdivided into six triangles by connecting each of the six vertices on that triangle with the center point. If the innermost triangle is not degenerate, that triangle is added to the set of generated triangles as-is.
After the area corresponding to any inner triangles is filled, the tessellator generates triangles to cover the area between the outermost triangle and the outermost inner triangle. To do this, the temporary subdivision of the outer triangle edge above is discarded. Instead, the $u = 0$, $v = 0$, and $w = 0$ edges are subdivided according to the first, second, and third outer tessellation levels, respectively, and the tessellation spacing. The original subdivision of the first inner triangle is retained. The area between the outer and first inner triangles is completely filled by non-overlapping triangles as described above. If the first (and only) inner triangle is degenerate, a set of triangles is produced by connecting each vertex on the outer triangle edges with the center point.

After all triangles are generated, each vertex in the subdivided triangle is assigned a barycentric $(u,v,w)$ coordinate based on its location relative to the three vertices of the outer triangle.

The algorithm used to subdivide the triangular domain in $(u,v,w)$ space into individual triangles is implementation-dependent. However, the set of triangles produced will completely cover the domain, and no portion of the domain will be covered by multiple triangles.

Output triangles are generated with a topology similar to triangle lists, except that the order in which each triangle is generated, and the order in which the vertices are generated for each triangle, are implementation-dependent. However, the order of vertices in each triangle is consistent across the domain as described in [Tessellator Vertex Winding Order](#).

### 22.7. Quad Tessellation

If the tessellation primitive mode is Quads, a rectangle is subdivided into a collection of triangles covering the area of the original rectangle. First, the original rectangle is subdivided into a regular mesh of rectangles, where the number of rectangles along the $u = 0$ and $u = 1$ (vertical) and $v = 0$ and $v = 1$ (horizontal) edges are derived from the first and second inner tessellation levels, respectively. All rectangles, except those adjacent to one of the outer rectangle edges, are decomposed into triangle pairs. The outermost rectangle edges are subdivided independently, using the first, second, third, and fourth outer tessellation levels to control the number of subdivisions of the $u = 0$ (left), $v = 0$ (bottom), $u = 1$ (right), and $v = 1$ (top) edges, respectively. The area between the inner rectangles of the mesh and the outer rectangle edges are filled by triangles produced by joining the vertices on the subdivided outer edges to the vertices on the edge of the inner rectangle mesh.

If both clamped inner tessellation levels and all four clamped outer tessellation levels are exactly one, only a single triangle pair covering the outer rectangle is generated. Otherwise, if either clamped inner tessellation level is one, that tessellation level is treated as though it was originally specified as $1 + \varepsilon$ and will result in a two- or three-segment subdivision depending on the tessellation spacing. When used with fractional odd spacing, the three-segment subdivision may produce inner vertices positioned on the edge of the rectangle.

If any tessellation level is greater than one, tessellation begins by subdividing the $u = 0$ and $u = 1$ edges of the outer rectangle into $m$ segments using the clamped and rounded first inner tessellation level and the tessellation spacing. The $v = 0$ and $v = 1$ edges are subdivided into $n$ segments using the second inner tessellation level. Each vertex on the $u = 0$ and $v = 0$ edges are joined with the corresponding vertex on the $u = 1$ and $v = 1$ edges to produce a set of vertical and horizontal lines that divide the rectangle into a grid of smaller rectangles. The primitive generator emits a pair of
non-overlapping triangles covering each such rectangle not adjacent to an edge of the outer rectangle. The boundary of the region covered by these triangles forms an inner rectangle, the edges of which are subdivided by the grid vertices that lie on the edge. If either \( m \) or \( n \) is two, the inner rectangle is degenerate, and one or both of the rectangle’s edges consist of a single point. This subdivision is illustrated in Figure Inner Quad Tessellation.

![Diagram](image)

**Figure 14. Inner Quad Tessellation**

<table>
<thead>
<tr>
<th>Caption</th>
</tr>
</thead>
<tbody>
<tr>
<td>In the Inner Quad Tessellation diagram, inner quad tessellation levels of (a) ((4,2)) and (b) ((7,4)) are shown. The regions highlighted in red in figure (b) depict the 10 inner rectangles, each of which will be subdivided into two triangles. Solid black circles depict vertices on the boundary of the outer and inner rectangles, where the inner rectangle of figure (a) is degenerate (a single line segment). Dotted lines depict the horizontal and vertical edges connecting corresponding vertices on the inner and outer rectangle edges.</td>
</tr>
</tbody>
</table>

After the area corresponding to the inner rectangle is filled, the tessellator must produce triangles to cover the area between the inner and outer rectangles. To do this, the subdivision of the outer rectangle edge above is discarded. Instead, the \( u = 0, v = 0, u = 1, \) and \( v = 1 \) edges are subdivided according to the first, second, third, and fourth outer tessellation levels, respectively, and the tessellation spacing. The original subdivision of the inner rectangle is retained. The area between the outer and inner rectangles is completely filled by non-overlapping triangles. Two of the three vertices of each triangle are adjacent vertices on a subdivided edge of one rectangle; the third is one of the vertices on the corresponding edge of the other rectangle. If either edge of the innermost rectangle is degenerate, the area near the corresponding outer edges is filled by connecting each vertex on the outer edge with the single vertex making up the inner edge.

The algorithm used to subdivide the rectangular domain in \((u,v)\) space into individual triangles is implementation-dependent. However, the set of triangles produced will completely cover the domain, and no portion of the domain will be covered by multiple triangles.

Output triangles are generated with a topology similar to triangle lists, except that the order in which each triangle is generated, and the order in which the vertices are generated for each triangle, are implementation-dependent. However, the order of vertices in each triangle is
consistent across the domain as described in Tessellator Vertex Winding Order.

22.8. Isoline Tessellation

If the tessellation primitive mode is Isolines, a set of independent horizontal line segments is drawn. The segments are arranged into connected strips called isolines, where the vertices of each isoline have a constant v coordinate and u coordinates covering the full range \([0,1]\). The number of isolines generated is derived from the first outer tessellation level; the number of segments in each isoline is derived from the second outer tessellation level. Both inner tessellation levels and the third and fourth outer tessellation levels have no effect in this mode.

As with quad tessellation above, isoline tessellation begins with a rectangle. The \(u = 0\) and \(u = 1\) edges of the rectangle are subdivided according to the first outer tessellation level. For the purposes of this subdivision, the tessellation spacing mode is ignored and treated as equal_spacing. An isoline is drawn connecting each vertex on the \(u = 0\) rectangle edge to the corresponding vertex on the \(u = 1\) rectangle edge, except that no line is drawn between \((0,1)\) and \((1,1)\). If the number of isolines on the subdivided \(u = 0\) and \(u = 1\) edges is \(n\), this process will result in \(n\) equally spaced lines with constant v coordinates of 0, \(\frac{1}{n}, \frac{2}{n}, \ldots, \frac{n-1}{n}\).

Each of the \(n\) isolines is then subdivided according to the second outer tessellation level and the tessellation spacing, resulting in \(m\) line segments. Each segment of each line is emitted by the tessellator. These line segments are generated with a topology similar to line lists, except that the order in which each line is generated, and the order in which the vertices are generated for each line segment, are implementation-dependent.

22.9. Tessellation Point Mode

For all primitive modes, the tessellator is capable of generating points instead of lines or triangles. If the tessellation control or tessellation evaluation shader specifies the OpExecutionMode PointMode, the primitive generator will generate one point for each distinct vertex produced by tessellation, rather than emitting triangles or lines. Otherwise, the tessellator will produce a collection of line segments or triangles according to the primitive mode. These points are generated with a topology similar to point lists, except the order in which the points are generated for each input primitive is undefined.

22.10. Tessellation Pipeline State

The \(pTessellationState\) member of \(VkGraphicsPipelineCreateInfo\) is a pointer to a \(VkPipelineTessellationStateCreateInfo\) structure.

The \(VkPipelineTessellationStateCreateInfo\) structure is defined as:
typedef struct VkPipelineTessellationStateCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineTessellationStateCreateFlags flags;
    uint32_t patchControlPoints;
} VkPipelineTessellationStateCreateInfo;

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is reserved for future use.
- `patchControlPoints` is the number of control points per patch.

**Valid Usage**

- `VUID-VkPipelineTessellationStateCreateInfo-patchControlPoints-01214`
  - `patchControlPoints` must be greater than zero and less than or equal to `VkPhysicalDeviceLimits::maxTessellationPatchSize`

**Valid Usage (Implicit)**

- `VUID-VkPipelineTessellationStateCreateInfo-sType-sType`
  - `sType` must be `VK_STRUCTURE_TYPE_PIPELINE_TESSELLATION_STATE_CREATE_INFO`

- `VUID-VkPipelineTessellationStateCreateInfo-pNext-pNext`
  - `pNext` must be `NULL` or a pointer to a valid instance of `VkPipelineTessellationDomainOriginStateCreateInfo`

- `VUID-VkPipelineTessellationStateCreateInfo-sType-unique`
  - The `sType` value of each struct in the `pNext` chain must be unique

- `VUID-VkPipelineTessellationStateCreateInfo-flags-zerobitmask`
  - `flags` must be `0`

// Provided by VK_VERSION_1_0
typedef VkFlags VkPipelineTessellationStateCreateFlags;

`VkPipelineTessellationStateCreateFlags` is a bitmask type for setting a mask, but is currently reserved for future use.

The `VkPipelineTessellationDomainOriginStateCreateInfo` structure is defined as:
```c
// Provided by VK_VERSION_1_1
typedef struct VkPipelineTessellationDomainOriginStateCreateInfo {
    VkStructureType    sType;
    const void*        pNext;
    VkTessellationDomainOrigin domainOrigin;
} VkPipelineTessellationDomainOriginStateCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `domainOrigin` is a `VkTessellationDomainOrigin` value controlling the origin of the tessellation domain space.

If the `VkPipelineTessellationDomainOriginStateCreateInfo` structure is included in the `pNext` chain of `VkPipelineTessellationStateCreateInfo`, it controls the origin of the tessellation domain. If this structure is not present, it is as if `domainOrigin` was `VK_TESSELLATION_DOMAIN_ORIGIN_UPPER_LEFT`.

### Valid Usage (Implicit)

- **VUID-VkPipelineTessellationDomainOriginStateCreateInfo-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_PIPELINE_TESSELLATION_DOMAIN_ORIGIN_STATE_CREATE_INFO`
- **VUID-VkPipelineTessellationDomainOriginStateCreateInfo-domainOrigin-parameter**
  - `domainOrigin` must be a valid `VkTessellationDomainOrigin` value

The possible tessellation domain origins are specified by the `VkTessellationDomainOrigin` enumeration:

```c
// Provided by VK_VERSION_1_1
typedef enum VkTessellationDomainOrigin {
    VK_TESSELLATION_DOMAIN_ORIGIN_UPPER_LEFT = 0,
    VK_TESSELLATION_DOMAIN_ORIGIN_LOWER_LEFT = 1,
} VkTessellationDomainOrigin;
```

- `VK_TESSELLATION_DOMAIN_ORIGIN_UPPER_LEFT` specifies that the origin of the domain space is in the upper left corner, as shown in figure Domain parameterization for tessellation primitive modes (upper-left origin).
- `VK_TESSELLATION_DOMAIN_ORIGIN_LOWER_LEFT` specifies that the origin of the domain space is in the lower left corner, as shown in figure Domain parameterization for tessellation primitive modes (lower-left origin).

This enum affects how the `VertexOrderCw` and `VertexOrderCcw` tessellation execution modes are interpreted, since the winding is defined relative to the orientation of the domain.
Chapter 23. Geometry Shading

The geometry shader operates on a group of vertices and their associated data assembled from a single input primitive, and emits zero or more output primitives and the group of vertices and their associated data required for each output primitive. Geometry shading is enabled when a geometry shader is included in the pipeline.

23.1. Geometry Shader Input Primitives

Each geometry shader invocation has access to all vertices in the primitive (and their associated data), which are presented to the shader as an array of inputs.

The input primitive type expected by the geometry shader is specified with an `OpExecutionMode` instruction in the geometry shader, and must match the incoming primitive type specified by either the pipeline’s primitive topology if tessellation is inactive, or the tessellation mode if tessellation is active, as follows:

- An input primitive type of `InputPoints` must only be used with a pipeline topology of `VK_PRIMITIVE_TOPOLOGY_POINT_LIST`, or with a tessellation shader specifying `PointMode`. The input arrays always contain one element, as described by the point list topology or tessellation in point mode.

- An input primitive type of `InputLines` must only be used with a pipeline topology of `VK_PRIMITIVE_TOPOLOGY_LINE_LIST` or `VK_PRIMITIVE_TOPOLOGY_LINE_STRIP`, or with a tessellation shader specifying `IsoLines` that does not specify `PointMode`. The input arrays always contain two elements, as described by the line list topology or line strip topology, or by isoline tessellation.

- An input primitive type of `InputLinesAdjacency` must only be used when tessellation is inactive, with a pipeline topology of `VK_PRIMITIVE_TOPOLOGY_LINE_LIST_WITH_ADJACENCY` or `VK_PRIMITIVE_TOPOLOGY_LINE_STRIP_WITH_ADJACENCY`. The input arrays always contain four elements, as described by the line list with adjacency topology or line strip with adjacency topology.

- An input primitive type of `Triangles` must only be used with a pipeline topology of `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST`, `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP`, or `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_FAN`; or with a tessellation shader specifying `Quads` or `Triangles` that does not specify `PointMode`. The input arrays always contain three elements, as described by the triangle list topology, triangle strip topology, or triangle fan topology, or by triangle or quad tessellation. Vertices may be in a different absolute order than specified by the topology, but must adhere to the specified winding order.

- An input primitive type of `InputTrianglesAdjacency` must only be used when tessellation is inactive, with a pipeline topology of `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST_WITH_ADJACENCY` or `VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP_WITH_ADJACENCY`. The input arrays always contain six elements, as described by the triangle list with adjacency topology or triangle strip with adjacency topology. Vertices may be in a different absolute order than specified by the topology, but must adhere to the specified winding order, and the vertices making up the main primitive must still occur at the first, third, and fifth index.
23.2. Geometry Shader Output Primitives

A geometry shader generates primitives in one of three output modes: points, line strips, or triangle strips. The primitive mode is specified in the shader using an OpExecutionMode instruction with the OutputPoints, OutputLineStrip or OutputTriangleStrip modes, respectively. Each geometry shader must include exactly one output primitive mode.

The vertices output by the geometry shader are assembled into points, lines, or triangles based on the output primitive type and the resulting primitives are then further processed as described in Rasterization. If the number of vertices emitted by the geometry shader is not sufficient to produce a single primitive, vertices corresponding to incomplete primitives are not processed by subsequent pipeline stages. The number of vertices output by the geometry shader is limited to a maximum count specified in the shader.

The maximum output vertex count is specified in the shader using an OpExecutionMode instruction with the mode set to OutputVertices and the maximum number of vertices that will be produced by the geometry shader specified as a literal. Each geometry shader must specify a maximum output vertex count.

23.3. Multiple Invocations of Geometry Shaders

Geometry shaders can be invoked more than one time for each input primitive. This is known as geometry shader instancing and is requested by including an OpExecutionMode instruction with mode specified as Invocations and the number of invocations specified as an integer literal.

In this mode, the geometry shader will execute at least n times for each input primitive, where n is the number of invocations specified in the OpExecutionMode instruction. The instance number is available to each invocation as a built-in input using InvocationId.

23.4. Geometry Shader Primitive Ordering

Limited guarantees are provided for the relative ordering of primitives produced by a geometry shader, as they pertain to primitive order.

- For instanced geometry shaders, the output primitives generated from each input primitive are passed to subsequent pipeline stages using the invocation number to order the primitives, from least to greatest.
- All output primitives generated from a given input primitive are passed to subsequent pipeline stages before any output primitives generated from subsequent input primitives.
Chapter 24. Fixed-Function Vertex Post-Processing

After pre-rasterization shader stages, the following fixed-function operations are applied to vertices of the resulting primitives:

- Flat shading (see Flat Shading).
- Primitive clipping, including client-defined half-spaces (see Primitive Clipping).
- Shader output attribute clipping (see Clipping Shader Outputs).
- Perspective division on clip coordinates (see Coordinate Transformations).
- Viewport mapping, including depth range scaling (see Controlling the Viewport).
- Front face determination for polygon primitives (see Basic Polygon Rasterization).

Next, rasterization is performed on primitives as described in chapter Rasterization.

24.1. Flat Shading

Flat shading a vertex output attribute means to assign all vertices of the primitive the same value for that output. The output values assigned are those of the provoking vertex of the primitive. Flat shading is applied to those vertex attributes that match fragment input attributes which are decorated as Flat.

If neither geometry nor tessellation shading is active, the provoking vertex is determined by the primitive topology defined by VkPipelineInputAssemblyStateCreateInfo:topology used to execute the drawing command.

If geometry shading is active, the provoking vertex is determined by the primitive topology defined by the OutputPoints, OutputLineStrip, or OutputTriangleStrip execution mode.

If tessellation shading is active but geometry shading is not, the provoking vertex may be any of the vertices in each primitive.

24.2. Primitive Clipping

Primitives are culled against the cull volume and then clipped to the clip volume. In clip coordinates, the view volume is defined by:

\[-w_c \leq x_c \leq w_c\]
\[-w_c \leq y_c \leq w_c\]
\[-z_m \leq z_c \leq w_c\]

where \(z_m\) is equal to zero.

This view volume can be further restricted by as many as VkPhysicalDeviceLimits::maxClipDistances client-defined half-spaces.
The cull volume is the intersection of up to `VkPhysicalDeviceLimits::maxCullDistances` client-defined half-spaces (if no client-defined cull half-spaces are enabled, culling against the cull volume is skipped).

A shader **must** write a single cull distance for each enabled cull half-space to elements of the `CullDistance` array. If the cull distance for any enabled cull half-space is negative for all of the vertices of the primitive under consideration, the primitive is discarded. Otherwise the primitive is clipped against the clip volume as defined below.

The clip volume is the intersection of up to `VkPhysicalDeviceLimits::maxClipDistances` client-defined half-spaces with the view volume (if no client-defined clip half-spaces are enabled, the clip volume is the view volume).

A shader **must** write a single clip distance for each enabled clip half-space to elements of the `ClipDistance` array. Clip half-space $i$ is then given by the set of points satisfying the inequality

$$ c_i(P) \geq 0 $$

where $c_i(P)$ is the clip distance $i$ at point $P$. For point primitives, $c_i(P)$ is simply the clip distance for the vertex in question. For line and triangle primitives, per-vertex clip distances are interpolated using a weighted mean, with weights derived according to the algorithms described in sections Basic Line Segment Rasterization and Basic Polygon Rasterization, using the perspective interpolation equations.

The number of client-defined clip and cull half-spaces that are enabled is determined by the explicit size of the built-in arrays `ClipDistance` and `CullDistance`, respectively, declared as an output in the interface of the entry point of the final shader stage before clipping.

If `VkPipelineRasterizationDepthClipStateCreateInfoEXT` is present in the graphics pipeline state then depth clipping is disabled if `VkPipelineRasterizationDepthClipStateCreateInfoEXT::depthClipEnable` is `VK_FALSE`. Otherwise, if `VkPipelineRasterizationDepthClipStateCreateInfoEXT` is not present, depth clipping is disabled when `VkPipelineRasterizationStateCreateInfo::depthClampEnable` is `VK_TRUE`.

When depth clipping is disabled, the plane equation

$$ z_m \leq z_c \leq w_c $$

(see the clip volume definition above) is ignored by view volume clipping (effectively, there is no near or far plane clipping).

If the primitive under consideration is a point or line segment, then clipping passes it unchanged if its vertices lie entirely within the clip volume.

Possible values of `VkPhysicalDevicePointClippingProperties::pointClippingBehavior`, specifying clipping behavior of a point primitive whose vertex lies outside the clip volume, are:
typedef enum VkPointClippingBehavior {
    VK_POINT_CLIPPING_BEHAVIOR_ALL_CLIP_PLANES = 0,
    VK_POINT_CLIPPING_BEHAVIOR_USER_CLIP_PLANES_ONLY = 1,
} VkPointClippingBehavior;

- **VK_POINT_CLIPPING_BEHAVIOR_ALL_CLIP_PLANES** specifies that the primitive is discarded if the vertex lies outside any clip plane, including the planes bounding the view volume.
- **VK_POINT_CLIPPING_BEHAVIOR_USER_CLIP_PLANES_ONLY** specifies that the primitive is discarded only if the vertex lies outside any user clip plane.

If either of a line segment’s vertices lie outside of the clip volume, the line segment may be clipped, with new vertex coordinates computed for each vertex that lies outside the clip volume. A clipped line segment endpoint lies on both the original line segment and the boundary of the clip volume.

This clipping produces a value, $0 \leq t \leq 1$, for each clipped vertex. If the coordinates of a clipped vertex are $P$ and the unclipped line segment’s vertex coordinates are $P_1$ and $P_2$, then $t$ satisfies the following equation

$$P = tP_1 + (1-t)P_2.$$  

t is used to clip vertex output attributes as described in **Clipping Shader Outputs**.

If the primitive is a polygon, it passes unchanged if every one of its edges lies entirely inside the clip volume, and is either clipped or discarded otherwise. If the edges of the polygon intersect the boundary of the clip volume, the intersecting edges are reconnected by new edges that lie along the boundary of the clip volume - in some cases requiring the introduction of new vertices into a polygon.

If a polygon intersects an edge of the clip volume’s boundary, the clipped polygon must include a point on this boundary edge.

Primitives rendered with user-defined half-spaces must satisfy a complementarity criterion. Suppose a series of primitives is drawn where each vertex $i$ has a single specified clip distance $d_i$ (or a number of similarly specified clip distances, if multiple half-spaces are enabled). Next, suppose that the same series of primitives are drawn again with each such clip distance replaced by $-d_i$, (and the graphics pipeline is otherwise the same). In this case, primitives must not be missing any pixels, and pixels must not be drawn twice in regions where those primitives are cut by the clip planes.

### 24.3. Clipping Shader Outputs

Next, vertex output attributes are clipped. The output values associated with a vertex that lies within the clip volume are unaffected by clipping. If a primitive is clipped, however, the output values assigned to vertices produced by clipping are clipped.

Let the output values assigned to the two vertices $P_1$ and $P_2$ of an unclipped edge be $c_1$ and $c_2$. The value of $t$ (see **Primitive Clipping**) for a clipped point $P$ is used to obtain the output value associated
with \( \mathbf{P} \) as

\[
\mathbf{c} = t \mathbf{c}_1 + (1-t) \mathbf{c}_2.
\]

(Multiplying an output value by a scalar means multiplying each of \( x, y, z, \) and \( w \) by the scalar.)

Since this computation is performed in clip space before division by \( w \), clipped output values are perspective-correct.

Polygon clipping creates a clipped vertex along an edge of the clip volume's boundary. This situation is handled by noting that polygon clipping proceeds by clipping against one half-space at a time. Output value clipping is done in the same way, so that clipped points always occur at the intersection of polygon edges (possibly already clipped) with the clip volume's boundary.

For vertex output attributes whose matching fragment input attributes are decorated with \texttt{NoPerspective}, the value of \( t \) used to obtain the output value associated with \( \mathbf{P} \) will be adjusted to produce results that vary linearly in framebuffer space.

Output attributes of integer or unsigned integer type \texttt{must} always be flat shaded. Flat shaded attributes are constant over the primitive being rasterized (see \texttt{Basic Line Segment Rasterization} and \texttt{Basic Polygon Rasterization}), and no interpolation is performed. The output value \( \mathbf{c} \) is taken from either \( \mathbf{c}_1 \) or \( \mathbf{c}_2 \), since flat shading has already occurred and the two values are identical.

\section*{24.4. Coordinate Transformations}

\textit{Clip coordinates} for a vertex result from shader execution, which yields a vertex coordinate \texttt{Position}.

Perspective division on clip coordinates yields \textit{normalized device coordinates}, followed by a \texttt{viewport} transformation (see \texttt{Controlling the Viewport}) to convert these coordinates into \texttt{framebuffer coordinates}.

If a vertex in clip coordinates has a position given by

\[
\begin{pmatrix}
  x_c \\
  y_c \\
  z_c \\
  w_c
\end{pmatrix}
\]

then the vertex's normalized device coordinates are

\[
\begin{pmatrix}
  x_d \\
  y_d \\
  z_d
\end{pmatrix} = \frac{\begin{pmatrix}
  x_c \\
  y_c \\
  z_c \\
  w_c
\end{pmatrix}}{w_c}
\]
24.5. Controlling the Viewport

The viewport transformation is determined by the selected viewport's width and height in pixels, \( p_x \) and \( p_y \), respectively, and its center \((o_x, o_y)\) (also in pixels), as well as its depth range min and max determining a depth range scale value \( p_z \) and a depth range bias value \( o_z \) (defined below). The vertex's framebuffer coordinates \((x_f, y_f, z_f)\) are given by

\[
x_f = \frac{p_x}{2} x_d + o_x
\]
\[
y_f = \frac{p_y}{2} y_d + o_y
\]
\[
z_f = p_z \times z_d + o_z
\]

Multiple viewports are available, numbered zero up to \( 
\text{VkPhysicalDeviceLimits}\cdot\text{maxViewports} \) minus one. The number of viewports used by a pipeline is controlled by the \text{viewportCount} member of the \text{VkPipelineViewportStateCreateInfo} structure used in pipeline creation.

\( x_f \) and \( y_f \) have limited precision, where the number of fractional bits retained is specified by \( \text{VkPhysicalDeviceLimits}\cdot\text{subPixelPrecisionBits} \). When rasterizing line segments, the number of fractional bits is specified by \( \text{VkPhysicalDeviceLineRasterizationPropertiesKHR}\cdot\text{lineSubPixelPrecisionBits} \).

The \text{VkPipelineViewportStateCreateInfo} structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPipelineViewportStateCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineViewportStateCreateFlags flags;
    uint32_t viewportCount;
    const VkViewport* pViewports;
    uint32_t scissorCount;
    const VkRect2D* pScissors;
} VkPipelineViewportStateCreateInfo;
```

- \text{sType} is a \text{VkStructureType} value identifying this structure.
- \text{pNext} is \text{NULL} or a pointer to a structure extending this structure.
- \text{flags} is reserved for future use.
- \text{viewportCount} is the number of viewports used by the pipeline.
- \text{pViewports} is a pointer to an array of \text{VkViewport} structures, defining the viewport transforms. If the viewport state is dynamic, this member is ignored.
- \text{scissorCount} is the number of \text{scissors} and \text{must} match the number of viewports.
- \text{pScissors} is a pointer to an array of \text{VkRect2D} structures defining the rectangular bounds of the...
scissor for the corresponding viewport. If the scissor state is dynamic, this member is ignored.

Valid Usage

- VUID-VkPipelineViewportStateCreateInfo-viewportCount-01216
  If the multiViewport feature is not enabled, viewportCount must not be greater than 1

- VUID-VkPipelineViewportStateCreateInfo-scissorCount-01217
  If the multiViewport feature is not enabled, scissorCount must not be greater than 1

- VUID-VkPipelineViewportStateCreateInfo-viewportCount-01218
  viewportCount must be less than or equal to VkPhysicalDeviceLimits::maxViewports

- VUID-VkPipelineViewportStateCreateInfo-scissorCount-01219
  scissorCount must be less than or equal to VkPhysicalDeviceLimits::maxViewports

- VUID-VkPipelineViewportStateCreateInfo-x-02821
  The x and y members of offset member of any element of pScissors must be greater than or equal to 0

- VUID-VkPipelineViewportStateCreateInfo-offset-02822
  Evaluation of (offset.x + extent.width) must not cause a signed integer addition overflow for any element of pScissors

- VUID-VkPipelineViewportStateCreateInfo-offset-02823
  Evaluation of (offset.y + extent.height) must not cause a signed integer addition overflow for any element of pScissors

- VUID-VkPipelineViewportStateCreateInfo-scissorCount-04134
  If scissorCount and viewportCount are both not dynamic, then scissorCount and viewportCount must be identical

- VUID-VkPipelineViewportStateCreateInfo-viewportCount-04135
  If the graphics pipeline is being created with VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT set then viewportCount must be 0, otherwise viewportCount must be greater than 0

- VUID-VkPipelineViewportStateCreateInfo-scissorCount-04136
  If the graphics pipeline is being created with VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT set then scissorCount must be 0, otherwise scissorCount must be greater than 0

Valid Usage (Implicit)

- VUID-VkPipelineViewportStateCreateInfo-sType-sType
  sType must be VK_STRUCTURE_TYPE_PIPELINE_VIEWPORT_STATE_CREATE_INFO

- VUID-VkPipelineViewportStateCreateInfo-pNext-pNext
  pNext must be NULL

- VUID-VkPipelineViewportStateCreateInfo-flags-zerobitmask
  flags must be 0

To dynamically set the viewport count and viewports, call:
// Provided by VK_EXT_extended_dynamic_state
void vkCmdSetViewportWithCountEXT(
   VkCommandBuffer commandBuffer,
   uint32_t viewportCount,
   const VkViewport* pViewports);

• commandBuffer is the command buffer into which the command will be recorded.
• viewportCount specifies the viewport count.
• pViewports specifies the viewports to use for drawing.

This command sets the viewport count and viewports state for subsequent drawing commands when the graphics pipeline is created with VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT set in VkPipelineDynamicStateCreateInfo::pDynamicStates. Otherwise, this state is specified by the corresponding VkPipelineViewportStateCreateInfo::viewportCount and pViewports values used to create the currently active pipeline.

Valid Usage

• VUID-vkCmdSetViewportWithCount-None-08971
   At least one of the following must be true:
      ◦ the extendedDynamicState feature is enabled

• VUID-vkCmdSetViewportWithCount-viewportCount-03394
   viewportCount must be between 1 and VkPhysicalDeviceLimits::maxViewports, inclusive

• VUID-vkCmdSetViewportWithCount-viewportCount-03395
   If the multiViewport feature is not enabled, viewportCount must be 1

Valid Usage (Implicit)

• VUID-vkCmdSetViewportWithCount-commandBuffer-parameter
   commandBuffer must be a valid VkCommandBuffer handle

• VUID-vkCmdSetViewportWithCount-pViewports-parameter
   pViewports must be a valid pointer to an array of viewportCount valid VkViewport structures

• VUID-vkCmdSetViewportWithCount-commandBuffer-recording
   commandBuffer must be in the recording state

• VUID-vkCmdSetViewportWithCount-commandBuffer-cmdpool
   The VkCommandPool that commandBuffer was allocated from must support graphics operations

• VUID-vkCmdSetViewportWithCount-viewportCount-arraylength
   viewportCount must be greater than 0
Host Synchronization

- Host access to `commandBuffer` must be externally synchronized.
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized.

Command Properties

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<tr>
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</table>

To **dynamically set** the scissor count and scissor rectangular bounds, call:

```c
// Provided by VK_EXT_extended_dynamic_state
void vkCmdSetScissorWithCountEXT(
    VkCommandBuffer commandBuffer,
    uint32_t scissorCount,
    const VkRect2D* pScissors);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `scissorCount` specifies the scissor count.
- `pScissors` specifies the scissors to use for drawing.

This command sets the scissor count and scissor rectangular bounds state for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the corresponding `VkPipelineViewportStateCreateInfo::scissorCount` and `pScissors` values used to create the currently active pipeline.

Valid Usage

- VUID-vkCmdSetScissorWithCount-None-08971
  At least one of the following must be true:
  - the `extendedDynamicState` feature is enabled
- VUID-vkCmdSetScissorWithCount-scissorCount-03397
  `scissorCount` must be between 1 and `VkPhysicalDeviceLimits::maxViewports`, inclusive
- VUID-vkCmdSetScissorWithCount-scissorCount-03398
  If the `multiViewport` feature is not enabled, `scissorCount` must be 1
- VUID-vkCmdSetScissorWithCount-x-03399
The x and y members of offset member of any element of pScissors must be greater than or equal to 0

- VUID-vkCmdSetScissorWithCount-offset-03400
  Evaluation of (offset.x + extent.width) must not cause a signed integer addition overflow for any element of pScissors

- VUID-vkCmdSetScissorWithCount-offset-03401
  Evaluation of (offset.y + extent.height) must not cause a signed integer addition overflow for any element of pScissors

Valid Usage (Implicit)

- VUID-vkCmdSetScissorWithCount-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdSetScissorWithCount-pScissors-parameter
  pScissors must be a valid pointer to an array of scissorCount VkRect2D structures

- VUID-vkCmdSetScissorWithCount-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdSetScissorWithCount-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

- VUID-vkCmdSetScissorWithCount-scissorCount-arraylength
  scissorCount must be greater than 0

Host Synchronization

- Host access to commandBuffer must be externally synchronized

- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Command Properties

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</table>

// Provided by VK_VERSION_1_0
typedef VkFlags VkPipelineViewportStateCreateFlags;
VkPipelineViewportStateCreateFlags is a bitmask type for setting a mask, but is currently reserved for future use.

A **pre-rasterization shader stage** can direct each primitive to one of several viewports. The destination viewport for a primitive is selected by the last active pre-rasterization shader stage that has an output variable decorated with ViewportIndex. The viewport transform uses the viewport corresponding to the value assigned to ViewportIndex, and taken from an implementation-dependent vertex of each primitive. If ViewportIndex is outside the range zero to viewportCount minus one for a primitive, or if the last active pre-rasterization shader stage did not assign a value to ViewportIndex for all vertices of a primitive due to flow control, the values resulting from the viewport transformation of the vertices of such primitives are undefined. If the last pre-rasterization shader stage does not have an output decorated with ViewportIndex, the viewport numbered zero is used by the viewport transformation.

A single vertex can be used in more than one individual primitive, in primitives such as VK_PRIMITIVE_TOPOLOGY_TRIANGLE_STRIP. In this case, the viewport transformation is applied separately for each primitive.

To **dynamically set** the viewport transformation parameters, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdSetViewport(
    VkCommandBuffer commandBuffer,  // Provided by VK_VERSION_1_0
    uint32_t firstViewport,         // Provided by VK_VERSION_1_0
    uint32_t viewportCount,         // Provided by VK_VERSION_1_0
    const VkViewport* pViewports);  // Provided by VK_VERSION_1_0
```

- commandBuffer is the command buffer into which the command will be recorded.
- firstViewport is the index of the first viewport whose parameters are updated by the command.
- viewportCount is the number of viewports whose parameters are updated by the command.
- pViewports is a pointer to an array of VkViewport structures specifying viewport parameters.

This command sets the viewport transformation parameters state for subsequent drawing commands when the graphics pipeline is created with VK_DYNAMIC_STATE_VIEWPORT set in VkPipelineDynamicStateCreateInfo::pDynamicStates. Otherwise, this state is specified by the VkPipelineViewportStateCreateInfo::pViewports values used to create the currently active pipeline.

The viewport parameters taken from element i of pViewports replace the current state for the viewport index firstViewport + i, for i in [0, viewportCount).

### Valid Usage

- **VUID-vkCmdSetViewport-firstViewport-01223**
  The sum of firstViewport and viewportCount must be between 1 and VkPhysicalDeviceLimits::maxViewports, inclusive

- **VUID-vkCmdSetViewport-firstViewport-01224**

---

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If the `multiViewport` feature is not enabled, `firstViewport` must be 0

- VUID-vkCmdSetViewport-viewportCount-01225
  If the `multiViewport` feature is not enabled, `viewportCount` must be 1

### Valid Usage (Implicit)

- VUID-vkCmdSetViewport-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdSetViewport-pViewports-parameter
  `pViewports` must be a valid pointer to an array of `viewportCount` valid `VkViewport` structures

- VUID-vkCmdSetViewport-commandBuffer-recording
  `commandBuffer` must be in the `recording state`

- VUID-vkCmdSetViewport-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

- VUID-vkCmdSetViewport-viewportCount-arraylength
  `viewportCount` must be greater than 0

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized

- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

### Command Properties

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Both `VkPipelineViewportStateCreateInfo` and `vkCmdSetViewport` use `VkViewport` to set the viewport transformation parameters.

The `VkViewport` structure is defined as:
// Provided by VK_VERSION_1_0

typedef struct VkViewport {
    float x;
    float y;
    float width;
    float height;
    float minDepth;
    float maxDepth;
} VkViewport;

• x and y are the viewport’s upper left corner (x, y).
• width and height are the viewport’s width and height, respectively.
• minDepth and maxDepth are the depth range for the viewport.

Note

Despite their names, minDepth can be less than, equal to, or greater than maxDepth.

The framebuffer depth coordinate \( z_f \) may be represented using either a fixed-point or floating-point representation. However, a floating-point representation must be used if the depth/stencil attachment has a floating-point depth component. If an m-bit fixed-point representation is used, we assume that it represents each value \( \frac{k}{2^m-1} \), where \( k \in \{ 0, 1, ..., 2^m-1 \} \), as \( k \) (e.g. 1.0 is represented in binary as a string of all ones).

The viewport parameters shown in the above equations are found from these values as

\[
\begin{align*}
o_x &= x + \text{width} / 2 \\
o_y &= y + \text{height} / 2 \\
o_z &= \text{minDepth} \\
p_x &= \text{width} \\
p_y &= \text{height} \\
p_z &= \text{maxDepth} - \text{minDepth}
\end{align*}
\]

The application can specify a negative term for height, which has the effect of negating the y coordinate in clip space before performing the transform. When using a negative height, the application should also adjust the y value to point to the lower left corner of the viewport instead of the upper left corner. Using the negative height allows the application to avoid having to negate the
The y component of the `Position` output from the last pre-rasterization shader stage.

The width and height of the **implementation-dependent maximum viewport dimensions** must be greater than or equal to the width and height of the largest image which can be created and attached to a framebuffer.

The floating-point viewport bounds are represented with an **implementation-dependent precision**.

**Valid Usage**

- VUID-VkViewport-width-01770
  
  width must be greater than 0.0

- VUID-VkViewport-width-01771
  
  width must be less than or equal to `VkPhysicalDeviceLimits::maxViewportDimensions[0]`

- VUID-VkViewport-height-01773
  
  The absolute value of height must be less than or equal to `VkPhysicalDeviceLimits::maxViewportDimensions[1]`

- VUID-VkViewport-x-01774
  
  x must be greater than or equal to `viewportBoundsRange[0]`

- VUID-VkViewport-x-01232
  
  (x + width) must be less than or equal to `viewportBoundsRange[1]`

- VUID-VkViewport-y-01775
  
  y must be greater than or equal to `viewportBoundsRange[0]`

- VUID-VkViewport-y-01776
  
  y must be less than or equal to `viewportBoundsRange[1]`

- VUID-VkViewport-y-01777
  
  (y + height) must be greater than or equal to `viewportBoundsRange[0]`

- VUID-VkViewport-y-01233
  
  (y + height) must be less than or equal to `viewportBoundsRange[1]`

- VUID-VkViewport-minDepth-01234
  
  If the `VK_EXT_depth_range_unrestricted` extension is not enabled, minDepth must be between 0.0 and 1.0, inclusive

- VUID-VkViewport-maxDepth-01235
  
  If the `VK_EXT_depth_range_unrestricted` extension is not enabled, maxDepth must be between 0.0 and 1.0, inclusive
Chapter 25. Rasterization

Rasterization is the process by which a primitive is converted to a two-dimensional image. Each discrete location of this image contains associated data such as depth, color, or other attributes.

Rasterizing a primitive begins by determining which squares of an integer grid in framebuffer coordinates are occupied by the primitive, and assigning one or more depth values to each such square. This process is described below for points, lines, and polygons.

A grid square, including its (x,y) framebuffer coordinates, z (depth), and associated data added by fragment shaders, is called a fragment. A fragment is located by its upper left corner, which lies on integer grid coordinates.

Rasterization operations also refer to a fragment’s sample locations, which are offset by fractional values from its upper left corner. The rasterization rules for points, lines, and triangles involve testing whether each sample location is inside the primitive. Fragments need not actually be square, and rasterization rules are not affected by the aspect ratio of fragments. Display of non-square grids, however, will cause rasterized points and line segments to appear fatter in one direction than the other.

We assume that fragments are square, since it simplifies antialiasing and texturing. After rasterization, fragments are processed by fragment operations.

Several factors affect rasterization, including the members of VkPipelineRasterizationStateCreateInfo and VkPipelineMultisampleStateCreateInfo.

The VkPipelineRasterizationStateCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPipelineRasterizationStateCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineRasterizationStateCreateFlags flags;
    VkBool32 depthClampEnable;
    VkBool32 rasterizerDiscardEnable;
    VkPolygonMode polygonMode;
    VkCullModeFlags cullMode;
    VkFrontFace frontFace;
    VkBool32 depthBiasEnable;
    float depthBiasConstantFactor;
    float depthBiasClamp;
    float depthBiasSlopeFactor;
    float lineWidth;
} VkPipelineRasterizationStateCreateInfo;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `flags` is reserved for future use.
• **depthClampEnable** controls whether to clamp the fragment’s depth values as described in Depth Test. If the pipeline is not created with VkPipelineRasterizationDepthClipStateCreateInfoEXT present then enabling depth clamp will also disable clipping primitives to the z planes of the frustum as described in Primitive Clipping. Otherwise depth clipping is controlled by the state set in VkPipelineRasterizationDepthClipStateCreateInfoEXT.

• **rasterizerDiscardEnable** controls whether primitives are discarded immediately before the rasterization stage.

• **polygonMode** is the triangle rendering mode. See VkPolygonMode.

• **cullMode** is the triangle facing direction used for primitive culling. See VkCullModeFlagBits.

• **frontFace** is a VkFrontFace value specifying the front-facing triangle orientation to be used for culling.

• **depthBiasEnable** controls whether to bias fragment depth values.

• **depthBiasConstantFactor** is a scalar factor controlling the constant depth value added to each fragment.

• **depthBiasClamp** is the maximum (or minimum) depth bias of a fragment.

• **depthBiasSlopeFactor** is a scalar factor applied to a fragment’s slope in depth bias calculations.

• **lineWidth** is the width of rasterized line segments.

### Valid Usage

- VUID-VkPipelineRasterizationStateCreateInfo-depthClampEnable-00782
  If the **depthClamp** feature is not enabled, **depthClampEnable** must be **VK_FALSE**

- VUID-VkPipelineRasterizationStateCreateInfo-polygonMode-01507
  If the fillModeNonSolid feature is not enabled, **polygonMode** must be **VK_POLYGON_MODE_FILL**

### Valid Usage (Implicit)

- VUID-VkPipelineRasterizationStateCreateInfo-sType-sType
  **sType** must be **VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_STATE_CREATE_INFO**

- VUID-VkPipelineRasterizationStateCreateInfo-pNext-pNext
  Each **pNext** member of any structure (including this one) in the **pNext** chain must be either **NULL** or a pointer to a valid instance of VkPipelineRasterizationConservativeStateCreateInfoEXT, VkPipelineRasterizationDepthClipStateCreateInfoEXT, or VkPipelineRasterizationLineStateCreateInfoKHR

- VUID-VkPipelineRasterizationStateCreateInfo-info-fillModeNonSolid
  The **sType** value of each struct in the **pNext** chain must be unique

- VUID-VkPipelineRasterizationStateCreateInfo-info-flags-zero bitmask
  **flags** must be **0**

- VUID-VkPipelineRasterizationStateCreateInfo-info-polygonMode-parameter
  **polygonMode** must be a valid **VkPolygonMode** value
- **VUID-VkPipelineRasterizationStateCreateInfo-cullMode-parameter**
  
  `cullMode` must be a valid combination of `VkCullModeFlagBits` values

- **VUID-VkPipelineRasterizationStateCreateInfo-frontFace-parameter**

  `frontFace` must be a valid `VkFrontFace` value

---

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkPipelineRasterizationStateCreateFlags;
```

`VkPipelineRasterizationStateCreateFlags` is a bitmask type for setting a mask, but is currently reserved for future use.

If the `pNext` chain of `VkPipelineRasterizationStateCreateInfo` includes a `VkPipelineRasterizationDepthClipStateCreateInfoEXT` structure, then that structure controls whether depth clipping is enabled or disabled.

The `VkPipelineRasterizationDepthClipStateCreateInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_depth_clip_enable
typedef struct VkPipelineRasterizationDepthClipStateCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkPipelineRasterizationDepthClipStateCreateFlagsEXT flags;
    VkBool32 depthClipEnable;
} VkPipelineRasterizationDepthClipStateCreateInfoEXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is reserved for future use.
- `depthClipEnable` controls whether depth clipping is enabled as described in **Primitive Clipping**.

---

### Valid Usage (Implicit)

- **VUID-VkPipelineRasterizationDepthClipStateCreateInfoEXT-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_DEPTH_CLIP_STATE_CREATE_INFO_EXT`

- **VUID-VkPipelineRasterizationDepthClipStateCreateInfoEXT-flags-zerobitmask**
  
  `flags` must be `0`

---

```c
// Provided by VK_EXT_depth_clip_enable
typedef VkFlags VkPipelineRasterizationDepthClipStateCreateFlagsEXT;
```

`VkPipelineRasterizationDepthClipStateCreateFlagsEXT` is a bitmask type for setting a mask, but is
The `VkPipelineMultisampleStateCreateInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPipelineMultisampleStateCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineMultisampleStateCreateFlags flags;
    VkSampleCountFlagBits rasterizationSamples;
    VkBool32 sampleShadingEnable;
    float minSampleShading;
    const VkSampleMask* pSampleMask;
    VkBool32 alphaToCoverageEnable;
    VkBool32 alphaToOneEnable;
} VkPipelineMultisampleStateCreateInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is reserved for future use.
- `rasterizationSamples` is a `VkSampleCountFlagBits` value specifying the number of samples used in rasterization.
- `sampleShadingEnable` can be used to enable Sample Shading.
- `minSampleShading` specifies a minimum fraction of sample shading if `sampleShadingEnable` is set to `VK_TRUE`.
- `pSampleMask` is a pointer to an array of `VkSampleMask` values used in the sample mask test.
- `alphaToCoverageEnable` controls whether a temporary coverage value is generated based on the alpha component of the fragment’s first color output as specified in the Multisample Coverage section.
- `alphaToOneEnable` controls whether the alpha component of the fragment’s first color output is replaced with one as described in Multisample Coverage.

Each bit in the sample mask is associated with a unique sample index as defined for the coverage mask. Each bit b for mask word w in the sample mask corresponds to sample index i, where \( i = 32 \times w + b \). `pSampleMask` has a length equal to \( \lceil \frac{rasterizationSamples}{32} \rceil \) words.

If `pSampleMask` is `NULL`, it is treated as if the mask has all bits set to 1.

### Valid Usage

- VUID-VkPipelineMultisampleStateCreateInfo-sampleShadingEnable-00784
  If the `sampleRateShading` feature is not enabled, `sampleShadingEnable` must be `VK_FALSE`
- VUID-VkPipelineMultisampleStateCreateInfo-alphaToOneEnable-00785
  If the `alphaToOne` feature is not enabled, `alphaToOneEnable` must be `VK_FALSE`
minSampleShading must be in the range [0,1]

Valid Usage (Implicit)

- **VUID-VkPipelineMultisampleStateCreateInfo-sType-sType**
  sType must be **VK_STRUCTURE_TYPE_PIPELINE_MULTISAMPLE_STATE_CREATE_INFO**

- **VUID-VkPipelineMultisampleStateCreateInfo-pNext-pNext**
  pNext must be NULL or a pointer to a valid instance of **VkPipelineSampleLocationsStateCreateInfoEXT**

- **VUID-VkPipelineMultisampleStateCreateInfo-sType-unique**
  The sType value of each struct in the pNext chain must be unique

- **VUID-VkPipelineMultisampleStateCreateInfo-flags-zerobitmask**
  flags must be 0

- **VUID-VkPipelineMultisampleStateCreateInfo-rasterizationSamples-parameter**
  rasterizationSamples must be a valid VkSampleCountFlagBits value

- **VUID-VkPipelineMultisampleStateCreateInfo-pSampleMask-parameter**
  If pSampleMask is not NULL, pSampleMask must be a valid pointer to an array of |rasterizationSamples| 32  VkSampleMask values

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkPipelineMultisampleStateCreateFlags;
```

**VkPipelineMultisampleStateCreateFlags** is a bitmask type for setting a mask, but is currently reserved for future use.

The elements of the sample mask array are of type **VkSampleMask**, each representing 32 bits of coverage information:

```c
// Provided by VK_VERSION_1_0
typedef uint32_t VkSampleMask;
```

Rasterization only generates fragments which cover one or more pixels inside the framebuffer. Pixels outside the framebuffer are never considered covered in the fragment. Fragments which would be produced by application of any of the primitive rasterization rules described below but which lie outside the framebuffer are not produced, nor are they processed by any later stage of the pipeline, including any of the fragment operations.

Surviving fragments are processed by fragment shaders. Fragment shaders determine associated data for fragments, and can also modify or replace their assigned depth values.
Primitives are discarded before rasterization if the `rasterizerDiscardEnable` member of `VkPipelineRasterizationStateCreateInfo` is enabled. When enabled, primitives are discarded after they are processed by the last active shader stage in the pipeline before rasterization.

To **dynamically enable** whether primitives are discarded before the rasterization stage, call:

```c
// Provided by VK_EXT_extended_dynamic_state2
void vkCmdSetRasterizerDiscardEnableEXT(
    VkCommandBuffer commandBuffer,
    VkBool32 rasterizerDiscardEnable);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `rasterizerDiscardEnable` controls whether primitives are discarded immediately before the rasterization stage.

This command sets the discard enable for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineRasterizationStateCreateInfo::rasterizerDiscardEnable` value used to create the currently active pipeline.

---

**Valid Usage**

- VUID-vkCmdSetRasterizerDiscardEnable-None-08970
  
  At least one of the following must be true:
  
  - the `extendedDynamicState2` feature is enabled

---

**Valid Usage (Implicit)**

- VUID-vkCmdSetRasterizerDiscardEnable-commandBuffer-parameter
  
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdSetRasterizerDiscardEnable-commandBuffer-recording
  
  `commandBuffer` must be in the recording state

- VUID-vkCmdSetRasterizerDiscardEnable-commandBuffer-cmdpool
  
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

---

**Host Synchronization**

- Host access to `commandBuffer` must be externally synchronized

- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally
25.2. Rasterization Order

Within a subpass of a render pass instance, for a given (x,y,layer,sample) sample location, the following operations are guaranteed to execute in rasterization order, for each separate primitive that includes that sample location:

1. Fragment operations, in the order defined
2. Blending, logic operations, and color writes

Execution of these operations for each primitive in a subpass occurs in primitive order.

25.3. Multisampling

Multisampling is a mechanism to antialias all Vulkan primitives: points, lines, and polygons. The technique is to sample all primitives multiple times at each pixel. Each sample in each framebuffer attachment has storage for a color, depth, and/or stencil value, such that per-fragment operations apply to each sample independently. The color sample values can be later resolved to a single color (see Resolving Multisample Images and the Render Pass chapter for more details on how to resolve multisample images to non-multisample images).

Vulkan defines rasterization rules for single-sample modes in a way that is equivalent to a multisample mode with a single sample in the center of each fragment.

Each fragment includes a coverage mask with a single bit for each sample in the fragment, and a number of depth values and associated data for each sample.

It is understood that each pixel has rasterizationSamples locations associated with it. These locations are exact positions, rather than regions or areas, and each is referred to as a sample point. The sample points associated with a pixel must be located inside or on the boundary of the unit square that is considered to bound the pixel. Furthermore, the relative locations of sample points may be identical for each pixel in the framebuffer, or they may differ.

If the current pipeline includes a fragment shader with one or more variables in its interface decorated with Sample and Input, the data associated with those variables will be assigned independently for each sample. The values for each sample must be evaluated at the location of the sample. The data associated with any other variables not decorated with Sample and Input need not
be evaluated independently for each sample.

A coverage mask is generated for each fragment, based on which samples within that fragment are determined to be within the area of the primitive that generated the fragment.

Single pixel fragments have one set of samples. Multi-pixel fragments defined by setting the fragment shading rate have one set of samples per pixel. Each set of samples has a number of samples determined by VkPipelineMultisampleStateCreateInfo::rasterizationSamples. Each sample in a set is assigned a unique sample index \( i \) in the range \([0, \text{rasterizationSamples})\). Each sample in a fragment is also assigned a unique coverage index \( j \) in the range \([0, n \times \text{rasterizationSamples})\), where \( n \) is the number of sets in the fragment. If the fragment contains a single set of samples, the coverage index is always equal to the sample index.

If the fragment shading rate is set, the coverage index \( j \) is determined as a function of the pixel index \( p \), the sample index \( i \), and the number of rasterization samples \( r \) as:

\[
j = i + r \times ((f_w \times f_h) - 1 - p)
\]

where the pixel index \( p \) is determined as a function of the pixel’s framebuffer location \((x,y)\) and the fragment size \((f_w, f_h)\):

\[
p_x = x \% f_w
\]

\[
p_y = y \% f_h
\]

\[
p = p_x + (p_y \times f_w)
\]

The table below illustrates the pixel index for multi-pixel fragments:

*Table 30. Pixel indices - 1 wide*
The coverage mask includes \( B \) bits packed into \( W \) words, defined as:

\[
B = n \times \text{rasterizationSamples}
\]
\[ W = \lceil \frac{B}{32} \rceil \]

Bit \( b \) in coverage mask word \( w \) is 1 if the sample with coverage index \( j = 32 \times w + b \) is covered, and 0 otherwise.

If the `standardSampleLocations` member of `VkPhysicalDeviceLimits` is `VK_TRUE`, then the sample counts `VK_SAMPLE_COUNT_1_BIT`, `VK_SAMPLE_COUNT_2_BIT`, `VK_SAMPLE_COUNT_4_BIT`, `VK_SAMPLE_COUNT_8_BIT`, and `VK_SAMPLE_COUNT_16_BIT` have sample locations as listed in the following table, with the \( i \)th entry in the table corresponding to sample index \( i \). `VK_SAMPLE_COUNT_32_BIT` and `VK_SAMPLE_COUNT_64_BIT` do not have standard sample locations. Locations are defined relative to an origin in the upper left corner of the fragment.
<table>
<thead>
<tr>
<th>Sample count</th>
<th>Sample Locations</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>VK_SAMPLE_COUNT_1_BIT</strong></td>
<td>(0.5, 0.5)</td>
</tr>
</tbody>
</table>
|                              | ![Diagram](image1)
| **VK_SAMPLE_COUNT_2_BIT**    | (0.75, 0.75) (0.25, 0.25) |
|                              | ![Diagram](image2)
| **VK_SAMPLE_COUNT_4_BIT**    | (0.375, 0.125) (0.875, 0.375) (0.125, 0.625) (0.625, 0.875) |
|                              | ![Diagram](image3)
| **VK_SAMPLE_COUNT_8_BIT**    | (0.5625, 0.3125) (0.4375, 0.6875) (0.8125, 0.5625) (0.3125, 0.1875) (0.1875, 0.8125) (0.625, 0.4375) (0.6875, 0.9375) (0.9375, 0.0625) |
|                              | ![Diagram](image4)
| **VK_SAMPLE_COUNT_16_BIT**   | (0.5625, 0.5625) (0.4375, 0.3125) (0.3125, 0.625) (0.75, 0.4375) (0.1875, 0.375) (0.625, 0.8125) (0.8125, 0.6875) (0.6875, 0.1875) (0.375, 0.875) (0.5, 0.0625) (0.25, 0.125) (0.125, 0.75) (0.0, 0.5) (0.9375, 0.25) (0.875, 0.9375) (0.0625, 0.0) |
|                              | ![Diagram](image5)
25.4. Custom Sample Locations

Applications **can** also control the sample locations used for rasterization.

If the `pNext` chain of the `VkPipelineMultisampleStateCreateInfo` structure specified at pipeline creation time includes a `VkPipelineSampleLocationsStateCreateInfoEXT` structure, then that structure controls the sample locations used when rasterizing primitives with the pipeline.

The `VkPipelineSampleLocationsStateCreateInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_sample_locations
typedef struct VkPipelineSampleLocationsStateCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkBool32 sampleLocationsEnable;
    VkSampleLocationsInfoEXT sampleLocationsInfo;
} VkPipelineSampleLocationsStateCreateInfoEXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `sampleLocationsEnable` controls whether custom sample locations are used. If `sampleLocationsEnable` is `VK_FALSE`, the default sample locations are used and the values specified in `sampleLocationsInfo` are ignored.
- `sampleLocationsInfo` is the sample locations to use during rasterization if `sampleLocationsEnable` is `VK_TRUE` and the graphics pipeline is not created with `VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_EXT`.

### Valid Usage (Implicit)

- VUID-VkPipelineSampleLocationsStateCreateInfoEXT-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_PIPELINE_SAMPLE_LOCATIONS_STATE_CREATE_INFO_EXT`

- VUID-VkPipelineSampleLocationsStateCreateInfoEXT-sampleLocationsInfo-parameter
  `sampleLocationsInfo` must be a valid `VkSampleLocationsInfoEXT` structure

The `VkSampleLocationsInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_sample_locations
typedef struct VkSampleLocationsInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkSampleCountFlagBits sampleLocationsPerPixel;
    VkExtent2D sampleLocationGridSize;
    uint32_t sampleLocationsCount;
    const VkSampleLocationEXT* pSampleLocations;
} VkSampleLocationsInfoEXT;
```
• **sType** is a `VkStructureType` value identifying this structure.

• **pNext** is `NULL` or a pointer to a structure extending this structure.

• **sampleLocationsPerPixel** is a `VkSampleCountFlagBits` value specifying the number of sample locations per pixel.

• **sampleLocationGridSize** is the size of the sample location grid to select custom sample locations for.

• **sampleLocationsCount** is the number of sample locations in `pSampleLocations`.

• **pSampleLocations** is a pointer to an array of `sampleLocationsCount` `VkSampleLocationEXT` structures.

This structure can be used either to specify the sample locations to be used for rendering or to specify the set of sample locations an image subresource has been last rendered with for the purposes of layout transitions of depth/stencil images created with `VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT`.

The sample locations in `pSampleLocations` specify `sampleLocationsPerPixel` number of sample locations for each pixel in the grid of the size specified in `sampleLocationGridSize`. The sample location for sample `i` at the pixel grid location `(x,y)` is taken from `pSampleLocations[(x + y × sampleLocationGridSize.width) × sampleLocationsPerPixel + i]`.

### Valid Usage

- **VUID-VkSampleLocationsInfoEXT-sampleLocationsPerPixel-01526**
  `sampleLocationsPerPixel` must be a valid `VkSampleCountFlagBits` value that is set in `VkPhysicalDeviceSampleLocationsPropertiesEXT::sampleLocationSampleCounts`

- **VUID-VkSampleLocationsInfoEXT-sampleLocationsCount-01527**
  `sampleLocationsCount` must equal `sampleLocationsPerPixel × sampleLocationGridSize.width × sampleLocationGridSize.height`

### Valid Usage (Implicit)

- **VUID-VkSampleLocationsInfoEXT-sType-sType**
  `sType` must be `VK_STRUCTURE_TYPE_SAMPLE_LOCATIONS_INFO_EXT`

- **VUID-VkSampleLocationsInfoEXT-pSampleLocations-parameter**
  If `sampleLocationsCount` is not 0, `pSampleLocations` must be a valid pointer to an array of `sampleLocationsCount` `VkSampleLocationEXT` structures

The `VkSampleLocationEXT` structure is defined as:
typedef struct VkSampleLocationEXT {
    float x;
    float y;
} VkSampleLocationEXT;

• x is the horizontal coordinate of the sample’s location.
• y is the vertical coordinate of the sample’s location.

The domain space of the sample location coordinates has an upper-left origin within the pixel in framebuffer space.

The values specified in a VkSampleLocationEXT structure are always clamped to the implementation-dependent sample location coordinate range [sampleLocationCoordinateRange[0], sampleLocationCoordinateRange[1]] that can be queried using VkPhysicalDeviceSampleLocationsPropertiesEXT.

To dynamically set the sample locations used for rasterization, call:

```c
void vkCmdSetSampleLocationsEXT(
    VkCommandBuffer commandBuffer,        
    const VkSampleLocationsInfoEXT* pSampleLocationsInfo);
```

• commandBuffer is the command buffer into which the command will be recorded.
• pSampleLocationsInfo is the sample locations state to set.

This command sets the custom sample locations for subsequent drawing commands when the graphics pipeline is created with VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_EXT set in VkPipelineDynamicStateCreateInfo::pDynamicStates, and when the VkPipelineSampleLocationsStateCreateInfoEXT::sampleLocationsEnable property of the bound graphics pipeline is VK_TRUE. Otherwise, this state is specified by the VkPipelineSampleLocationsStateCreateInfoEXT::sampleLocationsInfo values used to create the currently active pipeline.

**Valid Usage**

• VUID-vkCmdSetSampleLocationsEXT-variableSampleLocations-01530
  If VkPhysicalDeviceSampleLocationsPropertiesEXT::variableSampleLocations is VK_FALSE then the current render pass must have been begun by specifying a VkRenderPassSampleLocationsBeginInfoEXT structure whose pPostSubpassSampleLocations member contains an element with a subpassIndex matching the current subpass index and the sampleLocationsInfo member of that element must match the sample locations state pointed to by pSampleLocationsInfo
Valid Usage (Implicit)

- **VUID-vkCmdSetSampleLocationsEXT-commandBuffer-parameter**
  
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- **VUID-vkCmdSetSampleLocationsEXT-pSampleLocationsInfo-parameter**
  
  `pSampleLocationsInfo` must be a valid pointer to a valid `VkSampleLocationsInfoEXT` structure

- **VUID-vkCmdSetSampleLocationsEXT-commandBuffer-recording**
  
  `commandBuffer` must be in the recording state

- **VUID-vkCmdSetSampleLocationsEXT-commandBuffer-cmdpool**
  
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

Host Synchronization

- Host access to `commandBuffer` must be externally synchronized

- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

25.5. Fragment Shading Rates

The features advertised by `VkPhysicalDeviceFragmentShadingRateFeaturesKHR` allow an application to control the shading rate of a given fragment shader invocation.

The fragment shading rate strongly interacts with Multisampling, and the set of available rates for an implementation may be restricted by sample rate.

To query available shading rates, call:

```cpp
// Provided by VK_KHR_fragment_shading_rate
VkResult vkGetPhysicalDeviceFragmentShadingRatesKHR(
    VkPhysicalDevice physicalDevice,
    uint32_t* pFragmentShadingRateCount,
    VkPhysicalDeviceFragmentShadingRateKHR* pFragmentShadingRates);```
• physicalDevice is the handle to the physical device whose properties will be queried.

• pFragmentShadingRateCount is a pointer to an integer related to the number of fragment shading rates available or queried, as described below.

• pFragmentShadingRates is either NULL or a pointer to an array of VkPhysicalDeviceFragmentShadingRateKHR structures.

If pFragmentShadingRates is NULL, then the number of fragment shading rates available is returned in pFragmentShadingRateCount. Otherwise, pFragmentShadingRateCount must point to a variable set by the user to the number of elements in the pFragmentShadingRates array, and on return the variable is overwritten with the number of structures actually written to pFragmentShadingRates. If pFragmentShadingRateCount is less than the number of fragment shading rates available, at most pFragmentShadingRateCount structures will be written, and VK_INCOMPLETE will be returned instead of VK_SUCCESS, to indicate that not all the available fragment shading rates were returned.

The returned array of fragment shading rates must be ordered from largest fragmentSize.width value to smallest, and each set of fragment shading rates with the same fragmentSize.width value must be ordered from largest fragmentSize.height to smallest. Any two entries in the array must not have the same fragmentSize values.

For any entry in the array, the following rules also apply:

• The value of fragmentSize.width must be less than or equal to maxFragmentSize.width.
• The value of fragmentSize.width must be greater than or equal to 1.
• The value of fragmentSize.width must be a power-of-two.
• The value of fragmentSize.height must be less than or equal to maxFragmentSize.height.
• The value of fragmentSize.height must be greater than or equal to 1.
• The value of fragmentSize.height must be a power-of-two.
• The highest sample count in sampleCounts must be less than or equal to maxFragmentShadingRateRasterizationSamples.
• The product of fragmentSize.width, fragmentSize.height, and the highest sample count in sampleCounts must be less than or equal to maxFragmentShadingRateCoverageSamples.

Implementations must support at least the following shading rates:

<table>
<thead>
<tr>
<th>sampleCounts</th>
<th>fragmentSize</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_SAMPLE_COUNT_1_BIT</td>
<td>VK_SAMPLE_COUNT_4_BIT</td>
</tr>
<tr>
<td>VK_SAMPLE_COUNT_1_BIT</td>
<td>VK_SAMPLE_COUNT_4_BIT</td>
</tr>
<tr>
<td>~0</td>
<td>{1,1}</td>
</tr>
</tbody>
</table>

If framebufferColorSampleCounts, includes VK_SAMPLE_COUNT_2_BIT, the required rates must also include VK_SAMPLE_COUNT_2_BIT.

Note
Including the {1,1} fragment size is done for completeness; it has no actual effect.
on the support of rendering without setting the fragment size. All sample counts are supported for this rate.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetPhysicalDeviceFragmentShadingRatesKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceFragmentShadingRatesKHR-physicalDevice-parameter `physicalDevice` must be a valid `VkPhysicalDevice` handle
- VUID-vkGetPhysicalDeviceFragmentShadingRatesKHR-pFragmentShadingRateCount-parameter `pFragmentShadingRateCount` must be a valid pointer to a `uint32_t` value
- VUID-vkGetPhysicalDeviceFragmentShadingRatesKHR-pFragmentShadingRates-parameter If the value referenced by `pFragmentShadingRateCount` is not 0, and `pFragmentShadingRates` is not NULL, `pFragmentShadingRates` must be a valid pointer to an array of `pFragmentShadingRateCount` `VkPhysicalDeviceFragmentShadingRateKHR` structures

### Return Codes

**Success**
- `VK_SUCCESS`
- `VK_INCOMPLETE`

**Failure**
- `VK_ERROR_OUT_OF_HOST_MEMORY`

The `VkPhysicalDeviceFragmentShadingRateKHR` structure is defined as

```c
// Provided by VK_KHR_fragment_shading_rate
typedef struct VkPhysicalDeviceFragmentShadingRateKHR {
    VkStructureType sType;
    void* pNext;
    VkSampleCountFlags sampleCounts;
    VkExtent2D fragmentSize;
} VkPhysicalDeviceFragmentShadingRateKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `sampleCounts` is a bitmask of sample counts for which the shading rate described by `fragmentSize` is supported.
- `fragmentSize` is a `VkExtent2D` describing the width and height of a supported shading rate.
Fragment shading rates can be set at three points, with the three rates combined to determine the final shading rate.

25.5.1. Pipeline Fragment Shading Rate

The pipeline fragment shading rate can be set on a per-draw basis by either setting the rate in a graphics pipeline, or dynamically via vkCmdSetFragmentShadingRateKHR.

The VkPipelineFragmentShadingRateStateCreateInfoKHR structure is defined as:

```c
// Provided by VK_KHR_fragment_shading_rate
typedef struct VkPipelineFragmentShadingRateStateCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkExtent2D fragmentSize;
    VkFragmentShadingRateCombinerOpKHR combinerOps[2];
} VkPipelineFragmentShadingRateStateCreateInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- fragmentSize specifies a VkExtent2D structure containing the fragment size used to define the pipeline fragment shading rate for drawing commands using this pipeline.
- combinerOps specifies a VkFragmentShadingRateCombinerOpKHR value determining how the pipeline, primitive, and attachment shading rates are combined for fragments generated by drawing commands using the created pipeline.

If the pNext chain of VkGraphicsPipelineCreateInfo includes a VkPipelineFragmentShadingRateStateCreateInfoKHR structure, then that structure includes parameters controlling the pipeline fragment shading rate.

If this structure is not present, fragmentSize is considered to be equal to (1,1), and both elements of combinerOps are considered to be equal to VK_FRAGMENT_SHADING_RATE_COMBINER_OP_KEEP_KHR.

Valid Usage (Implicit)

- VUID-VkPipelineFragmentShadingRateStateCreateInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_PIPELINE_FRAGMENT_SHADING_RATE_STATE_CREATE_INFO_KHR
To **dynamically set** the pipeline fragment shading rate and combiner operation, call:

```c
void vkCmdSetFragmentShadingRateKHR(
    VkCommandBuffer commandBuffer,  // Provided by VK_KHR_fragment_shading_rate
    const VkExtent2D* pFragmentSize,
    const VkFragmentShadingRateCombinerOpKHR combinerOps[2]);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `pFragmentSize` specifies the pipeline fragment shading rate for subsequent drawing commands.
- `combinerOps` specifies a `VkFragmentShadingRateCombinerOpKHR` determining how the pipeline, primitive, and attachment shading rates are combined for fragments generated by subsequent drawing commands.

This command sets the pipeline fragment shading rate and combiner operation for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineFragmentShadingRateStateCreateInfoKHR` values used to create the currently active pipeline.

**Valid Usage**

- **VUID-vkCmdSetFragmentShadingRateKHR-pipelineFragmentShadingRate-04507**
  If pipelineFragmentShadingRate is not enabled, `pFragmentSize->width` must be 1
- **VUID-vkCmdSetFragmentShadingRateKHR-pipelineFragmentShadingRate-04508**
  If pipelineFragmentShadingRate is not enabled, `pFragmentSize->height` must be 1
- **VUID-vkCmdSetFragmentShadingRateKHR-pipelineFragmentShadingRate-04509**
  One of `pipelineFragmentShadingRate`, `primitiveFragmentShadingRate`, or `attachmentFragmentShadingRate` must be enabled
- **VUID-vkCmdSetFragmentShadingRateKHR-primitiveFragmentShadingRate-04510**
  If the `primitiveFragmentShadingRate` feature is not enabled, `combinerOps[0]` must be `VK_FRAGMENT_SHADING_RATE_COMBINER_OP_KEEP_KHR`
- **VUID-vkCmdSetFragmentShadingRateKHR-attachmentFragmentShadingRate-04511**
  If the `attachmentFragmentShadingRate` feature is not enabled, `combinerOps[1]` must be `VK_FRAGMENT_SHADING_RATE_COMBINER_OP_KEEP_KHR`
- **VUID-vkCmdSetFragmentShadingRateKHR-fragmentSizeNonTrivialCombinerOps-04512**
  If the `fragmentSizeNonTrivialCombinerOps` limit is not supported, elements of `combinerOps` must be either `VK_FRAGMENT_SHADING_RATE_COMBINER_OP_KEEP_KHR` or `VK_FRAGMENT_SHADING_RATE_COMBINER_OP_REPLACE_KHR`
- **VUID-vkCmdSetFragmentShadingRateKHR-pFragmentSize-04513**
  `pFragmentSize->width` must be greater than or equal to 1
- **VUID-vkCmdSetFragmentShadingRateKHR-pFragmentSize-04514**
pFragmentSize->height must be greater than or equal to 1
- VUID-vkCmdSetFragmentShadingRateKHR-pFragmentSize-04515
  pFragmentSize->width must be a power-of-two value
- VUID-vkCmdSetFragmentShadingRateKHR-pFragmentSize-04516
  pFragmentSize->height must be a power-of-two value
- VUID-vkCmdSetFragmentShadingRateKHR-pFragmentSize-04517
  pFragmentSize->width must be less than or equal to 4
- VUID-vkCmdSetFragmentShadingRateKHR-pFragmentSize-04518
  pFragmentSize->height must be less than or equal to 4

Valid Usage (Implicit)
- VUID-vkCmdSetFragmentShadingRateKHR-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle
- VUID-vkCmdSetFragmentShadingRateKHR-pFragmentSize-parameter
  pFragmentSize must be a valid pointer to a valid VkExtent2D structure
- VUID-vkCmdSetFragmentShadingRateKHR-combinerOps-parameter
  Each element of combinerOps must be a valid VkFragmentShadingRateCombinerOpKHR value
- VUID-vkCmdSetFragmentShadingRateKHR-commandBuffer-recording
  commandBuffer must be in the recording state
- VUID-vkCmdSetFragmentShadingRateKHR-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

Host Synchronization
- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
25.5.2. Primitive Fragment Shading Rate

The *primitive fragment shading rate* can be set via the PrimitiveShadingRateKHR built-in in the last active pre-rasterization shader stage. The rate associated with a given primitive is sourced from the value written to PrimitiveShadingRateKHR by that primitive's *provoking vertex*.

25.5.3. Attachment Fragment Shading Rate

The *attachment shading rate* can be set by including VkFragmentShadingRateAttachmentInfoKHR in a subpass to define a *fragment shading rate attachment*. Each pixel in the framebuffer is assigned an attachment fragment shading rate by the corresponding texel in the fragment shading rate attachment, according to:

\[ x' = \text{floor}(x / \text{region}_x) \]

\[ y' = \text{floor}(y / \text{region}_y) \]

where \( x' \) and \( y' \) are the coordinates of a texel in the fragment shading rate attachment, \( x \) and \( y \) are the coordinates of the pixel in the framebuffer, and \( \text{region}_x \) and \( \text{region}_y \) are the size of the region each texel corresponds to, as defined by the shadingRateAttachmentTexelSize member of VkFragmentShadingRateAttachmentInfoKHR.

If multiview is enabled and the shading rate attachment has multiple layers, the shading rate attachment texel is selected from the layer determined by the ViewIndex built-in. If multiview is disabled, and both the shading rate attachment and the framebuffer have multiple layers, the shading rate attachment texel is selected from the layer determined by the Layer built-in. Otherwise, the texel is unconditionally selected from the first layer of the attachment.

The fragment size is encoded into the first component of the identified texel as follows:

\[ \text{size}_w = 2^{((\text{texel} / 4) \& 3)} \]

\[ \text{size}_h = 2^{(\text{texel} \& 3)} \]

where texel is the value in the first component of the identified texel, and \( \text{size}_w \) and \( \text{size}_h \) are the width and height of the fragment size, decoded from the texel.

If no fragment shading rate attachment is specified, this size is calculated as \( \text{size}_w = \text{size}_h = 1 \). Applications must not specify a width or height greater than 4 by this method.

The *Fragment Shading Rate* enumeration in SPIR-V adheres to the above encoding.

25.5.4. Combining the Fragment Shading Rates

The final rate \((C_{xy'})\) used for fragment shading must be one of the rates returned by vkGetPhysicalDeviceFragmentShadingRatesKHR for the sample count used by rasterization.
If any of the following conditions are met, \( C_{xy} \) must be set to \{1,1\}:

- If **Sample Shading** is enabled.
- The \texttt{fragmentShadingRateWithSampleMask} limit is not supported, and \texttt{VkPipelineMultisampleStateCreateInfo::pSampleMask} contains a zero value in any bit used by fragment operations.
- The \texttt{fragmentShadingRateWithShaderSampleMask} is not supported, and the fragment shader has \texttt{SampleMask} in the input or output interface.
- The \texttt{fragmentShadingRateWithShaderDepthStencilWrites} limit is not supported, and the fragment shader declares the \texttt{FragDepth} or \texttt{FragStencilRefEXT} built-in.
- The \texttt{fragmentShadingRateWithConservativeRasterization} limit is not supported, and \texttt{VkPipelineRasterizationConservativeStateCreateInfoEXT::conservativeRasterizationMode} is not \texttt{VK_CONSERVATIVE_RASTERIZATION_MODE_DISABLED_EXT}.
- The \texttt{fragmentShadingRateWithFragmentShaderInterlock} limit is not supported, and the fragment shader declares any of the \texttt{fragment shader interlock} execution modes.
- The \texttt{fragmentShadingRateWithCustomSampleLocations} limit is not supported, and \texttt{VkPipelineSampleLocationsStateCreateInfoEXT::sampleLocationsEnable} is \texttt{VK_TRUE}.

Otherwise, each of the specified shading rates are combined and then used to derive the value of \( C_{xy} \). As there are three ways to specify shading rates, two combiner operations are specified - between the pipeline and primitive shading rates, and between the result of that and the attachment shading rate.

The equation used for each combiner operation is defined by \texttt{VkFragmentShadingRateCombinerOpKHR}:

```c
#define VK_KHR_fragment_shading_rate

typedef enum VkFragmentShadingRateCombinerOpKHR {
    VK_FRAGMENT_SHADING_RATE_COMBINER_OP_KEEP_KHR = 0,
    VK_FRAGMENT_SHADING_RATE_COMBINER_OP_REPLACE_KHR = 1,
    VK_FRAGMENT_SHADING_RATE_COMBINER_OP_MIN_KHR = 2,
    VK_FRAGMENT_SHADING_RATE_COMBINER_OP_MAX_KHR = 3,
    VK_FRAGMENT_SHADING_RATE_COMBINER_OP_MUL_KHR = 4,
} VkFragmentShadingRateCombinerOpKHR;
```

- \texttt{VK_FRAGMENT_SHADING_RATE_COMBINER_OP_KEEP_KHR} specifies a combiner operation of \( \text{combine}(A_{xy},B_{xy}) = A_{xy} \).
- \texttt{VK_FRAGMENT_SHADING_RATE_COMBINER_OP_REPLACE_KHR} specifies a combiner operation of \( \text{combine}(A_{xy},B_{xy}) = B_{xy} \).
- \texttt{VK_FRAGMENT_SHADING_RATE_COMBINER_OP_MIN_KHR} specifies a combiner operation of \( \text{combine}(A_{xy},B_{xy}) = \min(A_{xy},B_{xy}) \).
- \texttt{VK_FRAGMENT_SHADING_RATE_COMBINER_OP_MAX_KHR} specifies a combiner operation of \( \text{combine}(A_{xy},B_{xy}) = \max(A_{xy},B_{xy}) \).
- \texttt{VK_FRAGMENT_SHADING_RATE_COMBINER_OP_MUL_KHR} specifies a combiner operation of \( \text{combine}(A_{xy},B_{xy}) = A_{xy} * B_{xy} \).
where combine($A_{xy}$,$B_{xy}$) is the combine operation, and $A_{xy}$ and $B_{xy}$ are the inputs to the operation.

If fragmentShadingRateStrictMultiplyCombiner is VK_FALSE, using VK_FRAGMENT_SHADING_RATE_COMBINER_OP_MUL_KHR with values of 1 for both $A$ and $B$ in the same dimension results in the value 2 being produced for that dimension. See the definition of fragmentShadingRateStrictMultiplyCombiner for more information.

These operations are performed in a component-wise fashion.

This is used to generate a combined fragment area using the equation:

$$C_{xy} = \text{combine}(A_{xy}, B_{xy})$$

where $C_{xy}$ is the combined fragment area result, and $A_{xy}$ and $B_{xy}$ are the fragment areas of the fragment shading rates being combined.

Two combine operations are performed, first with $A_{xy}$ equal to the pipeline fragment shading rate and $B_{xy}$ equal to the primitive fragment shading rate, with the combine() operation selected by combinerOps[0]. A second combination is then performed, with $A_{xy}$ equal to the result of the first combination and $B_{xy}$ equal to the attachment fragment shading rate, with the combine() operation selected by combinerOps[1]. The result of the second combination is used as the final fragment shading rate, reported via the ShadingRateKHR built-in.

Implementations should clamp the inputs to the combiner operations $A_{xy}$ and $B_{xy}$, and must clamp the result of the second combiner operation.

A fragment shading rate $R_{xy}$ representing any of $A_{xy}$, $B_{xy}$ or $C_{xy}$ is clamped as follows. If $R_{xy}$ is one of the rates returned by vkGetPhysicalDeviceFragmentShadingRatesKHR for the sample count used by rasterization, the clamped shading rate $R_{xy}'$ is $R_{xy}$. Otherwise, the clamped shading rate is selected from the rates returned by vkGetPhysicalDeviceFragmentShadingRatesKHR for the sample count used by rasterization. From this list of supported rates, the following steps are applied in order, to select a single value:

1. Keep only rates where $R_x' \leq R_x$ and $R_y' \leq R_y$.
   - Implementations may also keep rates where $R_x' \leq R_y$ and $R_y' \leq R_x$.
2. Keep only rates with the highest area ($R_x' \times R_y'$).
3. Keep only rates with the lowest aspect ratio ($R_x' + R_y'$).
4. In cases where a wide (e.g. 4x1) and tall (e.g. 1x4) rate remain, the implementation may choose either rate. However, it must choose this rate consistently for the same shading rates, and combiner operations for the lifetime of the VkDevice.

### 25.6. Sample Shading

Sample shading can be used to specify a minimum number of unique samples to process for each fragment. If sample shading is enabled, an implementation must invoke the fragment shader at least $\max(\lceil \frac{\text{VkPipelineMultisampleStateCreateInfo::minSampleShading}}{\text{VkPipelineMultisampleStateCreateInfo::rasterizationSamples}}, 1)$ times per fragment. If
VkPipelineMultisampleStateCreateInfo::sampleShadingEnable is set to VK_TRUE, sample shading is enabled.

If a fragment shader entry point statically uses an input variable decorated with a BuiltIn of SampleId or SamplePosition, sample shading is enabled and a value of 1.0 is used instead of minSampleShading. If a fragment shader entry point statically uses an input variable decorated with Sample, sample shading may be enabled and a value of 1.0 will be used instead of minSampleShading if it is.

**Note**

If a shader decorates an input variable with Sample and that value meaningfully impacts the output of a shader, sample shading will be enabled to ensure that the input is in fact interpolated per-sample. This is inherent to the specification and not spelled out here - if an application simply declares such a variable it is implementation-defined whether sample shading is enabled or not. It is possible to see the effects of this by using atomics in the shader or using a pipeline statistics query to query the number of fragment invocations, even if the shader itself does not use any per-sample variables.

If there are fewer fragment invocations than covered samples, implementations may include those samples in fragment shader invocations in any manner as long as covered samples are all shaded at least once, and each invocation that is not a helper invocation covers at least one sample.

### 25.7. Points

A point is drawn by generating a set of fragments in the shape of a square centered around the vertex of the point. Each vertex has an associated point size controlling the width/height of that square. The point size is taken from the (potentially clipped) shader built-in PointSize written by:

- the geometry shader, if active;
- the tessellation evaluation shader, if active and no geometry shader is active;
- the vertex shader, otherwise

and clamped to the implementation-dependent point size range \([\text{pointSizeRange}[0], \text{pointSizeRange}[1]]\). The value written to PointSize must be greater than zero.

Not all point sizes need be supported, but the size 1.0 must be supported. The range of supported sizes and the size of evenly-spaced gradations within that range are implementation-dependent. The range and gradations are obtained from the pointSizeRange and pointSizeGranularity members of VkPhysicalDeviceLimits. If, for instance, the size range is from 0.1 to 2.0 and the gradation size is 0.1, then the sizes 0.1, 0.2, ..., 1.9, 2.0 are supported. Additional point sizes may also be supported. There is no requirement that these sizes be equally spaced. If an unsupported size is requested, the nearest supported size is used instead.

### 25.7.1. Basic Point Rasterization

Point rasterization produces a fragment for each fragment area group of framebuffer pixels with 1122
one or more sample points that intersect a region centered at the point’s \((x_v, y_v)\). This region is a square with side equal to the current point size. Coverage bits that correspond to sample points that intersect the region are 1, other coverage bits are 0. All fragments produced in rasterizing a point are assigned the same associated data, which are those of the vertex corresponding to the point. However, the fragment shader built-in \textbf{PointCoord} contains point sprite texture coordinates. The \(s\) and \(t\) point sprite texture coordinates vary from zero to one across the point horizontally left-to-right and vertically top-to-bottom, respectively. The following formulas are used to evaluate \(s\) and \(t\):

\[
\begin{align*}
    s &= \frac{1}{2} + \frac{(x_p - x_f)}{\text{size}} \\
    t &= \frac{1}{2} + \frac{(y_p - y_f)}{\text{size}}
\end{align*}
\]

where \(\text{size}\) is the point’s size; \((x_p, y_p)\) is the location at which the point sprite coordinates are evaluated - this \textbf{may} be the framebuffer coordinates of the fragment center, or the location of a sample; and \((x_v, y_v)\) is the exact, unrounded framebuffer coordinate of the vertex for the point.

### 25.8. Line Segments

Line segment rasterization options are controlled by the \textbf{VkPipelineRasterizationLineStateCreateInfoKHR} structure.

The \textbf{VkPipelineRasterizationLineStateCreateInfoKHR} structure is defined as:

```c
// Provided by VK_KHR_line_rasterization
typedef struct VkPipelineRasterizationLineStateCreateInfoKHR {
    VkStructureType sType;  
    const void* pNext;  
    VkLineRasterizationModeKHR lineRasterizationMode;  
    VkBool32 stippledLineEnable;  
    uint32_t lineStippleFactor;  
    uint16_t lineStipplePattern;  
} VkPipelineRasterizationLineStateCreateInfoKHR;
```

or the equivalent

```c
// Provided by VK_EXT_line_rasterization
typedef VkPipelineRasterizationLineStateCreateInfoKHR
    VkPipelineRasterizationLineStateCreateInfoEXT;
```

- \(\text{fillType}\) is a \textbf{VkStructureType} value identifying this structure.
- \(\text{pNext}\) is \textbf{NULL} or a pointer to a structure extending this structure.
- \(\text{lineRasterizationMode}\) is a \textbf{VkLineRasterizationModeKHR} value selecting the style of line rasterization.
- \(\text{stippledLineEnable}\) enables \textbf{stippled line rasterization}.
- `lineStippleFactor` is the repeat factor used in stippled line rasterization.
- `lineStipplePattern` is the bit pattern used in stippled line rasterization.

If `stippledLineEnable` is `VK_FALSE`, the values of `lineStippleFactor` and `lineStipplePattern` are ignored.

### Valid Usage

- VUID-VkPipelineRasterizationLineStateCreateInfoKHR-lineRasterizationMode-02768
  If `lineRasterizationMode` is `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR`, then the `rectangularLines` feature must be enabled
- VUID-VkPipelineRasterizationLineStateCreateInfoKHR-lineRasterizationMode-02769
  If `lineRasterizationMode` is `VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR`, then the `bresenhamLines` feature must be enabled
- VUID-VkPipelineRasterizationLineStateCreateInfoKHR-lineRasterizationMode-02770
  If `lineRasterizationMode` is `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR`, then the `smoothLines` feature must be enabled
- VUID-VkPipelineRasterizationLineStateCreateInfoKHR-stippledLineEnable-02771
  If `stippledLineEnable` is `VK_TRUE` and `lineRasterizationMode` is `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR`, then the `stippledRectangularLines` feature must be enabled
- VUID-VkPipelineRasterizationLineStateCreateInfoKHR-stippledLineEnable-02772
  If `stippledLineEnable` is `VK_TRUE` and `lineRasterizationMode` is `VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR`, then the `stippledBresenhamLines` feature must be enabled
- VUID-VkPipelineRasterizationLineStateCreateInfoKHR-stippledLineEnable-02773
  If `stippledLineEnable` is `VK_TRUE` and `lineRasterizationMode` is `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR`, then the `stippledSmoothLines` feature must be enabled
- VUID-VkPipelineRasterizationLineStateCreateInfoKHR-stippledLineEnable-02774
  If `stippledLineEnable` is `VK_TRUE` and `lineRasterizationMode` is `VK_LINE_RASTERIZATION_MODE_DEFAULT_KHR`, then the `stippledRectangularLines` feature must be enabled and `VkPhysicalDeviceLimits::strictLines` must be `VK_TRUE`

### Valid Usage (Implicit)

- VUID-VkPipelineRasterizationLineStateCreateInfoKHR-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_LINE_STATE_CREATE_INFO_KHR`
- VUID-VkPipelineRasterizationLineStateCreateInfoKHR-lineRasterizationMode-parameter
  `lineRasterizationMode` must be a valid `VkLineRasterizationModeKHR` value

Possible values of `VkPipelineRasterizationLineStateCreateInfoKHR::lineRasterizationMode` are:
// Provided by VK_KHR_line_rasterization

typedef enum VkLineRasterizationModeKHR {
    VK_LINE_RASTERIZATION_MODE_DEFAULT_KHR = 0,
    VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR = 1,
    VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR = 2,
    VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR = 3,
    VK_LINE_RASTERIZATION_MODE_DEFAULT_EXT = VK_LINE_RASTERIZATION_MODE_DEFAULT_KHR,
    VK_LINE_RASTERIZATION_MODE_RECTANGULAR_EXT =
    VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR,
    VK_LINE_RASTERIZATION_MODE_BRESENHAM_EXT =
    VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR,
    VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_EXT =
    VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR,
} VkLineRasterizationModeKHR;

or the equivalent

// Provided by VK_EXT_line_rasterization
typedef VkLineRasterizationModeKHR VkLineRasterizationModeEXT;

• VK_LINE_RASTERIZATION_MODE_DEFAULT_KHR is equivalent to
  VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR if VkPhysicalDeviceLimits::strictLines is VK_TRUE,
otherwise lines are drawn as non-strictLines parallelograms. Both of these modes are defined
  in Basic Line Segment Rasterization.

• VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR specifies lines drawn as if they were rectangles
  extruded from the line

• VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR specifies lines drawn by determining which pixel
  diamonds the line intersects and exits, as defined in Bresenham Line Segment Rasterization.

• VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR specifies lines drawn if they were
  rectangles extruded from the line, with alpha falloff, as defined in Smooth Lines.

To dynamically set the line width, call:

// Provided by VK_VERSION_1_0
void vkCmdSetLineWidth(
    VkCommandBuffer commandBuffer,
    float lineWidth);

• commandBuffer is the command buffer into which the command will be recorded.

• lineWidth is the width of rasterized line segments.

This command sets the line width for subsequent drawing commands when the graphics pipeline is
created with VK_DYNAMIC_STATE_LINE_WIDTH set in VkPipelineDynamicStateCreateInfo::pDynamicStates.
Otherwise, this state is specified by the VkPipelineRasterizationStateCreateInfo::lineWidth value
used to create the currently active pipeline.
Valid Usage

- VUID-vkCmdSetLineWidth-lineWidth-00788
  If the widelines feature is not enabled, lineWidth must be 1.0

Valid Usage (Implicit)

- VUID-vkCmdSetLineWidth-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle
- VUID-vkCmdSetLineWidth-commandBuffer-recording
  commandBuffer must be in the recording state
- VUID-vkCmdSetLineWidth-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

Host Synchronization

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Command Properties

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</table>

Not all line widths need be supported for line segment rasterization, but width 1.0 antialiased segments must be provided. The range and gradations are obtained from the lineWidthRange and lineWidthGranularity members of VkPhysicalDeviceLimits. If, for instance, the size range is from 0.1 to 2.0 and the gradation size is 0.1, then the sizes 0.1, 0.2, ..., 1.9, 2.0 are supported. Additional line widths may also be supported. There is no requirement that these widths be equally spaced. If an unsupported width is requested, the nearest supported width is used instead.

25.8.1. Basic Line Segment Rasterization

If the lineRasterizationMode member of VkPipelineRasterizationLineStateCreateInfoKHR is VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR, rasterized line segments produce fragments which intersect a rectangle centered on the line segment. Two of the edges are parallel to the specified line segment; each is at a distance of one-half the current width from that segment in directions
perpendicular to the direction of the line. The other two edges pass through the line endpoints and are perpendicular to the direction of the specified line segment. Coverage bits that correspond to sample points that intersect the rectangle are 1, other coverage bits are 0.

Next we specify how the data associated with each rasterized fragment are obtained. Let \(p_r = (x_d, y_d)\) be the framebuffer coordinates at which associated data are evaluated. This \(p_r\) may be the center of a fragment or the location of a sample within the fragment. When \(rasterizationSamples\) is \(VK_SAMPLE_COUNT_1_BIT\), the fragment center \(p_r\) must be used. Let \(p_s = (x_a, y_a)\) and \(p_b = (x_b, y_b)\) be initial and final endpoints of the line segment, respectively. Set

\[
t = \frac{(p_r - p_a) \cdot (p_b - p_a)}{\|p_b - p_a\|^2}
\]

(Note that \(t = 0\) at \(p_a\) and \(t = 1\) at \(p_b\). Also note that this calculation projects the vector from \(p_a\) to \(p_r\) onto the line, and thus computes the normalized distance of the fragment along the line.)

If \(strictLines\) is \(VK_TRUE\), line segments are rasterized using perspective or linear interpolation.

**Perspective interpolation** for a line segment interpolates two values in a manner that is correct when taking the perspective of the viewport into consideration, by way of the line segment’s clip coordinates. An interpolated value \(f\) can be determined by

\[
f = \frac{(1 - t)f_a + tf_b}{w_a + t \cdot w_b}
\]

where \(f_a\) and \(f_b\) are the data associated with the starting and ending endpoints of the segment, respectively; \(w_a\) and \(w_b\) are the clip \(w\) coordinates of the starting and ending endpoints of the segment, respectively.

**Linear interpolation** for a line segment directly interpolates two values, and an interpolated value \(f\) can be determined by

\[f = (1 - t) f_a + t f_b\]

where \(f_a\) and \(f_b\) are the data associated with the starting and ending endpoints of the segment, respectively.

The clip coordinate \(w\) for a sample is determined using perspective interpolation. The depth value \(z\) for a sample is determined using linear interpolation. Interpolation of fragment shader input values are determined by Interpolation decorations.

The above description documents the preferred method of line rasterization, and must be used when \(lineRasterizationMode\) is \(VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR\).

When \(strictLines\) is \(VK_FALSE\), and when the \(lineRasterizationMode\) is \(VK_LINE_RASTERIZATION_MODE_DEFAULT_KHR\), the edges of the lines are generated as a parallelogram surrounding the original line. The major axis is chosen by noting the axis in which there is the greatest distance between the line start and end points. If the difference is equal in both directions then the X axis is chosen as the major axis. Edges 2 and 3 are aligned to the minor axis and are
centered on the endpoints of the line as in Non strict lines, and each is lineWidth long. Edges 0 and 1 are parallel to the line and connect the endpoints of edges 2 and 3. Coverage bits that correspond to sample points that intersect the parallelogram are 1, other coverage bits are 0.

Samples that fall exactly on the edge of the parallelogram follow the polygon rasterization rules.

Interpolation occurs as if the parallelogram was decomposed into two triangles where each pair of vertices at each end of the line has identical attributes.

![Figure 15. Non strict lines](image)

Only when strictLines is VK_FALSE implementations may deviate from the non-strict line algorithm described above in the following ways:

- Implementations may instead interpolate each fragment according to the formula in Basic Line Segment Rasterization using the original line segment endpoints.
- Rasterization of non-antialiased non-strict line segments may be performed using the rules defined in Bresenham Line Segment Rasterization.

### 25.8.2. Bresenham Line Segment Rasterization

If lineRasterizationMode is VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR, then the following rules replace the line rasterization rules defined in Basic Line Segment Rasterization.

Non-strict lines may also follow these rasterization rules for non-antialiased lines.

Line segment rasterization begins by characterizing the segment as either x-major or y-major. x-major line segments have slope in the closed interval [-1,1]; all other line segments are y-major (slope is determined by the segment’s endpoints). We specify rasterization only for x-major segments except in cases where the modifications for y-major segments are not self-evident.

Ideally, Vulkan uses a diamond-exit rule to determine those fragments that are produced by rasterizing a line segment. For each fragment f with center at framebuffer coordinates $x_f$ and $y_f$, define a diamond-shaped region that is the intersection of four half planes:
\[ R_f = \{ (x, y) \mid |x - x_f| + |y - y_f| \leq \frac{1}{2} \} \]

Essentially, a line segment starting at \( p_a \) and ending at \( p_b \) produces those fragments \( f \) for which the segment intersects \( R_f \), except if \( p_b \) is contained in \( R_f \).

\[ p_a = (x_a, y_a) \quad \text{and} \quad p_b = (x_b, y_b) \]

To avoid difficulties when an endpoint lies on a boundary of \( R_f \) we (in principle) perturb the supplied endpoints by a tiny amount. Let \( p_a \) and \( p_b \) have framebuffer coordinates \((x_a, y_a)\) and \((x_b, y_b)\), respectively. Obtain the perturbed endpoints \( p_a' \) given by \((x_a, y_a) - (\epsilon, \epsilon)\) and \( p_b' \) given by \((x_b, y_b) - (\epsilon, \epsilon)\). Rasterizing the line segment starting at \( p_a \) and ending at \( p_b \) produces those fragments \( f \) for which the segment starting at \( p_a' \) and ending on \( p_b' \) intersects \( R_f \), except if \( p_b' \) is contained in \( R_f \). \( \epsilon \) is chosen to be so small that rasterizing the line segment produces the same fragments when \( \delta \) is substituted for \( \epsilon \) for any \( 0 < \delta \leq \epsilon \).

When \( p_a \) and \( p_b \) lie on fragment centers, this characterization of fragments reduces to Bresenham’s algorithm with one modification: lines produced in this description are “half-open”, meaning that the final fragment (corresponding to \( p_b \)) is not drawn. This means that when rasterizing a series of connected line segments, shared endpoints will be produced only once rather than twice (as would occur with Bresenham’s algorithm).

Implementations **may** use other line segment rasterization algorithms, subject to the following rules:

- The coordinates of a fragment produced by the algorithm **must** not deviate by more than one unit in either \( x \) or \( y \) framebuffer coordinates from a corresponding fragment produced by the diamond-exit rule.

---

*Figure 16. Visualization of Bresenham’s algorithm*

To avoid difficulties when an endpoint lies on a boundary of \( R_f \) we (in principle) perturb the supplied endpoints by a tiny amount. Let \( p_a \) and \( p_b \) have framebuffer coordinates \((x_a, y_a)\) and \((x_b, y_b)\), respectively. Obtain the perturbed endpoints \( p_a' \) given by \((x_a, y_a) - (\epsilon, \epsilon)\) and \( p_b' \) given by \((x_b, y_b) - (\epsilon, \epsilon)\). Rasterizing the line segment starting at \( p_a \) and ending at \( p_b \) produces those fragments \( f \) for which the segment starting at \( p_a' \) and ending on \( p_b' \) intersects \( R_f \), except if \( p_b' \) is contained in \( R_f \). \( \epsilon \) is chosen to be so small that rasterizing the line segment produces the same fragments when \( \delta \) is substituted for \( \epsilon \) for any \( 0 < \delta \leq \epsilon \).

When \( p_a \) and \( p_b \) lie on fragment centers, this characterization of fragments reduces to Bresenham’s algorithm with one modification: lines produced in this description are “half-open”, meaning that the final fragment (corresponding to \( p_b \)) is not drawn. This means that when rasterizing a series of connected line segments, shared endpoints will be produced only once rather than twice (as would occur with Bresenham’s algorithm).

Implementations **may** use other line segment rasterization algorithms, subject to the following rules:

- The coordinates of a fragment produced by the algorithm **must** not deviate by more than one unit in either \( x \) or \( y \) framebuffer coordinates from a corresponding fragment produced by the diamond-exit rule.
• The total number of fragments produced by the algorithm must not differ from that produced by the diamond-exit rule by more than one.

• For an x-major line, two fragments that lie in the same framebuffer-coordinate column must not be produced (for a y-major line, two fragments that lie in the same framebuffer-coordinate row must not be produced).

• If two line segments share a common endpoint, and both segments are either x-major (both left-to-right or both right-to-left) or y-major (both bottom-to-top or both top-to-bottom), then rasterizing both segments must not produce duplicate fragments. Fragments also must not be omitted so as to interrupt continuity of the connected segments.

The actual width \( w \) of Bresenham lines is determined by rounding the line width to the nearest integer, clamping it to the implementation-dependent lineWidthRange (with both values rounded to the nearest integer), then clamping it to be no less than 1.

Bresenham line segments of width other than one are rasterized by offsetting them in the minor direction (for an x-major line, the minor direction is y, and for a y-major line, the minor direction is x) and producing a row or column of fragments in the minor direction. If the line segment has endpoints given by \((x_0, y_0)\) and \((x_1, y_1)\) in framebuffer coordinates, the segment with endpoints \((x_0, y_0 - \frac{w - 1}{2})\) and \((x_1, y_1 - \frac{w - 1}{2})\) is rasterized, but instead of a single fragment, a column of fragments of height \( w \) (a row of fragments of length \( w \) for a y-major segment) is produced at each \( x \) (y for y-major) location. The lowest fragment of this column is the fragment that would be produced by rasterizing the segment of width 1 with the modified coordinates.

The preferred method of attribute interpolation for a wide line is to generate the same attribute values for all fragments in the row or column described above, as if the adjusted line was used for interpolation and those values replicated to the other fragments, except for \text{FragCoord} which is interpolated as usual. Implementations may instead interpolate each fragment according to the formula in Basic Line Segment Rasterization, using the original line segment endpoints.

When Bresenham lines are being rasterized, sample locations may all be treated as being at the pixel center (this may affect attribute and depth interpolation).

\[ \text{Note} \]

The sample locations described above are not used for determining coverage, they are only used for things like attribute interpolation. The rasterization rules that determine coverage are defined in terms of whether the line intersects pixels, as opposed to the point sampling rules used for other primitive types. So these rules are independent of the sample locations. One consequence of this is that Bresenham lines cover the same pixels regardless of the number of rasterization samples, and cover all samples in those pixels (unless masked out or killed).

### 25.8.3. Line Stipple

If the \text{stippledLineEnable} member of \text{VkPipelineRasterizationLineStateCreateInfoKHR} is \text{VK_TRUE}, then lines are rasterized with a line stipple determined by \text{lineStippleFactor} and \text{lineStipplePattern}. \text{lineStipplePattern} is an unsigned 16-bit integer that determines which fragments are to be drawn or discarded when the line is rasterized. \text{lineStippleFactor} is a count
that is used to modify the effective line stipple by causing each bit in `lineStipplePattern` to be used `lineStippleFactor` times.

Line stippling discards certain fragments that are produced by rasterization. The masking is achieved using three parameters: the 16-bit line stipple pattern `p`, the line stipple factor `r`, and an integer stipple counter `s`. Let

\[ b = \lfloor \frac{s}{r} \rfloor \mod 16 \]

Then a fragment is produced if the `b`'th bit of `p` is 1, and discarded otherwise. The bits of `p` are numbered with 0 being the least significant and 15 being the most significant.

The initial value of `s` is zero. For `VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR` lines, `s` is incremented after production of each fragment of a line segment (fragments are produced in order, beginning at the starting point and working towards the ending point). For `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR` and `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR` lines, the rectangular region is subdivided into adjacent unit-length rectangles, and `s` is incremented once for each rectangle. Rectangles with a value of `s` such that the `b`'th bit of `p` is zero are discarded. If the last rectangle in a line segment is shorter than unit-length, then the remainder may carry over to the next line segment in the line strip using the same value of `s` (this is the preferred behavior, for the stipple pattern to appear more consistent through the strip).

`s` is reset to 0 at the start of each strip (for line strips), and before every line segment in a group of independent segments.

If the line segment has been clipped, then the value of `s` at the beginning of the line segment is implementation-dependent.

To dynamically set the line stipple state, call:

```c
// Provided by VK_KHR_line_rasterization
void vkCmdSetLineStippleKHR(
    VkCommandBuffer commandBuffer,
    uint32_t lineStippleFactor,
    uint16_t lineStipplePattern);
```

or the equivalent command

```c
// Provided by VK_EXT_line_rasterization
void vkCmdSetLineStippleEXT(
    VkCommandBuffer commandBuffer,
    uint32_t lineStippleFactor,
    uint16_t lineStipplePattern);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `lineStippleFactor` is the repeat factor used in stippled line rasterization.
• **lineStipplePattern** is the bit pattern used in stippled line rasterization.

This command sets the line stipple state for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_LINE_STIPPLE_EXT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineRasterizationLineStateCreateInfoKHR::lineStippleFactor` and `VkPipelineRasterizationLineStateCreateInfoKHR::lineStipplePattern` values used to create the currently active pipeline.

### Valid Usage

- VUID-vkCmdSetLineStippleKHR-lineStippleFactor-02776  
  `lineStippleFactor` must be in the range [1,256]

### Valid Usage (Implicit)

- VUID-vkCmdSetLineStippleKHR-commandBuffer-parameter  
  `commandBuffer` must be a valid `VkCommandBuffer` handle
- VUID-vkCmdSetLineStippleKHR-commandBuffer-recording  
  `commandBuffer` must be in the recording state
- VUID-vkCmdSetLineStippleKHR-commandBuffer-cmdpool  
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

### Command Properties

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### 25.8.4. Smooth Lines

If the `lineRasterizationMode` member of `VkPipelineRasterizationLineStateCreateInfoKHR` is `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR`, then lines are considered to be rectangles using the same geometry as for `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR` lines. The rules for
determining which pixels are covered are implementation-dependent, and may include nearby pixels where no sample locations are covered or where the rectangle does not intersect the pixel at all. For each pixel that is considered covered, the fragment computes a coverage value that approximates the area of the intersection of the rectangle with the pixel square, and this coverage value is multiplied into the color location 0’s alpha value after fragment shading, as described in Multisample Coverage.

Note
The details of the rasterization rules and area calculation are left intentionally vague, to allow implementations to generate coverage and values that are aesthetically pleasing.

25.9. Polygons

A polygon results from the decomposition of a triangle strip, triangle fan or a series of independent triangles. Like points and line segments, polygon rasterization is controlled by several variables in the VkPipelineRasterizationStateCreateInfo structure.

25.9.1. Basic Polygon Rasterization

The first step of polygon rasterization is to determine whether the triangle is back-facing or front-facing. This determination is made based on the sign of the (clipped or unclipped) polygon’s area computed in framebuffer coordinates. One way to compute this area is:

\[ a = \frac{1}{2} \sum_{i=0}^{n-1} x_i^f y_i^{f\oplus 1} - x_i^{f\oplus 1} y_i^f \]

where \( x_i \) and \( y_i \) are the x and y framebuffer coordinates of the \( i \)th vertex of the \( n \)-vertex polygon (vertices are numbered starting at zero for the purposes of this computation) and \( i \oplus 1 \) is \( (i + 1) \mod n \).

The interpretation of the sign of \( a \) is determined by the VkPipelineRasterizationStateCreateInfo ::frontFace property of the currently active pipeline. Possible values are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkFrontFace {
    VK_FRONT_FACE_COUNTER_CLOCKWISE = 0,
    VK_FRONT_FACE_CLOCKWISE = 1,
} VkFrontFace;
```

- **VK_FRONT_FACE_COUNTER_CLOCKWISE** specifies that a triangle with positive area is considered front-facing.
- **VK_FRONT_FACE_CLOCKWISE** specifies that a triangle with negative area is considered front-facing.

Any triangle which is not front-facing is back-facing, including zero-area triangles.

To dynamically set the front face orientation, call:
void vkCmdSetFrontFaceEXT(
    VkCommandBuffer commandBuffer,
    VkFrontFace    frontFace);

- `commandBuffer` is the command buffer into which the command will be recorded.
- `frontFace` is a `VkFrontFace` value specifying the front-facing triangle orientation to be used for culling.

This command sets the front face orientation for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_FRONT_FACE` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineRasterizationStateCreateInfo::frontFace` value used to create the currently active pipeline.

**Valid Usage**

- VUID-vkCmdSetFrontFace-None-08971
  At least one of the following must be true:
  - the `extendedDynamicState` feature is enabled

**Valid Usage (Implicit)**

- VUID-vkCmdSetFrontFace-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle
- VUID-vkCmdSetFrontFace-frontFace-parameter
  `frontFace` must be a valid `VkFrontFace` value
- VUID-vkCmdSetFrontFace-commandBuffer-recording
  `commandBuffer` must be in the `recording state`
- VUID-vkCmdSetFrontFace-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

**Host Synchronization**

- Host access to `commandBuffer` must be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized
Once the orientation of triangles is determined, they are culled according to the `VkPipelineRasterizationStateCreateInfo::cullMode` property of the currently active pipeline. Possible values are:

```
// Provided by VK_VERSION_1_0
typedef enum VkCullModeFlagBits {
    VK_CULL_MODE_NONE = 0,
    VK_CULL_MODE_FRONT_BIT = 0x00000001,
    VK_CULL_MODE_BACK_BIT = 0x00000002,
    VK_CULL_MODE_FRONT_AND_BACK = 0x00000003,
} VkCullModeFlagBits;
```

- `VK_CULL_MODE_NONE` specifies that no triangles are discarded
- `VK_CULL_MODE_FRONT_BIT` specifies that front-facing triangles are discarded
- `VK_CULL_MODE_BACK_BIT` specifies that back-facing triangles are discarded
- `VK_CULL_MODE_FRONT_AND_BACK` specifies that all triangles are discarded.

Following culling, fragments are produced for any triangles which have not been discarded.

```
// Provided by VK_VERSION_1_0
typedef VkFlags VkCullModeFlags;
```

`VkCullModeFlags` is a bitmask type for setting a mask of zero or more `VkCullModeFlagBits`.

To **dynamically set** the cull mode, call:

```
// Provided by VK_EXT_extended_dynamic_state
void vkCmdSetCullModeEXT(
    VkCommandBuffer commandBuffer,       // Provided by VK_EXT_extended_dynamic_state
    VkCullModeFlags cullMode);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `cullMode` specifies the cull mode property to use for drawing.

This command sets the cull mode for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_CULL_MODE` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. 
Otherwise, this state is specified by the `VkPipelineRasterizationStateCreateInfo::cullMode` value used to create the currently active pipeline.

### Valid Usage

- **VUID-vkCmdSetCullMode-None-08971**
  
  At least one of the following **must** be true:
  
  - the `extendedDynamicState` feature is enabled

### Valid Usage (Implicit)

- **VUID-vkCmdSetCullMode-commandBuffer-parameter**
  
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle

- **VUID-vkCmdSetCullMode-cullMode-parameter**
  
  `cullMode` **must** be a valid combination of `VkCullModeFlagBits` values

- **VUID-vkCmdSetCullMode-commandBuffer-recording**
  
  `commandBuffer` **must** be in the `recording state`

- **VUID-vkCmdSetCullMode-commandBuffer-cmdpool**
  
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations

### Host Synchronization

- Host access to `commandBuffer` **must** be externally synchronized

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The rule for determining which fragments are produced by polygon rasterization is called *point sampling*. The two-dimensional projection obtained by taking the x and y framebuffer coordinates of the polygon's vertices is formed. Fragments are produced for any fragment area groups of pixels for which any sample points lie inside of this polygon. Coverage bits that correspond to sample points that satisfy the point sampling criteria are 1, other coverage bits are 0. Special treatment is given to a sample whose sample location lies on a polygon edge. In such a case, if two polygons lie on either side of a common edge (with identical endpoints) on which a sample point lies, then
exactly one of the polygons must result in a covered sample for that fragment during rasterization. As for the data associated with each fragment produced by rasterizing a polygon, we begin by specifying how these values are produced for fragments in a triangle.

Barycentric coordinates are a set of three numbers, a, b, and c, each in the range [0,1], with \(a + b + c = 1\). These coordinates uniquely specify any point \(p\) within the triangle or on the triangle's boundary as

\[
p = a p_a + b p_b + c p_c
\]

where \(p_a\), \(p_b\), and \(p_c\) are the vertices of the triangle. \(a\), \(b\), and \(c\) are determined by:

\[
a = \frac{A(p p_b p_c)}{A(p_a p_b p_c)}, \quad b = \frac{A(p p_a p_c)}{A(p_a p_b p_c)}, \quad c = \frac{A(p p_a p_b)}{A(p_a p_b p_c)}
\]

where \(A(lmn)\) denotes the area in framebuffer coordinates of the triangle with vertices \(l\), \(m\), and \(n\).

Denote an associated datum at \(p_a\), \(p_b\), or \(p_c\) as \(f_a\), \(f_b\), or \(f_c\), respectively.

Perspective interpolation for a triangle interpolates three values in a manner that is correct when taking the perspective of the viewport into consideration, by way of the triangle's clip coordinates. An interpolated value \(f\) can be determined by

\[
f = a f_a / w_a + b f_b / w_b + c f_c / w_c / (a / w_a + b / w_b + c / w_c)
\]

where \(w_a\), \(w_b\), and \(w_c\) are the clip \(w\) coordinates of \(p_a\), \(p_b\), and \(p_c\), respectively. \(a\), \(b\), and \(c\) are the barycentric coordinates of the location at which the data are produced.

Linear interpolation for a triangle directly interpolates three values, and an interpolated value \(f\) can be determined by

\[
f = a f_a + b f_b + c f_c
\]

where \(f_a\), \(f_b\), and \(f_c\) are the data associated with \(p_a\), \(p_b\), and \(p_c\), respectively.

The clip coordinate \(w\) for a sample is determined using perspective interpolation. The depth value \(z\) for a sample is determined using linear interpolation. Interpolation of fragment shader input values are determined by Interpolation decorations.

For a polygon with more than three edges, such as are produced by clipping a triangle, a convex combination of the values of the datum at the polygon's vertices must be used to obtain the value assigned to each fragment produced by the rasterization algorithm. That is, it must be the case that at every fragment

\[
f = \sum_{i=1}^{n} a_i f_i
\]

where \(n\) is the number of vertices in the polygon and \(f_i\) is the value of \(f\) at vertex \(i\). For each \(i\), \(0 \leq a_i \leq 1\)
and $\sum_{i=1}^{n} a_i = 1$. The values of $a_i$ may differ from fragment to fragment, but at vertex $i$, $a_i = 1$ and $a_j = 0$ for $j \neq i$.

Note

One algorithm that achieves the required behavior is to triangulate a polygon (without adding any vertices) and then treat each triangle individually as already discussed. A scan-line rasterizer that linearly interpolates data along each edge and then linearly interpolates data across each horizontal span from edge to edge also satisfies the restrictions (in this case the numerator and denominator of perspective interpolation are iterated independently, and a division is performed for each fragment).

25.9.2. Polygon Mode

Possible values of the VkPipelineRasterizationStateCreateInfo::polygonMode property of the currently active pipeline, specifying the method of rasterization for polygons, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkPolygonMode {
    VK_POLYGON_MODE_FILL = 0,
    VK_POLYGON_MODE_LINE = 1,
    VK_POLYGON_MODE_POINT = 2,
} VkPolygonMode;
```

- **VK_POLYGON_MODE_POINT** specifies that polygon vertices are drawn as points.
- **VK_POLYGON_MODE_LINE** specifies that polygon edges are drawn as line segments.
- **VK_POLYGON_MODE_FILL** specifies that polygons are rendered using the polygon rasterization rules in this section.

These modes affect only the final rasterization of polygons: in particular, a polygon's vertices are shaded and the polygon is clipped and possibly culled before these modes are applied.

The point size of the final rasterization of polygons when polygon mode is **VK_POLYGON_MODE_POINT** is implementation-dependent, and the point size may either be PointSize or 1.0.

25.9.3. Depth Bias

The depth values of all fragments generated by the rasterization of a polygon can be biased (offset) by a single depth bias value $\delta$ that is computed for that polygon.

**Depth Bias Enable**

The depth bias computation is enabled by the depthBiasEnable set with vkCmdSetDepthBiasEnableEXT and vkCmdSetDepthBiasEnableEXT, or the corresponding VkPipelineRasterizationStateCreateInfo::depthBiasEnable value used to create the currently active pipeline. If the depth bias enable is **VK_FALSE**, no bias is applied and the fragment's depth values are unchanged.
To **dynamically enable** whether to bias fragment depth values, call:

```c
// Provided by VK_EXT_extended_dynamic_state2
void vkCmdSetDepthBiasEnableEXT(
    VkCommandBuffer commandBuffer,
    VkBool32 depthBiasEnable);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `depthBiasEnable` controls whether to bias fragment depth values.

This command sets the depth bias enable for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineRasterizationStateCreateInfo::depthBiasEnable` value used to create the currently active pipeline.

**Valid Usage**

- `VUID-vkCmdSetDepthBiasEnable-None-08970`
  At least one of the following **must** be true:
  - the `extendedDynamicState2` feature is enabled

**Valid Usage (Implicit)**

- `VUID-vkCmdSetDepthBiasEnable-commandBuffer-parameter`
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle
- `VUID-vkCmdSetDepthBiasEnable-commandBuffer-recording`
  `commandBuffer` **must** be in the recording state
- `VUID-vkCmdSetDepthBiasEnable-commandBuffer-cmdpool`
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations

**Host Synchronization**

- Host access to `commandBuffer` **must** be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from **must** be externally synchronized
Depth Bias Computation

The depth bias depends on three parameters:

- `depthBiasSlopeFactor` scales the maximum depth slope \( m \) of the polygon
- `depthBiasConstantFactor` scales the parameter \( r \) of the depth attachment
- the scaled terms are summed to produce a value which is then clamped to a minimum or maximum value specified by `depthBiasClamp`

`depthBiasSlopeFactor`, `depthBiasConstantFactor`, and `depthBiasClamp` can each be positive, negative, or zero. These parameters are set as described for `vkCmdSetDepthBias` below.

The maximum depth slope \( m \) of a triangle is

\[
m = \sqrt{\left( \frac{\partial z_f}{\partial x_f} \right)^2 + \left( \frac{\partial z_f}{\partial y_f} \right)^2}
\]

where \((x_f, y_f, z_f)\) is a point on the triangle. \( m \) may be approximated as

\[
m = \max \left( \left| \frac{\partial z_f}{\partial x_f} \right|, \left| \frac{\partial z_f}{\partial y_f} \right| \right).
\]

\( r \) is the minimum resolvable difference that depends on the depth attachment representation. It is the smallest difference in framebuffer coordinate \( z \) values that is guaranteed to remain distinct throughout polygon rasterization and in the depth attachment. All pairs of fragments generated by the rasterization of two polygons with otherwise identical vertices, but \( z_f \) values that differ by \( r \), will have distinct depth values.

For fixed-point depth attachment representations, \( r \) is constant throughout the range of the entire depth attachment.

Its value is implementation-dependent but must be at most

\[
r = 2 \times 2^n
\]

where \( n \) is the number of bits used for the depth aspect.

For floating-point depth attachment, there is no single minimum resolvable difference. In this case, the minimum resolvable difference for a given polygon is dependent on the maximum exponent, \( e \),
in the range of $z$ values spanned by the primitive. If $n$ is the number of bits in the floating-point mantissa, the minimum resolvable difference, $r$, for the given primitive is defined as

$$r = 2^{-n}$$

If no depth attachment is present, $r$ is undefined.

The bias value $o$ for a polygon is

$$o = \text{dbclamp}(m \times depthBiasSlopeFactor + r \times depthBiasConstantFactor)$$

where

$$\text{dbclamp}(x) = \begin{cases} x & \text{depthBiasClamp} = 0 \text{ or } \text{NaN} \\ \min(x, \text{depthBiasClamp}) & \text{depthBiasClamp} > 0 \\ \max(x, \text{depthBiasClamp}) & \text{depthBiasClamp} < 0 \end{cases}$$

$m$ is computed as described above. If the depth attachment uses a fixed-point representation, $m$ is a function of depth values in the range $[0,1]$, and $o$ is applied to depth values in the same range.

Depth bias is applied to triangle topology primitives received by the rasterizer regardless of polygon mode. Depth bias may also be applied to line and point topology primitives received by the rasterizer.

To dynamically set the depth bias parameters, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdSetDepthBias(
    VkCommandBuffer commandBuffer,
    float depthBiasConstantFactor,
    float depthBiasClamp,
    float depthBiasSlopeFactor);
```

- $\text{commandBuffer}$ is the command buffer into which the command will be recorded.
- $\text{depthBiasConstantFactor}$ is a scalar factor controlling the constant depth value added to each fragment.
- $\text{depthBiasClamp}$ is the maximum (or minimum) depth bias of a fragment.
- $\text{depthBiasSlopeFactor}$ is a scalar factor applied to a fragment's slope in depth bias calculations.

This command sets the depth bias parameters for subsequent drawing commands when the graphics pipeline is created with $\text{VK_DYNAMIC_STATE_DEPTH_BIAS}$ set in $\text{VkPipelineDynamicStateCreateInfo::pDynamicStates}$. Otherwise, this state is specified by the corresponding $\text{VkPipelineRasterizationStateCreateInfo::depthBiasConstantFactor}$, $\text{depthBiasClamp}$, and $\text{depthBiasSlopeFactor}$ values used to create the currently active pipeline.

### Valid Usage

- VUID-vkCmdSetDepthBias-depthBiasClamp-00790

---

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If the `depthBiasClamp` feature is not enabled, `depthBiasClamp` must be 0.0

**Valid Usage (Implicit)**

- VUID-vkCmdSetDepthBias-commandBuffer-parameter
  commandBuffer must be a valid `VkCommandBuffer` handle
- VUID-vkCmdSetDepthBias-commandBuffer-recording
  commandBuffer must be in the recording state
- VUID-vkCmdSetDepthBias-commandBuffer-cmdpool
  The `VkCommandPool` that commandBuffer was allocated from must support graphics operations

**Host Synchronization**

- Host access to commandBuffer must be externally synchronized
- Host access to the `VkCommandPool` that commandBuffer was allocated from must be externally synchronized

**Command Properties**

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**25.9.4. Conservative Rasterization**

If the `pNext` chain of `VkPipelineRasterizationStateCreateInfo` includes a `VkPipelineRasterizationConservativeStateCreateInfoEXT` structure, then that structure includes parameters controlling conservative rasterization.

`VkPipelineRasterizationConservativeStateCreateInfoEXT` is defined as:
typedef struct VkPipelineRasterizationConservativeStateCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkPipelineRasterizationConservativeStateCreateFlagsEXT flags;
    VkConservativeRasterizationModeEXT conservativeRasterizationMode;
    float extraPrimitiveOverestimationSize;
} VkPipelineRasterizationConservativeStateCreateInfoEXT;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **flags** is reserved for future use.
- **conservativeRasterizationMode** is the conservative rasterization mode to use.
- **extraPrimitiveOverestimationSize** is the extra size in pixels to increase the generating primitive during conservative rasterization at each of its edges in X and Y equally in screen space beyond the base overestimation specified in VkPhysicalDeviceConservativeRasterizationPropertiesEXT::primitiveOverestimationSize. If conservativeRasterizationMode is not VK_CONSERVATIVE_RASTERIZATION_MODE_OVERESTIMATE_EXT, this value is ignored.

If this structure is not included in the pNext chain, conservativeRasterizationMode is considered to be VK_CONSERVATIVE_RASTERIZATION_MODE_DISABLED_EXT, and conservative rasterization is disabled.

Polygon rasterization can be made conservative by setting conservativeRasterizationMode to VK_CONSERVATIVE_RASTERIZATION_MODE_OVERESTIMATE_EXT or VK_CONSERVATIVE_RASTERIZATION_MODE_UNDERESTIMATE_EXT in VkPipelineRasterizationConservativeStateCreateInfoEXT.

**Note**
If conservativePointAndLineRasterization is supported, conservative rasterization can be applied to line and point primitives, otherwise it must be disabled.

**Valid Usage**
- VUID-VkPipelineRasterizationConservativeStateCreateInfoEXT-extraPrimitiveOverestimationSize-01769
  extraPrimitiveOverestimationSize must be in the range of 0.0 to VkPhysicalDeviceConservativeRasterizationPropertiesEXT::maxExtraPrimitiveOverestimationSize inclusive

**Valid Usage (Implicit)**
- VUID-VkPipelineRasterizationConservativeStateCreateInfoEXT-sType-sType
sType must be VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_CONSERVATIVE_STATE_CREATE_INFO_EXT

- VUID-VkPipelineRasterizationConservativeStateCreateInfoEXT-flags-zerobitmask
  flags must be 0

- VUID-VkPipelineRasterizationConservativeStateCreateInfoEXT-
  conservativeRasterizationMode-parameter
  conservativeRasterizationMode must be a valid VkConservativeRasterizationModeEXT value

// Provided by VK_EXT_conservative_rasterization
typedef VkFlags VkPipelineRasterizationConservativeStateCreateFlagsEXT;

VkPipelineRasterizationConservativeStateCreateFlagsEXT is a bitmask type for setting a mask, but is currently reserved for future use.

Possible values of VkPipelineRasterizationConservativeStateCreateInfoEXT::conservativeRasterizationMode, specifying the conservative rasterization mode are:

// Provided by VK_EXT_conservative_rasterization
typedef enum VkConservativeRasterizationModeEXT {
    VK_CONSERVATIVE_RASTERIZATION_MODE_DISABLED_EXT = 0,
    VK_CONSERVATIVE_RASTERIZATION_MODE_OVERESTIMATE_EXT = 1,
    VK_CONSERVATIVE_RASTERIZATION_MODE_UNDERESTIMATE_EXT = 2,
} VkConservativeRasterizationModeEXT;

- VK_CONSERVATIVE_RASTERIZATION_MODE_DISABLED_EXT specifies that conservative rasterization is disabled and rasterization proceeds as normal.
- VK_CONSERVATIVE_RASTERIZATION_MODE_OVERESTIMATE_EXT specifies that conservative rasterization is enabled in overestimation mode.
- VK_CONSERVATIVE_RASTERIZATION_MODE_UNDERESTIMATE_EXT specifies that conservative rasterization is enabled in underestimation mode.

When overestimate conservative rasterization is enabled, rather than evaluating coverage at individual sample locations, a determination is made whether any portion of the pixel (including its edges and corners) is covered by the primitive. If any portion of the pixel is covered, then all bits of the coverage mask for the fragment corresponding to that pixel are enabled.

For the purposes of evaluating which pixels are covered by the primitive, implementations can increase the size of the primitive by up to VkPhysicalDeviceConservativeRasterizationPropertiesEXT::primitiveOverestimationSize pixels at each of the primitive edges. This may increase the number of fragments generated by this primitive and represents an overestimation of the pixel coverage.

This overestimation size can be increased further by setting the extraPrimitiveOverestimationSize value above 0.0 in steps of VkPhysicalDeviceConservativeRasterizationPropertiesEXT::extraPrimitiveOverestimationSizeGranularity up to and including
VkPhysicalDeviceConservativeRasterizationPropertiesEXT::extraPrimitiveOverestimationSize. This **may** further increase the number of fragments generated by this primitive.

The actual precision of the overestimation size used for conservative rasterization **may** vary between implementations and produce results that only approximate the primitiveOverestimationSize and extraPrimitiveOverestimationSizeGranularity properties.

For triangles if VK_CONSERVATIVE_RASTERIZATION_MODE_OVERESTIMATE_EXT is enabled, fragments will be generated if the primitive area covers any portion of any pixel inside the fragment area, including their edges or corners. The tie-breaking rule described in Basic Polygon Rasterization does not apply during conservative rasterization and coverage is set for all fragments generated from shared edges of polygons. Degenerate triangles that evaluate to zero area after rasterization, even for pixels containing a vertex or edge of the zero-area polygon, will be culled if VkPhysicalDeviceConservativeRasterizationPropertiesEXT::degenerateTrianglesRasterized is VK_FALSE or will generate fragments if degenerateTrianglesRasterized is VK_TRUE. The fragment input values for these degenerate triangles take their attribute and depth values from the provoking vertex. Degenerate triangles are considered backfacing and the application can enable backface culling if desired. Triangles that are zero area before rasterization **may** be culled regardless.

For lines if VK_CONSERVATIVE_RASTERIZATION_MODE_OVERESTIMATE_EXT is enabled, and the implementation sets VkPhysicalDeviceConservativeRasterizationPropertiesEXT::conservativePointAndLineRasterization to VK_TRUE, fragments will be generated if the line covers any portion of any pixel inside the fragment area, including their edges or corners. Degenerate lines that evaluate to zero length after rasterization will be culled if VkPhysicalDeviceConservativeRasterizationPropertiesEXT::degenerateLinesRasterized is VK_FALSE or will generate fragments if degenerateLinesRasterized is VK_TRUE. The fragments input values for these degenerate lines take their attribute and depth values from the provoking vertex. Lines that are zero length before rasterization **may** be culled regardless.

For points if VK_CONSERVATIVE_RASTERIZATION_MODE_OVERESTIMATE_EXT is enabled, and the implementation sets VkPhysicalDeviceConservativeRasterizationPropertiesEXT::conservativePointAndLineRasterization to VK_TRUE, fragments will be generated if the point square covers any portion of any pixel inside the fragment area, including their edges or corners.

When underestimate conservative rasterization is enabled, rather than evaluating coverage at individual sample locations, a determination is made whether all of the pixel (including its edges and corners) is covered by the primitive. If the entire pixel is covered, then a fragment is generated with all bits of its coverage mask corresponding to the pixel enabled, otherwise the pixel is not considered covered even if some portion of the pixel is covered. The fragment is discarded if no pixels inside the fragment area are considered covered.

For triangles, if VK_CONSERVATIVE_RASTERIZATION_MODE_UNDERESTIMATE_EXT is enabled, fragments will only be generated if any pixel inside the fragment area is fully covered by the generating primitive, including its edges and corners.

For lines, if VK_CONSERVATIVE_RASTERIZATION_MODE_UNDERESTIMATE_EXT is enabled, fragments will be generated if any pixel inside the fragment area, including its edges and corners, are entirely covered by the line.
For points, if `VK_CONSERVATIVE_RASTERIZATION_MODE_UNDERESTIMATE_EXT` is enabled, fragments will only be generated if the point square covers the entirety of any pixel square inside the fragment area, including its edges or corners.

For both overestimate and underestimate conservative rasterization modes a fragment has all of its pixel squares fully covered by the generating primitive **must** set `FullyCoveredEXT` to `VK_TRUE` if the implementation enables the `VkPhysicalDeviceConservativeRasterizationPropertiesEXT::fullyCoveredFragmentShaderInputVariable` feature.

When setting the fragment shading rate results in fragments covering multiple pixels, coverage for conservative rasterization is still evaluated on a per-pixel basis and may result in fragments with partial coverage. For fragment shader inputs decorated with `FullyCoveredEXT`, a fragment is considered fully covered if and only if all pixels in the fragment are fully covered by the generating primitive.
Chapter 26. Fragment Operations

Fragments produced by rasterization go through a number of operations to determine whether or how values produced by fragment shading are written to the framebuffer.

The following fragment operations adhere to rasterization order, and are typically performed in this order:

1. Discard rectangles test
2. Scissor test
3. Sample mask test
4. Certain Fragment shading operations:
   - Sample Mask Accesses
   - Depth Replacement
   - Stencil Reference Replacement
   - Interlocked Operations
5. Multisample coverage
6. Depth bounds test
7. Stencil test
8. Depth test
9. Sample counting
10. Coverage reduction

The coverage mask generated by rasterization describes the initial coverage of each sample covered by the fragment. Fragment operations will update the coverage mask to add or subtract coverage where appropriate. If a fragment operation results in all bits of the coverage mask being 0, the fragment is discarded, and no further operations are performed. Fragments can also be programmatically discarded in a fragment shader by executing one of

- `OpTerminateInvocation`
- `OpDemoteToHelperInvocationEXT`
- `OpKill`.

When one of the fragment operations in this chapter is described as “replacing” a fragment shader output, that output is replaced unconditionally, even if no fragment shader previously wrote to that output.

If there is a fragment shader and it declares the PostDepthCoverage execution mode, the sample mask test is instead performed after the depth test.

If there is a fragment shader and it declares the EarlyFragmentTests execution mode, fragment shading and multisample coverage operations should instead be performed after sample counting, and sample mask test may instead be performed after sample counting.
For a pipeline with the following properties:

- a fragment shader is specified
- the fragment shader does not write to storage resources;
- the fragment shader specifies the DepthReplacing execution mode; and
- either
  - the fragment shader specifies the DepthUnchanged execution mode;
  - the fragment shader specifies the DepthLess execution mode and the pipeline uses a VkPipelineDepthStencilStateCreateInfo::depthCompareOp of VK_COMPARE_OP_GREATER or VK_COMPARE_OP_GREATER_OR_EQUAL; or
  - the fragment shader specifies the DepthGreater execution mode and the pipeline uses a VkPipelineDepthStencilStateCreateInfo::depthCompareOp of VK_COMPARE_OP_LESS or VK_COMPARE_OP_LESS_OR_EQUAL

the implementation may perform depth bounds test before fragment shading and perform an additional depth test immediately after that using the interpolated depth value generated by rasterization.

Once all fragment operations have completed, fragment shader outputs for covered color attachment samples pass through framebuffer operations.

### 26.1. Discard Rectangles Test

The discard rectangle test compares the framebuffer coordinates \((x_f, y_f)\) of each sample covered by a fragment against a set of discard rectangles.

Each discard rectangle is defined by a \(\text{VkRect2D} \). These values are either set by the VkPipelineDiscardRectangleStateCreateInfoEXT structure during pipeline creation, or dynamically by the \text{vkCmdSetDiscardRectangleEXT} command.

A given sample is considered inside a discard rectangle if the \(x_i\) is in the range \([\text{VkRect2D}::\text{offset.x}, \text{VkRect2D}::\text{offset.x} + \text{VkRect2D}::\text{extent.x}]\), and \(y_i\) is in the range \([\text{VkRect2D}::\text{offset.y}, \text{VkRect2D}::\text{offset.y} + \text{VkRect2D}::\text{extent.y}]\). If the test is set to be inclusive, samples that are not inside any of the discard rectangles will have their coverage set to \(0\). If the test is set to be exclusive, samples that are inside any of the discard rectangles will have their coverage set to \(0\).

If no discard rectangles are specified, the coverage mask is unmodified by this operation.

The \text{VkPipelineDiscardRectangleStateCreateInfoEXT} structure is defined as:
// Provided by VK_EXT_discard_rectangles

typedef struct VkPipelineDiscardRectangleStateCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkPipelineDiscardRectangleStateCreateFlagsEXT flags;
    VkDiscardRectangleModeEXT discardRectangleMode;
    uint32_t discardRectangleCount;
    const VkRect2D* pDiscardRectangles;
} VkPipelineDiscardRectangleStateCreateInfoEXT;

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is reserved for future use.
- `discardRectangleMode` is a `VkDiscardRectangleModeEXT` value determining whether the discard rectangle test is inclusive or exclusive.
- `discardRectangleCount` is the number of discard rectangles to use.
- `pDiscardRectangles` is a pointer to an array of `VkRect2D` structures defining discard rectangles.

If the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT` dynamic state is enabled for a pipeline, the `pDiscardRectangles` member is ignored. If the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT` dynamic state is not enabled for the pipeline, the presence of this structure in the `VkGraphicsPipelineCreateInfo` chain, and a `discardRectangleCount` greater than zero, implicitly enables discard rectangles in the pipeline, otherwise discard rectangles must enabled or disabled by `vkCmdSetDiscardRectangleEnableEXT`. If the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT` dynamic state is enabled for the pipeline, the `discardRectangleMode` member is ignored, and the discard rectangle mode must be set by `vkCmdSetDiscardRectangleModeEXT`.

When this structure is included in the `pNext` chain of `VkGraphicsPipelineCreateInfo`, it defines parameters of the discard rectangle test. If the `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT` dynamic state is not enabled, and this structure is not included in the `pNext` chain, it is equivalent to specifying this structure with a `discardRectangleCount` of 0.

### Valid Usage

- VUID-VkPipelineDiscardRectangleStateCreateInfoEXT-discardRectangleCount-00582
discardRectangleCount must be less than or equal to `VkPhysicalDeviceDiscardRectanglePropertiesEXT::maxDiscardRectangles`

### Valid Usage (Implicit)

- VUID-VkPipelineDiscardRectangleStateCreateInfoEXT-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_PIPELINE_DISCARD_RECTANGLE_STATE_CREATE_INFO_EXT`
- VUID-VkPipelineDiscardRectangleStateCreateInfoEXT-flags-zero bitmask
  `flags` must be 0
**VUID-VkPipelineDiscardRectangleStateCreateInfoEXT-discardRectangleMode-parameter**

discardRectangleMode must be a valid VkDiscardRectangleMode value.

// Provided by VK_EXT_discard_rectangles
typedef VkFlags VkPipelineDiscardRectangleStateCreateFlagsEXT;

VkPipelineDiscardRectangleStateCreateFlagsEXT is a bitmask type for setting a mask, but is currently reserved for future use.

VkDiscardRectangleModeEXT values are:

// Provided by VK_EXT_discard_rectangles
typedef enum VkDiscardRectangleModeEXT {
    VK_DISCARD_RECTANGLE_MODE_INCLUSIVE_EXT = 0,
    VK_DISCARD_RECTANGLE_MODE_EXCLUSIVE_EXT = 1,
} VkDiscardRectangleModeEXT;

- VK_DISCARD_RECTANGLE_MODE_INCLUSIVE_EXT specifies that the discard rectangle test is inclusive.
- VK_DISCARD_RECTANGLE_MODE_EXCLUSIVE_EXT specifies that the discard rectangle test is exclusive.

To dynamically set the discard rectangles, call:

// Provided by VK_EXT_discard_rectangles
void vkCmdSetDiscardRectangleEXT(
    VkCommandBuffer commandBuffer,
    uint32_t firstDiscardRectangle,
    uint32_t discardRectangleCount,
    const VkRect2D* pDiscardRectangles);

- commandBuffer is the command buffer into which the command will be recorded.
- firstDiscardRectangle is the index of the first discard rectangle whose state is updated by the command.
- discardRectangleCount is the number of discard rectangles whose state are updated by the command.
- pDiscardRectangles is a pointer to an array of VkRect2D structures specifying discard rectangles.

The discard rectangle taken from element i of pDiscardRectangles replace the current state for the discard rectangle at index firstDiscardRectangle + i, for i in [0, discardRectangleCount).

This command sets the discard rectangles for subsequent drawing commands when the graphics pipeline is created with VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT set in VkPipelineDynamicStateCreateInfo::pDynamicStates. Otherwise, this state is specified by the VkPipelineDiscardRectangleStateCreateInfoEXT::pDiscardRectangles values used to create the currently active pipeline.
Valid Usage

- VUID-vkCmdSetDiscardRectangleEXT-firstDiscardRectangle-00585
  The sum of firstDiscardRectangle and discardRectangleCount must be less than or equal to VkPhysicalDeviceDiscardRectanglePropertiesEXT::maxDiscardRectangles

- VUID-vkCmdSetDiscardRectangleEXT-x-00587
  The x and y member of offset in each VkRect2D element of pDiscardRectangles must be greater than or equal to 0

- VUID-vkCmdSetDiscardRectangleEXT-offset-00588
  Evaluation of (offset.x + extent.width) in each VkRect2D element of pDiscardRectangles must not cause a signed integer addition overflow

- VUID-vkCmdSetDiscardRectangleEXT-offset-00589
  Evaluation of (offset.y + extent.height) in each VkRect2D element of pDiscardRectangles must not cause a signed integer addition overflow

Valid Usage (Implicit)

- VUID-vkCmdSetDiscardRectangleEXT-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdSetDiscardRectangleEXT-pDiscardRectangles-parameter
  pDiscardRectangles must be a valid pointer to an array of discardRectangleCount VkRect2D structures

- VUID-vkCmdSetDiscardRectangleEXT-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdSetDiscardRectangleEXT-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

- VUID-vkCmdSetDiscardRectangleEXT-discardRectangleCount-arraylength
  discardRectangleCount must be greater than 0

Host Synchronization

- Host access to commandBuffer must be externally synchronized

- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized
To **dynamically set** whether discard rectangles are enabled, call:

```c
// Provided by VK_EXT_discard_rectangles
void vkCmdSetDiscardRectangleEnableEXT(
    VkCommandBuffer commandBuffer,
    VkBool32 discardRectangleEnable);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `discardRectangleEnable` specifies whether discard rectangles are enabled or not.

This command sets the discard rectangle enable for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is implied by the `VkPipelineDiscardRectangleStateCreateInfoEXT::discardRectangleCount` value used to create the currently active pipeline, where a non-zero `discardRectangleCount` implicitly enables discard rectangles, otherwise they are disabled.

### Valid Usage

- **VUID-vkCmdSetDiscardRectangleEnableEXT-specVersion-07851**
  The `VK_EXT_discard_rectangles` extension **must** be enabled, and the implementation **must** support at least `specVersion 2` of this extension

### Valid Usage (Implicit)

- **VUID-vkCmdSetDiscardRectangleEnableEXT-commandBuffer-parameter**
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle
- **VUID-vkCmdSetDiscardRectangleEnableEXT-commandBuffer-recording**
  `commandBuffer` **must** be in the recording state
- **VUID-vkCmdSetDiscardRectangleEnableEXT-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations
Host Synchronization

- Host access to `commandBuffer` **must** be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from **must** be externally synchronized

## Command Properties

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To **dynamically set** the discard rectangle mode, call:

```c
// Provided by VK_EXT_discard_rectangles
void vkCmdSetDiscardRectangleModeEXT(
    VkCommandBuffer commandBuffer,  
    VkDiscardRectangleModeEXT discardRectangleMode);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `discardRectangleMode` specifies the discard rectangle mode for all discard rectangles, either inclusive or exclusive.

This command sets the discard rectangle mode for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineDiscardRectangleStateCreateInfoEXT::discardRectangleMode` value used to create the currently active pipeline.

## Valid Usage

- VUID-vkCmdSetDiscardRectangleModeEXT-specVersion-07852
  The `VK_EXT_discard_rectangles` extension **must** be enabled, and the implementation **must** support at least `specVersion 2` of this extension

## Valid Usage (Implicit)

- VUID-vkCmdSetDiscardRectangleModeEXT-commandBuffer-parameter
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle
- VUID-vkCmdSetDiscardRectangleModeEXT-discardRectangleMode-parameter
  `discardRectangleMode` **must** be a valid `VkDiscardRectangleModeEXT` value
26.2. Scissor Test

The scissor test compares the framebuffer coordinates \((x_f, y_f)\) of each sample covered by a fragment against a scissor rectangle at the index equal to the fragment’s ViewportIndex.

Each scissor rectangle is defined by a VkRect2D. These values are either set by the VkPipelineViewportStateCreateInfo structure during pipeline creation, or dynamically by the vkCmdSetScissor command.

A given sample is considered inside a scissor rectangle if \(x_f\) is in the range \([\text{VkRect2D}::\text{offset}\_x, \text{VkRect2D}::\text{offset}\_x + \text{VkRect2D}::\text{extent}\_x]\), and \(y_f\) is in the range \([\text{VkRect2D}::\text{offset}\_y, \text{VkRect2D}::\text{offset}\_y + \text{VkRect2D}::\text{extent}\_y]\). Samples with coordinates outside the scissor rectangle at the corresponding ViewportIndex will have their coverage set to 0.

To dynamically set the scissor rectangles, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdSetScissor(
    VkCommandBuffer commandBuffer,  // Provided by VK_VERSION_1_0
    uint32_t firstScissor,  // Provided by VK_VERSION_1_0
    uint32_t scissorCount,  // Provided by VK_VERSION_1_0
    const VkRect2D* pScissors);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
• **firstScissor** is the index of the first scissor whose state is updated by the command.
• **scissorCount** is the number of scissors whose rectangles are updated by the command.
• **pScissors** is a pointer to an array of VkRect2D structures defining scissor rectangles.

The scissor rectangles taken from element i of **pScissors** replace the current state for the scissor index **firstScissor** + i, for i in [0, **scissorCount**).

This command sets the scissor rectangles for subsequent drawing commands when the graphics pipeline is created with **VK_DYNAMIC_STATE_SCISSOR** set in **VkPipelineDynamicStateCreateInfo** ::**pDynamicStates**. Otherwise, this state is specified by the **VkPipelineViewportStateCreateInfo** ::**pScissors** values used to create the currently active pipeline.

### Valid Usage

- **VUID-vkCmdSetScissor-firstScissor-00592**
  The sum of **firstScissor** and **scissorCount** must be between 1 and **VkPhysicalDeviceLimits**::**maxViewports**, inclusive

- **VUID-vkCmdSetScissor-firstScissor-00593**
  If the **multiViewport** feature is not enabled, **firstScissor** must be 0

- **VUID-vkCmdSetScissor-scissorCount-00594**
  If the **multiViewport** feature is not enabled, **scissorCount** must be 1

- **VUID-vkCmdSetScissor-x-00595**
  The x and y members of **offset** member of any element of **pScissors** must be greater than or equal to 0

- **VUID-vkCmdSetScissor-offset-00596**
  Evaluation of (**offset.x** + **extent.width**) must not cause a signed integer addition overflow for any element of **pScissors**

- **VUID-vkCmdSetScissor-offset-00597**
  Evaluation of (**offset.y** + **extent.height**) must not cause a signed integer addition overflow for any element of **pScissors**

### Valid Usage (Implicit)

- **VUID-vkCmdSetScissor-commandBuffer-parameter**
  **commandBuffer** must be a valid **VkCommandBuffer** handle

- **VUID-vkCmdSetScissor-pScissors-parameter**
  **pScissors** must be a valid pointer to an array of **scissorCount** **VkRect2D** structures

- **VUID-vkCmdSetScissor-commandBuffer-recording**
  **commandBuffer** must be in the **recording state**

- **VUID-vkCmdSetScissor-commandBuffer-cmdpool**
  The **VkCommandPool** that **commandBuffer** was allocated from must support graphics operations
Host Synchronization

- Host access to `commandBuffer` **must** be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from **must** be externally synchronized

### Command Properties

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#### 26.3. Sample Mask Test

The sample mask test compares the *coverage mask* for a fragment with the *sample mask* defined by `VkPipelineMultisampleStateCreateInfo::pSampleMask`.

Each bit of the coverage mask is associated with a sample index as described in the *rasterization chapter*. If the bit in `VkPipelineMultisampleStateCreateInfo::pSampleMask` which is associated with that same sample index is set to 0, the coverage mask bit is set to 0.

#### 26.4. Fragment Shading

*Fragment shaders* are invoked for each fragment, or as *helper invocations*.

Most operations in the fragment shader are not performed in *rasterization order*, with exceptions called out in the following sections.

For fragment shaders invoked by fragments, the following rules apply:

- A fragment shader **must** not be executed if a *fragment operation* that executes before fragment shading discards the fragment.
- A fragment shader **may** not be executed if:
  - An implementation determines that another fragment shader, invoked by a subsequent primitive in *primitive order*, overwrites all results computed by the shader (including writes to storage resources).
  - Any other *fragment operation* discards the fragment, and the shader does not write to any storage resources.
If a fragment shader statically computes the same values for different framebuffer locations, and does not write to any storage resources, multiple fragments may be shaded by one fragment shader invocation. This may affect VK_QUERY_PIPELINE_STATISTIC_FRAGMENT_SHADER_INVOCATIONS_BIT results, but must otherwise not be visible behavior to applications.

- Otherwise, at least one fragment shader must be executed.
  - If sample shading is enabled and multiple invocations per fragment are required, additional invocations must be executed as specified.
  - Each covered sample must be included in at least one fragment shader invocation.

If no fragment shader is included in the pipeline, no fragment shader is executed, and undefined values may be written to all color attachment outputs during this fragment operation.

Note

Multiple fragment shader invocations may be executed for the same fragment for any number of implementation-dependent reasons. When there is more than one fragment shader invocation per fragment, the association of samples to invocations is implementation-dependent. Stores and atomics performed by these additional invocations have the normal effect.

For example, if the subpass includes multiple views in its view mask, a fragment shader may be invoked separately for each view.

26.4.1. Sample Mask

Reading from the SampleMask built-in in the Input storage class will return the coverage mask for the current fragment as calculated by fragment operations that executed prior to fragment shading.

If sample shading is enabled, fragment shaders will only see values of 1 for samples being shaded - other bits will be 0.

Each bit of the coverage mask is associated with a sample index as described in the rasterization chapter. If the bit in SampleMask which is associated with that same sample index is set to 0, that coverage mask bit is set to 0.

Values written to the SampleMask built-in in the Output storage class will be used by the multisample coverage operation, with the same encoding as the input built-in.

26.4.2. Depth Replacement

Writing to the FragDepth built-in will replace the fragment’s calculated depth values for each sample in the input SampleMask. Depth testing performed after the fragment shader for this fragment will use this new value as z_f.

26.4.3. Stencil Reference Replacement

Writing to the FragStencilRefEXT built-in will replace the fragment’s stencil reference value for each sample in the input SampleMask. Stencil testing performed after the fragment shader for this
26.4.4. Interlocked Operations

OpBeginInvocationInterlockEXT and OpEndInvocationInterlockEXT define a section of a fragment shader which imposes additional ordering constraints on operations performed within them. These operations are defined as *interlocked operations*. How interlocked operations are ordered against other fragment shader invocations depends on the specified execution modes.

If the *ShadingRateInterlockOrderedEXT* execution mode is specified, any interlocked operations in a fragment shader *must* happen before interlocked operations in fragment shader invocations that execute later in *rasterization order* and cover at least one sample in the same fragment area, and *must* happen after interlocked operations in a fragment shader that executes earlier in *rasterization order* and cover at least one sample in the same fragment area.

If the *ShadingRateInterlockUnorderedEXT* execution mode is specified, any interlocked operations in a fragment shader *must* happen before or after interlocked operations in fragment shader invocations that execute earlier or later in *rasterization order* and cover at least one sample in the same fragment area.

If the *PixelInterlockOrderedEXT* execution mode is specified, any interlocked operations in a fragment shader *must* happen before interlocked operations in fragment shader invocations that execute later in *rasterization order* and cover at least one sample in the same pixel, and *must* happen after interlocked operations in a fragment shader that executes earlier in *rasterization order* and cover at least one sample in the same pixel.

If the *PixelInterlockUnorderedEXT* execution mode is specified, any interlocked operations in a fragment shader *must* happen before or after interlocked operations in fragment shader invocations that execute earlier or later in *rasterization order* and cover at least one sample in the same pixel.

If the *SampleInterlockOrderedEXT* execution mode is specified, any interlocked operations in a fragment shader *must* happen before interlocked operations in fragment shader invocations that execute later in *rasterization order* and cover at least one of the same samples, and *must* happen after interlocked operations in a fragment shader that executes earlier in *rasterization order* and cover at least one of the same samples.

If the *SampleInterlockUnorderedEXT* execution mode is specified, any interlocked operations in a fragment shader *must* happen before or after interlocked operations in fragment shader invocations that execute earlier or later in *rasterization order* and cover at least one of the same samples.

26.5. Multisample Coverage

If a fragment shader is active and its entry point’s interface includes a built-in output variable decorated with *SampleMask*, the coverage mask is *ANDed* with the bits of the *SampleMask* built-in to generate a new coverage mask. If *sample shading* is enabled, bits written to *SampleMask* corresponding to samples that are not being shaded by the fragment shader invocation are ignored. If no fragment shader is active, or if the active fragment shader does not include *SampleMask* in its
interface, the coverage mask is not modified.

Next, the fragment alpha value and coverage mask are modified based on the line coverage factor if the `lineRasterizationMode` member of the `VkPipelineRasterizationStateCreateInfo` structure is `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR`, and the `alphaToCoverageEnable` and `alphaToOneEnable` members of the `VkPipelineMultisampleStateCreateInfo` structure.

All alpha values in this section refer only to the alpha component of the fragment shader output that has a `Location` and `Index` decoration of zero (see the Fragment Output Interface section). If that shader output has an integer or unsigned integer type, then these operations are skipped.

If the `lineRasterizationMode` member of the `VkPipelineRasterizationStateCreateInfo` structure is `VK_LINE_RASTERIZATION_MODE_RECTANGULAR_SMOOTH_KHR` and the fragment came from a line segment, then the alpha value is replaced by multiplying it by the coverage factor for the fragment computed during smooth line rasterization.

If `alphaToCoverageEnable` is enabled, a temporary coverage mask is generated where each bit is determined by the fragment's alpha value, which is ANDed with the fragment coverage mask.

No specific algorithm is specified for converting the alpha value to a temporary coverage mask. It is intended that the number of 1's in this value be proportional to the alpha value (clamped to [0,1]), with all 1's corresponding to a value of 1.0 and all 0's corresponding to 0.0. The algorithm may be different at different framebuffer coordinates.

Note

Using different algorithms at different framebuffer coordinates may help to avoid artifacts caused by regular coverage sample locations.

Finally, if `alphaToOneEnable` is enabled, each alpha value is replaced by the maximum representable alpha value for fixed-point color attachments, or by 1.0 for floating-point attachments. Otherwise, the alpha values are not changed.

### 26.6. Depth and Stencil Operations

Pipeline state controlling the depth bounds tests, stencil test, and depth test is specified through the members of the `VkPipelineDepthStencilStateCreateInfo` structure.

The `VkPipelineDepthStencilStateCreateInfo` structure is defined as:
typedef struct VkPipelineDepthStencilStateCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineDepthStencilStateCreateFlags flags;
    VkBool32 depthTestEnable;
    VkBool32 depthWriteEnable;
    VkCompareOp depthCompareOp;
    VkBool32 depthBoundsTestEnable;
    VkStencilOpState front;
    VkStencilOpState back;
    float minDepthBounds;
    float maxDepthBounds;
} VkPipelineDepthStencilStateCreateInfo;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **flags** is reserved for future use.
- **depthTestEnable** controls whether depth testing is enabled.
- **depthWriteEnable** controls whether depth writes are enabled when `depthTestEnable` is `VK_TRUE`. Depth writes are always disabled when `depthTestEnable` is `VK_FALSE`.
- **depthCompareOp** is a `VkCompareOp` value specifying the comparison operator to use in the Depth Comparison step of the depth test.
- **depthBoundsTestEnable** controls whether depth bounds testing is enabled.
- **stencilTestEnable** controls whether stencil testing is enabled.
- **front** and **back** are `VkStencilOpState` values controlling the corresponding parameters of the stencil test.
- **minDepthBounds** is the minimum depth bound used in the depth bounds test.
- **maxDepthBounds** is the maximum depth bound used in the depth bounds test.

### Valid Usage

- VUID-VkPipelineDepthStencilStateCreateInfo-depthBoundsTestEnable-00598
  If the `depthBounds` feature is not enabled, `depthBoundsTestEnable` must be `VK_FALSE`.

### Valid Usage (Implicit)

- VUID-VkPipelineDepthStencilStateCreateInfo-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_PIPELINE_DEPTH_STENCIL_STATE_CREATE_INFO`.
- VUID-VkPipelineDepthStencilStateCreateInfo-pNext-pNext
  `pNext` must be `NULL`.
26.7. Depth Bounds Test

The depth bounds test compares the depth value $z_a$ in the depth/stencil attachment at each sample’s framebuffer coordinates $(x_f, y_f)$ and sample index $i$ against a set of depth bounds.

The depth bounds are determined by two floating point values defining a minimum ($minDepthBounds$) and maximum ($maxDepthBounds$) depth value. These values are either set by the VkPipelineDepthStencilStateCreateInfo structure during pipeline creation, or dynamically by vkCmdSetDepthBoundsTestEnableEXT and vkCmdSetDepthBounds.

A given sample is considered within the depth bounds if $z_a$ is in the range $[minDepthBounds, maxDepthBounds]$. Samples with depth attachment values outside of the depth bounds will have their coverage set to 0.

If the depth bounds test is disabled, or if there is no depth attachment, the coverage mask is unmodified by this operation.

To dynamically enable or disable the depth bounds test, call:

```c
// Provided by VK_EXT_extended_dynamic_state
void vkCmdSetDepthBoundsTestEnableEXT(
    VkCommandBuffer commandBuffer, 
    VkBool32 depthBoundsTestEnable);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `depthBoundsTestEnable` specifies if the depth bounds test is enabled.

This command sets the depth bounds enable for subsequent drawing commands when the graphics pipeline is created with VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE set in VkPipelineDynamicStateCreateInfo:pDynamicStates. Otherwise, this state is specified by the
 VkPipelineDepthStencilStateCreateInfo::depthBoundsTestEnable value used to create the currently active pipeline.

**Valid Usage**

- VUID-vkCmdSetDepthBoundsTestEnable-None-08971
  At least one of the following **must** be true:
  - the extendedDynamicState feature is enabled

**Valid Usage (Implicit)**

- VUID-vkCmdSetDepthBoundsTestEnable-commandBuffer-parameter
  commandBuffer **must** be a valid VkCommandBuffer handle
- VUID-vkCmdSetDepthBoundsTestEnable-commandBuffer-recording
  commandBuffer **must** be in the recording state
- VUID-vkCmdSetDepthBoundsTestEnable-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from **must** support graphics operations

**Host Synchronization**

- Host access to commandBuffer **must** be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from **must** be externally synchronized

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To **dynamically set** the depth bounds range, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdSetDepthBounds(
    VkCommandBuffer commandBuffer,  // commandBuffer is the command buffer into which the command will be recorded.
    float minDepthBounds,
    float maxDepthBounds);
```
• \texttt{minDepthBounds} is the minimum depth bound.
• \texttt{maxDepthBounds} is the maximum depth bound.

This command sets the depth bounds range for subsequent drawing commands when the graphics pipeline is created with \texttt{VK_DYNAMIC_STATE_DEPTH_BOUNDS} set in \texttt{VkPipelineDynamicStateCreateInfo} ::\texttt{pDynamicStates}. Otherwise, this state is specified by the \texttt{VkPipelineDepthStencilStateCreateInfo} ::\texttt{minDepthBounds} and \texttt{VkPipelineDepthStencilStateCreateInfo} ::\texttt{maxDepthBounds} values used to create the currently active pipeline.

### Valid Usage

- \texttt{VUID-vkCmdSetDepthBounds-minDepthBounds-00600}
  
  If the \texttt{VK_EXT_depth_range_unrestricted} extension is not enabled \texttt{minDepthBounds} must be between \texttt{0.0} and \texttt{1.0}, inclusive

- \texttt{VUID-vkCmdSetDepthBounds-maxDepthBounds-00601}
  
  If the \texttt{VK_EXT_depth_range_unrestricted} extension is not enabled \texttt{maxDepthBounds} must be between \texttt{0.0} and \texttt{1.0}, inclusive

### Valid Usage (Implicit)

- \texttt{VUID-vkCmdSetDepthBounds-commandBuffer-parameter}
  
  \texttt{commandBuffer} must be a valid \texttt{VkCommandBuffer} handle

- \texttt{VUID-vkCmdSetDepthBounds-commandBuffer-recording}
  
  \texttt{commandBuffer} must be in the recording state

- \texttt{VUID-vkCmdSetDepthBounds-commandBuffer-cmdpool}
  
  The \texttt{VkCommandPool} that \texttt{commandBuffer} was allocated from must support graphics operations

### Host Synchronization

- Host access to \texttt{commandBuffer} must be externally synchronized

- Host access to the \texttt{VkCommandPool} that \texttt{commandBuffer} was allocated from must be externally synchronized

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26.8. Stencil Test

The stencil test compares the stencil attachment value \( s_a \) in the depth/stencil attachment at each sample's framebuffer coordinates \((x_f, y_f)\) and sample index \( i \) against a stencil reference value.

If the stencil test is not enabled, as specified by \( \text{vkCmdSetStencilTestEnableEXT} \) or \( \text{VkPipelineDepthStencilStateCreateInfo}::\text{stencilTestEnable} \), or if there is no stencil attachment, the coverage mask is unmodified by this operation.

The stencil test is controlled by one of two sets of stencil-related state, the front stencil state and the back stencil state. Stencil tests and writes use the back stencil state when processing fragments generated by back-facing polygons, and the front stencil state when processing fragments generated by front-facing polygons or any other primitives.

The comparison operation performed is determined by the \( \text{VkCompareOp} \) value set by \( \text{vkCmdSetStencilOpEXT}::\text{compareOp} \), or by \( \text{VkStencilOpState}::\text{compareOp} \) during pipeline creation.

The compare mask \( s_c \) and stencil reference value \( s_r \) of the front or the back stencil state set determine arguments of the comparison operation. \( s_c \) is set by the \( \text{VkPipelineDepthStencilStateCreateInfo} \) structure during pipeline creation, or by the \( \text{vkCmdSetStencilCompareMask} \) command. \( s_r \) is set by \( \text{VkPipelineDepthStencilStateCreateInfo} \) or by \( \text{vkCmdSetStencilReference} \).

\( s_c \) and \( s_r \) are each independently combined with \( s_a \) using a bitwise AND operation to create masked reference and attachment values \( s'_r \) and \( s'_a \). \( s'_r \) and \( s'_a \) are used as the reference and test values, respectively, in the operation specified by the \( \text{VkCompareOp} \).

If the comparison evaluates to false, the coverage for the sample is set to \( 0 \).

A new stencil value \( s_g \) is generated according to a stencil operation defined by \( \text{VkStencilOp} \) parameters set by \( \text{vkCmdSetStencilOpEXT} \) or \( \text{VkPipelineDepthStencilStateCreateInfo} \). If the stencil test fails, \( \text{failOp} \) defines the stencil operation used. If the stencil test passes however, the stencil op used is based on the depth test - if it passes, \( \text{VkPipelineDepthStencilStateCreateInfo}::\text{passOp} \) is used, otherwise \( \text{VkPipelineDepthStencilStateCreateInfo}::\text{depthFailOp} \) is used.

The stencil attachment value \( s_a \) is then updated with the generated stencil value \( s_g \) according to the write mask \( s_w \) defined by \text{writeMask} in \( \text{VkPipelineDepthStencilStateCreateInfo}::\text{front} \) and \( \text{VkPipelineDepthStencilStateCreateInfo}::\text{back} \) as:

\[
 s_a = (s_a & ¬s_w) | (s_g & s_w)
\]

To dynamically enable or disable the stencil test, call:

```cpp
// Provided by VK_EXT_extended_dynamic_state
void vkCmdSetStencilTestEnableEXT(
    VkCommandBuffer commandBuffer, 
    VkBool32 stencilTestEnable);
```
• `commandBuffer` is the command buffer into which the command will be recorded.
• `stencilTestEnable` specifies if the stencil test is enabled.

This command sets the stencil test enable for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineDepthStencilStateCreateInfo::stencilTestEnable` value used to create the currently active pipeline.

### Valid Usage

- VUID-vkCmdSetStencilTestEnable-None-08971
  At least one of the following **must** be true:
  - the `extendedDynamicState` feature is enabled

### Valid Usage (Implicit)

- VUID-vkCmdSetStencilTestEnable-commandBuffer-parameter
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle
- VUID-vkCmdSetStencilTestEnable-commandBuffer-recording
  `commandBuffer` **must** be in the recording state
- VUID-vkCmdSetStencilTestEnable-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations

### Host Synchronization

- Host access to `commandBuffer` **must** be externally synchronized
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To **dynamically set** the stencil operation, call:
// Provided by VK_EXT_extended_dynamic_state

```c
void vkCmdSetStencilOpEXT(
    VkCommandBuffer commandBuffer,
    VkStencilFaceFlags faceMask,
    VkStencilOp failOp,
    VkStencilOp passOp,
    VkStencilOp depthFailOp,
    VkCompareOp compareOp);
```

- **commandBuffer** is the command buffer into which the command will be recorded.
- **faceMask** is a bitmask of `VkStencilFaceFlagBits` specifying the set of stencil state for which to update the stencil operation.
- **failOp** is a `VkStencilOp` value specifying the action performed on samples that fail the stencil test.
- **passOp** is a `VkStencilOp` value specifying the action performed on samples that pass both the depth and stencil tests.
- **depthFailOp** is a `VkStencilOp` value specifying the action performed on samples that pass the stencil test and fail the depth test.
- **compareOp** is a `VkCompareOp` value specifying the comparison operator used in the stencil test.

This command sets the stencil operation for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_STENCIL_OP` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the corresponding `VkPipelineDepthStencilStateCreateInfo::failOp, passOp, depthFailOp, and compareOp` values used to create the currently active pipeline, for both front and back faces.

---

### Valid Usage

- VUID-vkCmdSetStencilOp-None-08971
  At least one of the following **must** be true:
  - the `extendedDynamicState` feature is enabled

---

### Valid Usage (Implicit)

- VUID-vkCmdSetStencilOp-commandBuffer-parameter
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle
- VUID-vkCmdSetStencilOp-faceMask-parameter
  `faceMask` **must** be a valid combination of `VkStencilFaceFlagBits` values
- VUID-vkCmdSetStencilOp-faceMask-requiredbitmask
  `faceMask` **must** not be 0
- VUID-vkCmdSetStencilOp-failOp-parameter
  `failOp` **must** be a valid `VkStencilOp` value
• VUID-vkCmdSetStencilOp-passOp-parameter
  passOp must be a valid VkStencilOp value

• VUID-vkCmdSetStencilOp-depthFailOp-parameter
  depthFailOp must be a valid VkStencilOp value

• VUID-vkCmdSetStencilOp-compareOp-parameter
  compareOp must be a valid VkCompareOp value

• VUID-vkCmdSetStencilOp-commandBuffer-recording
  commandBuffer must be in the recording state

• VUID-vkCmdSetStencilOp-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

---

Host Synchronization

• Host access to commandBuffer must be externally synchronized
• Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

---

Command Properties

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</tbody>
</table>

The VkStencilOpState structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkStencilOpState {
    VkStencilOp failOp;
    VkStencilOp passOp;
    VkStencilOp depthFailOp;
    VkCompareOp compareOp;
    uint32_t compareMask;
    uint32_t writeMask;
    uint32_t reference;
} VkStencilOpState;
```

• failOp is a VkStencilOp value specifying the action performed on samples that fail the stencil test.
• passOp is a VkStencilOp value specifying the action performed on samples that pass both the depth and stencil tests.
• **depthFailOp** is a **VkStencilOp** value specifying the action performed on samples that pass the stencil test and fail the depth test.

• **compareOp** is a **VkCompareOp** value specifying the comparison operator used in the stencil test.

• **compareMask** selects the bits of the unsigned integer stencil values participating in the stencil test.

• **writeMask** selects the bits of the unsigned integer stencil values updated by the stencil test in the stencil framebuffer attachment.

• **reference** is an integer stencil reference value that is used in the unsigned stencil comparison.

### Valid Usage (Implicit)

- VUID-VkStencilOpState-failOp-parameter
  - **failOp** must be a valid **VkStencilOp** value

- VUID-VkStencilOpState-passOp-parameter
  - **passOp** must be a valid **VkStencilOp** value

- VUID-VkStencilOpState-depthFailOp-parameter
  - **depthFailOp** must be a valid **VkStencilOp** value

- VUID-VkStencilOpState-compareOp-parameter
  - **compareOp** must be a valid **VkCompareOp** value

To **dynamically set** the stencil compare mask, call:

```cpp
// Provided by VK_VERSION_1_0
void vkCmdSetStencilCompareMask(
    VkCommandBuffer commandBuffer,
    VkStencilFaceFlags faceMask,
    uint32_t compareMask);
```

- **commandBuffer** is the command buffer into which the command will be recorded.

- **faceMask** is a bitmask of **VkStencilFaceFlagBits** specifying the set of stencil state for which to update the compare mask.

- **compareMask** is the new value to use as the stencil compare mask.

This command sets the stencil compare mask for subsequent drawing commands when the graphics pipeline is created with **VK_DYNAMIC_STATE_STENCILCOMPARE_MASK** set in **VkPipelineDynamicStateCreateInfo::pDynamicStates**. Otherwise, this state is specified by the **VkStencilOpState::compareMask** value used to create the currently active pipeline, for both front and back faces.

### Valid Usage (Implicit)

- VUID-vkCmdSetStencilCompareMask-commandBuffer-parameter
  - **commandBuffer** must be a valid **VkCommandBuffer** handle
• VUID-vkCmdSetStencilCompareMask-faceMask-parameter
  faceMask must be a valid combination of VkStencilFaceFlagBits values
• VUID-vkCmdSetStencilCompareMask-faceMask-requiredbitmask
  faceMask must not be 0
• VUID-vkCmdSetStencilCompareMask-commandBuffer-recording
  commandBuffer must be in the recording state
• VUID-vkCmdSetStencilCompareMask-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics operations

**Host Synchronization**

• Host access to commandBuffer must be externally synchronized
• Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

**Command Properties**

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**VkStencilFaceFlagBits values are:**

```c
// Provided by VK_VERSION_1_0
typedef enum VkStencilFaceFlagBits {
    VK_STENCIL_FACE_FRONT_BIT = 0x00000001,
    VK_STENCIL_FACE_BACK_BIT = 0x00000002,
    VK_STENCIL_FACE_FRONT_AND_BACK = 0x00000003,
} VkStencilFaceFlagBits;
```

• **VK_STENCIL_FACE_FRONT_BIT** specifies that only the front set of stencil state is updated.
• **VK_STENCIL_FACE_BACK_BIT** specifies that only the back set of stencil state is updated.
• **VK_STENCIL_FACE_FRONT_AND_BACK** is the combination of **VK_STENCIL_FACE_FRONT_BIT** and **VK_STENCIL_FACE_BACK_BIT**, and specifies that both sets of stencil state are updated.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkStencilFaceFlags;
```

**VkStencilFaceFlags** is a bitmask type for setting a mask of zero or more **VkStencilFaceFlagBits**.
To dynamically set the stencil write mask, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdSetStencilWriteMask(
    VkCommandBuffer commandBuffer,
    VkStencilFaceFlags faceMask,
    uint32_t writeMask);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `faceMask` is a bitmask of `VkStencilFaceFlagBits` specifying the set of stencil state for which to update the write mask, as described above for `vkCmdSetStencilCompareMask`.
- `writeMask` is the new value to use as the stencil write mask.

This command sets the stencil write mask for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_STENCIL_WRITE_MASK` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `writeMask` value used to create the currently active pipeline, for both `VkPipelineDepthStencilStateCreateInfo::front` and `VkPipelineDepthStencilStateCreateInfo::back` faces.

### Valid Usage (Implicit)

- **VUID-vkCmdSetStencilWriteMask-commandBuffer-parameter**
  - `commandBuffer` must be a valid `VkCommandBuffer` handle
- **VUID-vkCmdSetStencilWriteMask-faceMask-parameter**
  - `faceMask` must be a valid combination of `VkStencilFaceFlagBits` values
- **VUID-vkCmdSetStencilWriteMask-faceMask-requiredbitmask**
  - `faceMask` must not be 0
- **VUID-vkCmdSetStencilWriteMask-commandBuffer-recording**
  - `commandBuffer` must be in the recording state
- **VUID-vkCmdSetStencilWriteMask-commandBuffer-cmdpool**
  - The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized
### Command Properties

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</table>

To **dynamically set** the stencil reference value, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdSetStencilReference(
    VkCommandBuffer commandBuffer,
    VkStencilFaceFlags faceMask,
    uint32_t reference);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `faceMask` is a bitmask of `VkStencilFaceFlagBits` specifying the set of stencil state for which to update the reference value, as described above for `vkCmdSetStencilCompareMask`.
- `reference` is the new value to use as the stencil reference value.

This command sets the stencil reference value for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_STENCIL_REFERENCE` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineDepthStencilStateCreateInfo::reference` value used to create the currently active pipeline, for both front and back faces.

### Valid Usage (Implicit)

- VUID-vkCmdSetStencilReference-commandBuffer-parameter
  `commandBuffer` must be a valid `VkCommandBuffer` handle

- VUID-vkCmdSetStencilReference-faceMask-parameter
  `faceMask` must be a valid combination of `VkStencilFaceFlagBits` values

- VUID-vkCmdSetStencilReference-faceMask-requiredbitmask
  `faceMask` must not be `0`

- VUID-vkCmdSetStencilReference-commandBuffer-recording
  `commandBuffer` must be in the recording state

- VUID-vkCmdSetStencilReference-commandBuffer-cmdpool
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations
Host Synchronization

- Host access to `commandBuffer` must be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

Command Properties

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</table>

Possible values of the `failOp`, `passOp`, and `depthFailOp` members of `VkStencilOpState`, specifying what happens to the stored stencil value if this or certain subsequent tests fail or pass, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkStencilOp {
    VK_STENCIL_OP_KEEP = 0,
    VK_STENCIL_OP_ZERO = 1,
    VK_STENCIL_OP_REPLACE = 2,
    VK_STENCIL_OP_INCREMENT_AND_CLAMP = 3,
    VK_STENCIL_OP_DECREMENT_AND_CLAMP = 4,
    VK_STENCIL_OP_INVERT = 5,
    VK_STENCIL_OP_INCREMENT_AND_WRAP = 6,
    VK_STENCIL_OP_DECREMENT_AND_WRAP = 7,
} VkStencilOp;
```

- `VK_STENCIL_OP_KEEP` keeps the current value.
- `VK_STENCIL_OP_ZERO` sets the value to 0.
- `VK_STENCIL_OP_REPLACE` sets the value to reference.
- `VK_STENCIL_OP_INCREMENT_AND_CLAMP` increments the current value and clamps to the maximum representable unsigned value.
- `VK_STENCIL_OP_DECREMENT_AND_CLAMP` decrements the current value and clamps to 0.
- `VK_STENCIL_OP_INVERT` bitwise-inverts the current value.
- `VK_STENCIL_OP_INCREMENT_AND_WRAP` increments the current value and wraps to 0 when the maximum value would have been exceeded.
- `VK_STENCIL_OP_DECREMENT_AND_WRAP` decrements the current value and wraps to the maximum possible value when the value would go below 0.

For purposes of increment and decrement, the stencil bits are considered as an unsigned integer.
26.9. Depth Test

The depth test compares the depth value \(z_a\) in the depth/stencil attachment at each sample’s framebuffer coordinates \((x_f, y_f)\) and sample index \(i\) against the sample’s depth value \(z_f\). If there is no depth attachment then the depth test is skipped.

The depth test occurs in three stages, as detailed in the following sections.

26.9.1. Depth Clamping and Range Adjustment

If \(VkPipelineRasterizationStateCreateInfo::depthClampEnable\) is enabled, \(z_i\) is clamped to \([z_{\text{min}}, z_{\text{max}}]\), where \(z_{\text{min}} = \min(n, f)\), \(z_{\text{max}} = \max(n, f)\), and \(n\) and \(f\) are the \(\text{minDepth}\) and \(\text{maxDepth}\) depth range values of the viewport used by this fragment, respectively.

Following depth clamping:

- If \(z_i\) is not in the range \([z_{\text{min}}, z_{\text{max}}]\), then \(z_i\) is undefined following this step.
- If the depth attachment has a fixed-point format and \(z_i\) is not in the range \([0, 1]\), then \(z_i\) is undefined following this step.

26.9.2. Depth Comparison

If the depth test is not enabled, as specified by \(vkCmdSetDepthTestEnableEXT\) or \(VkPipelineDepthStencilStateCreateInfo::depthTestEnable\), then this step is skipped.

The comparison operation performed is determined by the \(VkCompareOp\) value set by \(vkCmdSetDepthCompareOpEXT\), or by \(VkPipelineDepthStencilStateCreateInfo::depthCompareOp\) during pipeline creation. \(z_i\) and \(z_a\) are used as the \(\text{reference}\) and \(\text{test}\) values, respectively, in the operation specified by the \(VkCompareOp\).

If the comparison evaluates to false, the coverage for the sample is set to 0.

26.9.3. Depth Attachment Writes

If depth writes are enabled, as specified by \(vkCmdSetDepthWriteEnableEXT\) or \(VkPipelineDepthStencilStateCreateInfo::depthWriteEnable\), and the comparison evaluated to true, the depth attachment value \(z_a\) is set to the sample’s depth value \(z_f\). If there is no depth attachment, no value is written.

To dynamically enable or disable the depth test, call:

```c
// Provided by VK_EXT_extended_dynamic_state
void vkCmdSetDepthTestEnableEXT(
    VkCommandBuffer commandBuffer,
    VkBool32 depthTestEnable);
```

- \(\text{commandBuffer}\) is the command buffer into which the command will be recorded.
- \(\text{depthTestEnable}\) specifies if the depth test is enabled.
This command sets the depth test enable for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineDepthStencilStateCreateInfo::depthTestEnable` value used to create the currently active pipeline.

### Valid Usage

- **VUID-vkCmdSetDepthTestEnable-None-08971**
  At least one of the following must be true:
  - the `extendedDynamicState` feature is enabled

### Valid Usage (Implicit)

- **VUID-vkCmdSetDepthTestEnable-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle
- **VUID-vkCmdSetDepthTestEnable-commandBuffer-recording**
  `commandBuffer` must be in the recording state
- **VUID-vkCmdSetDepthTestEnable-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

### Command Properties

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To dynamically set the depth compare operator, call:
// Provided by VK_EXT_extended_dynamic_state

void vkCmdSetDepthCompareOpEXT(
    VkCommandBuffer commandBuffer,
    VkCompareOp depthCompareOp);

- `commandBuffer` is the command buffer into which the command will be recorded.
- `depthCompareOp` is a `VkCompareOp` value specifying the comparison operator used for the Depth Comparison step of the depth test.

This command sets the depth comparison operator for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_DEPTH_COMPARE_OP` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the ` VkPipelineDepthStencilStateCreateInfo::depthCompareOp` value used to create the currently active pipeline.

### Valid Usage

- **VUID-vkCmdSetDepthCompareOp-None-08971**
  At least one of the following must be true:
  - the extendedDynamicState feature is enabled

### Valid Usage (Implicit)

- **VUID-vkCmdSetDepthCompareOp-commandBuffer-parameter**
  `commandBuffer` must be a valid `VkCommandBuffer` handle
- **VUID-vkCmdSetDepthCompareOp-depthCompareOp-parameter**
  `depthCompareOp` must be a valid `VkCompareOp` value
- **VUID-vkCmdSetDepthCompareOp-commandBuffer-recording**
  `commandBuffer` must be in the recording state
- **VUID-vkCmdSetDepthCompareOp-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized
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To **dynamically set** the depth write enable, call:

```c
// Provided by VK_EXT_extended_dynamic_state
def void vkCmdSetDepthWriteEnableEXT(
    VkCommandBuffer commandBuffer,
    VkBool32 depthWriteEnable);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `depthWriteEnable` specifies if depth writes are enabled.

This command sets the depth write enable for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineDepthStencilStateCreateInfo::depthWriteEnable` value used to create the currently active pipeline.

### Valid Usage

- **VUID-vkCmdSetDepthWriteEnable-None-08971**
  At least one of the following **must** be true:
  - the `extendedDynamicState` feature is enabled

### Valid Usage (Implicit)

- **VUID-vkCmdSetDepthWriteEnable-commandBuffer-parameter**
  `commandBuffer` **must** be a valid `VkCommandBuffer` handle

- **VUID-vkCmdSetDepthWriteEnable-commandBuffer-recording**
  `commandBuffer` **must** be in the `recording` state

- **VUID-vkCmdSetDepthWriteEnable-commandBuffer-cmdpool**
  The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations
Host Synchronization

- Host access to `commandBuffer` must be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

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26.10. Sample Counting

Occlusion queries use query pool entries to track the number of samples that pass all the per-fragment tests. The mechanism of collecting an occlusion query value is described in [Occlusion Queries](#).

The occlusion query sample counter increments by one for each sample with a coverage value of 1 in each fragment that survives all the per-fragment tests, including scissor, sample mask, alpha to coverage, stencil, and depth tests.

26.11. Coverage Reduction

Coverage reduction takes the coverage information for a fragment and converts that to a boolean coverage value for each color sample in each pixel covered by the fragment.

26.11.1. Pixel Coverage

Coverage for each pixel is first extracted from the total fragment coverage mask. This consists of `rasterizationSamples` unique coverage samples for each pixel in the fragment area, each with a unique sample index. If the fragment only contains a single pixel, coverage for the pixel is equivalent to the fragment coverage.

If the fragment shading rate is set, and the fragment covers multiple pixels, each pixel’s coverage consists of the coverage samples with a pixel index matching that pixel, and each sample retains its unique sample index.

26.11.2. Color Sample Coverage

Once pixel coverage is determined, coverage for each individual color sample corresponding to that pixel is determined.
The number of \textit{rasterizationSamples} is identical to the number of samples in the color attachments. A color sample is covered if the pixel coverage sample with the same \textit{sample index} \( i \) is covered.
Chapter 27. The Framebuffer

27.1. Blending

Blending combines the incoming source fragment’s R, G, B, and A values with the destination R, G, B, and A values of each sample stored in the framebuffer at the fragment’s \((x_f, y_f)\) location. Blending is performed for each color sample covered by the fragment, rather than just once for each fragment.

Source and destination values are combined according to the blend operation, quadruplets of source and destination weighting factors determined by the blend factors, and a blend constant, to obtain a new set of R, G, B, and A values, as described below.

Blending is computed and applied separately to each color attachment used by the subpass, with separate controls for each attachment.

Prior to performing the blend operation, signed and unsigned normalized fixed-point color components undergo an implied conversion to floating-point as specified by Conversion from Normalized Fixed-Point to Floating-Point. Blending computations are treated as if carried out in floating-point, and basic blend operations are performed with a precision and dynamic range no lower than that used to represent destination components. Advanced blending operations are performed with a precision and dynamic range no lower than the smaller of that used to represent destination components or that used to represent 16-bit floating-point values.

Note

Blending is only defined for floating-point, UNORM, SNORM, and sRGB formats. Within those formats, the implementation may only support blending on some subset of them. Which formats support blending is indicated by VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT.

The pipeline blend state is included in the VkPipelineColorBlendStateCreateInfo structure during graphics pipeline creation:

The VkPipelineColorBlendStateCreateInfo structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPipelineColorBlendStateCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkPipelineColorBlendStateCreateFlags flags;
    VkBool32 logicOpEnable;
    VkLogicOp logicOp;
    uint32_t attachmentCount;
    const VkPipelineColorBlendAttachmentState* pAttachments;
    float blendConstants[4];
} VkPipelineColorBlendStateCreateInfo;
```

- sType is a VkStructureType value identifying this structure.
• **pNext** is **NULL** or a pointer to a structure extending this structure.
• **flags** is reserved for future use.
• **logicOpEnable** controls whether to apply Logical Operations.
• **logicOp** selects which logical operation to apply.
• **attachmentCount** is the number of **VkPipelineColorBlendAttachmentState** elements in **pAttachments**.
• **pAttachments** is a pointer to an array of **VkPipelineColorBlendAttachmentState** structures defining blend state for each color attachment.
• **blendConstants** is a pointer to an array of four values used as the R, G, B, and A components of the blend constant that are used in blending, depending on the **blend factor**.

### Valid Usage

- **VUID-VkPipelineColorBlendStateCreateInfo-pAttachments-00605**
  If the **independentBlend** feature is not enabled, all elements of **pAttachments** **must** be identical.

- **VUID-VkPipelineColorBlendStateCreateInfo-logicOpEnable-00606**
  If the **logicOp** feature is not enabled, **logicOpEnable** **must** be **VK_FALSE**.

- **VUID-VkPipelineColorBlendStateCreateInfo-logicOpEnable-00607**
  If **logicOpEnable** is **VK_TRUE**, **logicOp** **must** be a valid **VkLogicOp** value.

- **VUID-VkPipelineColorBlendStateCreateInfo-pAttachments-07353**
  If **attachmentCount** is not 0, **pAttachments** **must** be a valid pointer to an array of **attachmentCount** valid **VkPipelineColorBlendAttachmentState** structures.

### Valid Usage (Implicit)

- **VUID-VkPipelineColorBlendStateCreateInfo-sType-sType**
  **sType** **must** be **VK_STRUCTURE_TYPE_PIPELINE_COLOR_BLEND_STATE_CREATE_INFO**.

- **VUID-VkPipelineColorBlendStateCreateInfo-pNext-pNext**
  Each **pNext** member of any structure (including this one) in the **pNext** chain **must** be either **NULL** or a pointer to a valid instance of **VkPipelineColorBlendAdvancedStateCreateInfoEXT** or **VkPipelineColorWriteCreateInfoEXT**.

- **VUID-VkPipelineColorBlendStateCreateInfo-sType-unique**
  The **sType** value of each struct in the **pNext** chain **must** be unique.

- **VUID-VkPipelineColorBlendStateCreateInfo-flags-zerobitmask**
  **flags** **must** be 0.

- **VUID-VkPipelineColorBlendStateCreateInfo-pAttachments-parameter**
  If **attachmentCount** is not 0, and **pAttachments** is not **NULL**, **pAttachments** **must** be a valid pointer to an array of **attachmentCount** valid **VkPipelineColorBlendAttachmentState** structures.
**VkPipelineColorBlendStateCreateFlags** is a bitmask type for setting a mask, but is currently reserved for future use.

The **VkPipelineColorBlendAttachmentState** structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPipelineColorBlendAttachmentState {
    VkBool32 blendEnable;
    VkBlendFactor srcColorBlendFactor;
    VkBlendFactor dstColorBlendFactor;
    VkBlendOp colorBlendOp;
    VkBlendFactor srcAlphaBlendFactor;
    VkBlendFactor dstAlphaBlendFactor;
    VkBlendOp alphaBlendOp;
    VkColorComponentFlags colorWriteMask;
} VkPipelineColorBlendAttachmentState;
```

- **blendEnable** controls whether blending is enabled for the corresponding color attachment. If blending is not enabled, the source fragment's color for that attachment is passed through unmodified.
- **srcColorBlendFactor** selects which blend factor is used to determine the source factors \((S_r,S_g,S_b)\).
- **dstColorBlendFactor** selects which blend factor is used to determine the destination factors \((D_r,D_g,D_b)\).
- **colorBlendOp** selects which blend operation is used to calculate the RGB values to write to the color attachment.
- **srcAlphaBlendFactor** selects which blend factor is used to determine the source factor \(S_a\).
- **dstAlphaBlendFactor** selects which blend factor is used to determine the destination factor \(D_a\).
- **alphaBlendOp** selects which blend operation is used to calculate the alpha values to write to the color attachment.
- **colorWriteMask** is a bitmask of **VkColorComponentFlagBits** specifying which of the R, G, B, and/or A components are enabled for writing, as described for the Color Write Mask.

**Valid Usage**

- VUID-VkPipelineColorBlendAttachmentState-srcColorBlendFactor-00608
  If the dualSrcBlend feature is not enabled, **srcColorBlendFactor** must not be **VK_BLEND_FACTOR_SRC1_COLOR**, **VK_BLEND_FACTOR_ONE_MINUS_SRC1_COLOR**, **VK_BLEND_FACTOR_SRC1_ALPHA**, or **VK_BLEND_FACTOR_ONE_MINUS_SRC1_ALPHA**
- VUID-VkPipelineColorBlendAttachmentState-dstColorBlendFactor-00609
  If the dualSrcBlend feature is not enabled, **dstColorBlendFactor** must not be
VK_BLEND_FACTOR_SRC1_COLOR, VK_BLEND_FACTOR_ONE_MINUS_SRC1_COLOR, VK_BLEND_FACTOR_SRC1_ALPHA, or VK_BLEND_FACTOR_ONE_MINUS_SRC1_ALPHA

- VUID-VkPipelineColorBlendAttachmentState-srcAlphaBlendFactor-00610
  If the dualSrcBlend feature is not enabled, srcAlphaBlendFactor must not be VK_BLEND_FACTOR_SRC1_COLOR, VK_BLEND_FACTOR_ONE_MINUS_SRC1_COLOR, VK_BLEND_FACTOR_SRC1_ALPHA, or VK_BLEND_FACTOR_ONE_MINUS_SRC1_ALPHA

- VUID-VkPipelineColorBlendAttachmentState-dstAlphaBlendFactor-00611
  If the dualSrcBlend feature is not enabled, dstAlphaBlendFactor must not be VK_BLEND_FACTOR_SRC1_COLOR, VK_BLEND_FACTOR_ONE_MINUS_SRC1_COLOR, VK_BLEND_FACTOR_SRC1_ALPHA, or VK_BLEND_FACTOR_ONE_MINUS_SRC1_ALPHA

- VUID-VkPipelineColorBlendAttachmentState-colorBlendOp-01406
  If either of colorBlendOp or alphaBlendOp is an advanced blend operation, then colorBlendOp must equal alphaBlendOp

- VUID-VkPipelineColorBlendAttachmentState-advancedBlendIndependentBlend-01407
  If VkPhysicalDeviceBlendOperationAdvancedPropertiesEXT::advancedBlendIndependentBlend is VK_FALSE and colorBlendOp is an advanced blend operation, then colorBlendOp must be the same for all attachments

- VUID-VkPipelineColorBlendAttachmentState-advancedBlendIndependentBlend-01408
  If VkPhysicalDeviceBlendOperationAdvancedPropertiesEXT::advancedBlendIndependentBlend is VK_FALSE and alphaBlendOp is an advanced blend operation, then alphaBlendOp must be the same for all attachments

- VUID-VkPipelineColorBlendAttachmentState-advancedBlendAllOperations-01409

- VUID-VkPipelineColorBlendAttachmentState-colorBlendOp-01410
  If colorBlendOp or alphaBlendOp is an advanced blend operation, then colorAttachmentCount of the subpass this pipeline is compiled against must be less than or equal to VkPhysicalDeviceBlendOperationAdvancedPropertiesEXT::advancedBlendMaxColorAttachments

Valid Usage (Implicit)

- VUID-VkPipelineColorBlendAttachmentState-srcColorBlendFactor-parameter
  srcColorBlendFactor must be a valid VkBlendFactor value
27.1.1. Blend Factors

The source and destination color and alpha blending factors are selected from the enum:

```c
// Provided by VK_VERSION_1_0
typedef enum VkBlendFactor {
    VK_BLEND_FACTOR_ZERO = 0,
    VK_BLEND_FACTOR_ONE = 1,
    VK_BLEND_FACTOR_SRC_COLOR = 2,
    VK_BLEND_FACTOR_ONE_MINUS_SRC_COLOR = 3,
    VK_BLEND_FACTOR_DST_COLOR = 4,
    VK_BLEND_FACTOR_ONE_MINUS_DST_COLOR = 5,
    VK_BLEND_FACTOR_SRC_ALPHA = 6,
    VK_BLEND_FACTOR_ONE_MINUS_SRC_ALPHA = 7,
    VK_BLEND_FACTOR_DST_ALPHA = 8,
    VK_BLEND_FACTOR_ONE_MINUS_DST_ALPHA = 9,
    VK_BLEND_FACTOR_CONSTANT_COLOR = 10,
    VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_COLOR = 11,
    VK_BLEND_FACTOR_CONSTANT_ALPHA = 12,
    VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA = 13,
    VK_BLEND_FACTOR_SRC_ALPHA_SATURATE = 14,
    VK_BLEND_FACTOR_SRC1_COLOR = 15,
    VK_BLEND_FACTOR_ONE_MINUS_SRC1_COLOR = 16,
    VK_BLEND_FACTOR_SRC1_ALPHA = 17,
    VK_BLEND_FACTOR_ONE_MINUS_SRC1_ALPHA = 18,
} VkBlendFactor;
```

The semantics of the enum values are described in the table below:

Table 34. Blend Factors
### VkBlendFactor<br>

<table>
<thead>
<tr>
<th>VkBlendFactor</th>
<th>RGB Blend Factors (S&lt;sub&gt;r&lt;/sub&gt;,S&lt;sub&gt;g&lt;/sub&gt;,S&lt;sub&gt;b&lt;/sub&gt;) or (D&lt;sub&gt;r&lt;/sub&gt;,D&lt;sub&gt;g&lt;/sub&gt;,D&lt;sub&gt;b&lt;/sub&gt;)</th>
<th>Alpha Blend Factor (S&lt;sub&gt;a&lt;/sub&gt; or D&lt;sub&gt;a&lt;/sub&gt;)</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_BLEND_FACTOR_ZERO</td>
<td>(0,0,0)</td>
<td>0</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_ONE</td>
<td>(1,1,1)</td>
<td>1</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_SRC_COLOR</td>
<td>(R&lt;sub&gt;s0&lt;/sub&gt;,G&lt;sub&gt;s0&lt;/sub&gt;,B&lt;sub&gt;s0&lt;/sub&gt;)</td>
<td>A&lt;sub&gt;s0&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_ONE_MINUS_SRC_COLOR</td>
<td>(1-R&lt;sub&gt;s0&lt;/sub&gt;,1-G&lt;sub&gt;s0&lt;/sub&gt;,1-B&lt;sub&gt;s0&lt;/sub&gt;)</td>
<td>1-A&lt;sub&gt;s0&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_DST_COLOR</td>
<td>(R&lt;sub&gt;d&lt;/sub&gt;,G&lt;sub&gt;d&lt;/sub&gt;,B&lt;sub&gt;d&lt;/sub&gt;)</td>
<td>A&lt;sub&gt;d&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_ONE_MINUS_DST_COLOR</td>
<td>(1-R&lt;sub&gt;d&lt;/sub&gt;,1-G&lt;sub&gt;d&lt;/sub&gt;,1-B&lt;sub&gt;d&lt;/sub&gt;)</td>
<td>1-A&lt;sub&gt;d&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_SRC_ALPHA</td>
<td>(A&lt;sub&gt;s0&lt;/sub&gt;,A&lt;sub&gt;s0&lt;/sub&gt;,A&lt;sub&gt;s0&lt;/sub&gt;)</td>
<td>A&lt;sub&gt;s0&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_ONE_MINUS_SRC_ALPHA</td>
<td>(1-A&lt;sub&gt;s0&lt;/sub&gt;,1-A&lt;sub&gt;s0&lt;/sub&gt;,1-A&lt;sub&gt;s0&lt;/sub&gt;)</td>
<td>1-A&lt;sub&gt;s0&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_DST_ALPHA</td>
<td>(A&lt;sub&gt;d&lt;/sub&gt;,A&lt;sub&gt;d&lt;/sub&gt;,A&lt;sub&gt;d&lt;/sub&gt;)</td>
<td>A&lt;sub&gt;d&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_ONE_MINUS_DST_ALPHA</td>
<td>(1-A&lt;sub&gt;d&lt;/sub&gt;,1-A&lt;sub&gt;d&lt;/sub&gt;,1-A&lt;sub&gt;d&lt;/sub&gt;)</td>
<td>1-A&lt;sub&gt;d&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_CONSTANT_COLOR</td>
<td>(R&lt;sub&gt;c&lt;/sub&gt;,G&lt;sub&gt;c&lt;/sub&gt;,B&lt;sub&gt;c&lt;/sub&gt;)</td>
<td>A&lt;sub&gt;c&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_COLOR</td>
<td>(1-R&lt;sub&gt;c&lt;/sub&gt;,1-G&lt;sub&gt;c&lt;/sub&gt;,1-B&lt;sub&gt;c&lt;/sub&gt;)</td>
<td>1-A&lt;sub&gt;c&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_CONSTANT_ALPHA</td>
<td>(A&lt;sub&gt;c&lt;/sub&gt;,A&lt;sub&gt;c&lt;/sub&gt;,A&lt;sub&gt;c&lt;/sub&gt;)</td>
<td>A&lt;sub&gt;c&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_ONE_MINUS_CONSTANT_ALPHA</td>
<td>(1-A&lt;sub&gt;c&lt;/sub&gt;,1-A&lt;sub&gt;c&lt;/sub&gt;,1-A&lt;sub&gt;c&lt;/sub&gt;)</td>
<td>1-A&lt;sub&gt;c&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_SRC_ALPHA_SATURATE</td>
<td>(f,f,f); f = min(A&lt;sub&gt;s0&lt;/sub&gt;,1-A&lt;sub&gt;d&lt;/sub&gt;)</td>
<td>1</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_SRC1_COLOR</td>
<td>(R&lt;sub&gt;s1&lt;/sub&gt;,G&lt;sub&gt;s1&lt;/sub&gt;,B&lt;sub&gt;s1&lt;/sub&gt;)</td>
<td>A&lt;sub&gt;s1&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_ONE_MINUS_SRC1_COLOR</td>
<td>(1-R&lt;sub&gt;s1&lt;/sub&gt;,1-G&lt;sub&gt;s1&lt;/sub&gt;,1-B&lt;sub&gt;s1&lt;/sub&gt;)</td>
<td>1-A&lt;sub&gt;s1&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_SRC1_ALPHA</td>
<td>(A&lt;sub&gt;s1&lt;/sub&gt;,A&lt;sub&gt;s1&lt;/sub&gt;,A&lt;sub&gt;s1&lt;/sub&gt;)</td>
<td>A&lt;sub&gt;s1&lt;/sub&gt;</td>
</tr>
<tr>
<td>VK_BLEND_FACTOR_ONE_MINUS_SRC1_ALPHA</td>
<td>(1-A&lt;sub&gt;s1&lt;/sub&gt;,1-A&lt;sub&gt;s1&lt;/sub&gt;,1-A&lt;sub&gt;s1&lt;/sub&gt;)</td>
<td>1-A&lt;sub&gt;s1&lt;/sub&gt;</td>
</tr>
</tbody>
</table>

In this table, the following conventions are used:

- **R<sub>s0</sub>,G<sub>s0</sub>,B<sub>s0</sub>** and A<sub>s0</sub> represent the first source color R, G, B, and A components, respectively, for the fragment output location corresponding to the color attachment being blended.

- **R<sub>s1</sub>,G<sub>s1</sub>,B<sub>s1</sub>** and A<sub>s1</sub> represent the second source color R, G, B, and A components, respectively, used in dual source blending modes, for the fragment output location corresponding to the color attachment being blended.

- **R<sub>d</sub>,G<sub>d</sub>,B<sub>d</sub>** and A<sub>d</sub> represent the R, G, B, and A components of the destination color. That is, the color currently in the corresponding color attachment for this fragment/sample.

- **R<sub>c</sub>,G<sub>c</sub>,B<sub>c</sub>** and A<sub>c</sub> represent the blend constant R, G, B, and A components, respectively.

To dynamically set and change the blend constants, call:
void vkCmdSetBlendConstants(
    VkCommandBuffer commandBuffer,
    const float blendConstants[4]);

- `commandBuffer` is the command buffer into which the command will be recorded.
- `blendConstants` is a pointer to an array of four values specifying the R_c, G_c, B_c, and A_c components of the blend constant color used in blending, depending on the blend factor.

This command sets blend constants for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_BLEND_CONSTANTS` set in `VkPipelineDynamicStateCreateInfo`::pDynamicStates. Otherwise, this state is specified by the `VkPipelineColorBlendStateCreateInfo`::blendConstants values used to create the currently active pipeline.

### Valid Usage (Implicit)

- VUID-vkCmdSetBlendConstants-commandBuffer-parameter `commandBuffer` must be a valid `VkCommandBuffer` handle
- VUID-vkCmdSetBlendConstants-commandBuffer-recording `commandBuffer` must be in the recording state
- VUID-vkCmdSetBlendConstants-commandBuffer-cmdpool The `VkCommandPool` that `commandBuffer` was allocated from must support graphics operations

### Host Synchronization

- Host access to `commandBuffer` must be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

### Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### 27.1.2. Dual-Source Blending

Blend factors that use the secondary color input (R_s1, G_s1, B_s1, A_s1) (VK_BLEND_FACTOR_SRC1_COLOR, VK_BLEND_FACTOR_ONE_MINUS_SRC1_COLOR, VK_BLEND_FACTOR_SRC1_ALPHA, and VK_BLEND_FACTOR_ONE_MINUS_SRC1_ALPHA) may consume implementation resources that could
otherwise be used for rendering to multiple color attachments. Therefore, the number of color attachments that can be used in a framebuffer may be lower when using dual-source blending.

Dual-source blending is only supported if the dualSrcBlend feature is enabled.

The maximum number of color attachments that can be used in a subpass when using dual-source blending functions is implementation-dependent and is reported as the maxFragmentDualSrcAttachments member of VkPhysicalDeviceLimits.

Color outputs can be bound to the first and second inputs of the blender using the Index decoration, as described in Fragment Output Interface. If the second color input to the blender is not written in the shader, or if no output is bound to the second input of a blender, the value of the second input is undefined.

### 27.1.3. Blend Operations

Once the source and destination blend factors have been selected, they along with the source and destination components are passed to the blending operations. RGB and alpha components can use different operations. Possible values of VkBlendOp, specifying the operations, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkBlendOp {
    VK_BLEND_OP_ADD = 0,
    VK_BLEND_OP_SUBTRACT = 1,
    VK_BLEND_OP_REVERSE_SUBTRACT = 2,
    VK_BLEND_OP_MIN = 3,
    VK_BLEND_OP_MAX = 4,
    // Provided by VK_EXT_blend_operation_advanced
    VK_BLEND_OP_ZERO_EXT = 1000148000,
    // Provided by VK_EXT_blend_operation_advanced
    VK_BLEND_OP_SRC_EXT = 1000148001,
    // Provided by VK_EXT_blend_operation_advanced
    VK_BLEND_OP_DST_EXT = 1000148002,
    // Provided by VK_EXT_blend_operation_advanced
    VK_BLEND_OP_SRC_OVER_EXT = 1000148003,
    // Provided by VK_EXT_blend_operation_advanced
    VK_BLEND_OP_DST_OVER_EXT = 1000148004,
    // Provided by VK_EXT_blend_operation_advanced
    VK_BLEND_OP_SRC_ATOP_EXT = 1000148005,
    // Provided by VK_EXT_blend_operation_advanced
    VK_BLEND_OP_DST_ATOP_EXT = 1000148006,
    // Provided by VK_EXT_blend_operation_advanced
    VK_BLEND_OP_SRC_IN_EXT = 1000148007,
    // Provided by VK_EXT_blend_operation_advanced
    VK_BLEND_OP_DST_IN_EXT = 1000148008,
    // Provided by VK_EXT_blend_operation_advanced
    VK_BLEND_OP_SRC_OUT_EXT = 1000148009,
    // Provided by VK_EXT_blend_operation_advanced
    VK_BLEND_OP_DST_OUT_EXT = 1000148010,
    // Provided by VK_EXT_blend_operation_advanced
    VK_BLEND_OP_SRC_ATOP_EXT = 1000148011,
    // Provided by VK_EXT_blend_operation_advanced
    VK_BLEND_OP_DST_ATOP_EXT = 1000148012
};
```
VK_BLEND_OP_XOR_EXT = 1000148011,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_MULTIPLY_EXT = 1000148012,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_SCREEN_EXT = 1000148013,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_OVERLAY_EXT = 1000148014,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_DARKEN_EXT = 1000148015,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_LIGHTEN_EXT = 1000148016,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_COLORDOODGE_EXT = 1000148017,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_COLORBURN_EXT = 1000148018,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_HARDLIGHT_EXT = 1000148019,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_SOFTLIGHT_EXT = 1000148020,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_DIFFERENCE_EXT = 1000148021,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_EXCLUSION_EXT = 1000148022,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_INVERT_EXT = 1000148023,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_INVERT_RGB_EXT = 1000148024,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_LINEARDODGE_EXT = 1000148025,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_LINEARBURN_EXT = 1000148026,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_VIVIDLIGHT_EXT = 1000148027,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_LINEARLIGHT_EXT = 1000148028,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_PINLIGHT_EXT = 1000148029,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_HARDMIX_EXT = 1000148030,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_HSL_HUE_EXT = 1000148031,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_HSL_SATURATION_EXT = 1000148032,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_HSL_COLOR_EXT = 1000148033,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_HSL_LUMINOSITY_EXT = 1000148034,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_PLUS_EXT = 1000148035,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_PLUS_CLAMPED_EXT = 1000148036,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_PLUS_CLAMPED_ALPHA_EXT = 1000148037,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_PLUS_DARKER_EXT = 1000148038,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_MINUS_EXT = 1000148039,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_MINUS_CLAMPED_EXT = 1000148040,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_CONTRAST_EXT = 1000148041,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_INVERT_OVG_EXT = 1000148042,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_RED_EXT = 1000148043,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_GREEN_EXT = 1000148044,
// Provided by VK_EXT_blend_operation_advanced
VK_BLEND_OP_BLUE_EXT = 1000148045,
} VkBlendOp;
The semantics of the basic blend operations are described in the table below:

### Table 35. Basic Blend Operations

<table>
<thead>
<tr>
<th>VkBlendOp</th>
<th>RGB Components</th>
<th>Alpha Component</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_BLEND_OP_ADD</td>
<td>$R = R_{s0} \times S_r + R_d \times D_r$</td>
<td>$A = A_{s0} \times S_a + A_d \times D_a$</td>
</tr>
<tr>
<td></td>
<td>$G = G_{s0} \times S_g + G_d \times D_g$</td>
<td></td>
</tr>
<tr>
<td></td>
<td>$B = B_{s0} \times S_b + B_d \times D_b$</td>
<td></td>
</tr>
<tr>
<td>VK_BLEND_OP_SUBTRACT</td>
<td>$R = R_{s0} - R_d \times D_r$</td>
<td>$A = A_{s0} \times S_a - A_d \times D_a$</td>
</tr>
<tr>
<td></td>
<td>$G = G_{s0} - G_d \times D_g$</td>
<td></td>
</tr>
<tr>
<td></td>
<td>$B = B_{s0} - B_d \times D_b$</td>
<td></td>
</tr>
<tr>
<td>VK_BLEND_OP_REVERSE_SUBTRACT</td>
<td>$R = R_d \times D_r - R_{s0} \times S_r$</td>
<td>$A = A_d \times D_a - A_{s0} \times S_a$</td>
</tr>
<tr>
<td></td>
<td>$G = G_d \times D_g - G_{s0} \times S_g$</td>
<td></td>
</tr>
<tr>
<td></td>
<td>$B = B_d \times D_b - B_{s0} \times S_b$</td>
<td></td>
</tr>
<tr>
<td>VK_BLEND_OP_MIN</td>
<td>$R = \min(R_{s0}, R_d)$</td>
<td>$A = \min(A_{s0}, A_d)$</td>
</tr>
<tr>
<td></td>
<td>$G = \min(G_{s0}, G_d)$</td>
<td></td>
</tr>
<tr>
<td></td>
<td>$B = \min(B_{s0}, B_d)$</td>
<td></td>
</tr>
<tr>
<td>VK_BLEND_OP_MAX</td>
<td>$R = \max(R_{s0}, R_d)$</td>
<td>$A = \max(A_{s0}, A_d)$</td>
</tr>
<tr>
<td></td>
<td>$G = \max(G_{s0}, G_d)$</td>
<td></td>
</tr>
<tr>
<td></td>
<td>$B = \max(B_{s0}, B_d)$</td>
<td></td>
</tr>
</tbody>
</table>

In this table, the following conventions are used:

- $R_{s0}, G_{s0}, B_{s0}$ and $A_{s0}$ represent the first source color $R, G, B,$ and $A$ components, respectively.
- $R_d, G_d, B_d$ and $A_d$ represent the $R, G, B,$ and $A$ components of the destination color. That is, the color currently in the corresponding color attachment for this fragment/sample.
- $S_r, S_g, S_b$ and $S_a$ represent the source blend factor $R, G, B,$ and $A$ components, respectively.
- $D_r, D_g, D_b$ and $D_a$ represent the destination blend factor $R, G, B,$ and $A$ components, respectively.

The blending operation produces a new set of values $R, G, B,$ and $A,$ which are written to the framebuffer attachment. If blending is not enabled for this attachment, then $R, G, B,$ and $A$ are assigned $R_{s0}, G_{s0}, B_{s0}$ and $A_{s0},$ respectively.

If the color attachment is fixed-point, the components of the source and destination values and blend factors are each clamped to $[0,1]$ or $[-1,1]$ respectively for an unsigned normalized or signed normalized color attachment prior to evaluating the blend operations. If the color attachment is floating-point, no clamping occurs.

If the numeric format of a framebuffer attachment uses sRGB encoding, the $R, G,$ and $B$ destination color values (after conversion from fixed-point to floating-point) are considered to be encoded for the sRGB color space and hence are linearized prior to their use in blending. Each $R, G,$ and $B$ component is converted from nonlinear to linear as described in the “sRGB EOTF” section of the Khronos Data Format Specification. If the format is not sRGB, no linearization is performed.

If the numeric format of a framebuffer attachment uses sRGB encoding, then the final $R, G,$ and $B$ values are converted into the nonlinear sRGB representation before being written to the framebuffer attachment as described in the “sRGB EOTF” section of the Khronos Data Format Specification.
Specification.

If the numeric format of a framebuffer color attachment is not sRGB encoded then the resulting \( c \) values for R, G and B are unmodified. The value of A is never sRGB encoded. That is, the alpha component is always stored in memory as linear.

If the framebuffer color attachment is `VK_ATTACHMENT_UNUSED`, no writes are performed through that attachment. Writes are not performed to framebuffer color attachments greater than or equal to the `VkSubpassDescription::colorAttachmentCount` or `VkSubpassDescription2::colorAttachmentCount` value.

### 27.1.4. Advanced Blend Operations

The advanced blend operations are those listed in tables f/X/Y/Z Advanced Blend Operations, Hue-Saturation-Luminosity Advanced Blend Operations, and Additional RGB Blend Operations.

If the `pNext` chain of `VkPipelineColorBlendStateCreateInfo` includes a `VkPipelineColorBlendAdvancedStateCreateInfoEXT` structure, then that structure includes parameters that affect advanced blend operations.

The `VkPipelineColorBlendAdvancedStateCreateInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_blend_operation_advanced
typedef struct VkPipelineColorBlendAdvancedStateCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkBool32 srcPremultiplied;
    VkBool32 dstPremultiplied;
    VkBlendOverlapEXT blendOverlap;
} VkPipelineColorBlendAdvancedStateCreateInfoEXT;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **srcPremultiplied** specifies whether the source color of the blend operation is treated as premultiplied.
- **dstPremultiplied** specifies whether the destination color of the blend operation is treated as premultiplied.
- **blendOverlap** is a `VkBlendOverlapEXT` value specifying how the source and destination sample's coverage is correlated.

If this structure is not present, `srcPremultiplied` and `dstPremultiplied` are both considered to be `VK_TRUE`, and `blendOverlap` is considered to be `VK_BLEND_OVERLAP_UNCORRELATED_EXT`.

### Valid Usage

- **VUID-VkPipelineColorBlendAdvancedStateCreateInfoEXT-srcPremultiplied-01424**
  If the non-premultiplied source color property is not supported, `srcPremultiplied` must be
• VUID-VkPipelineColorBlendAdvancedStateCreateInfoEXT-dstPremultiplied-01425
  If the non-premultiplied destination color property is not supported, dstPremultiplied must be VK_TRUE
• VUID-VkPipelineColorBlendAdvancedStateCreateInfoEXT-blendOverlap-01426
  If the correlated overlap property is not supported, blendOverlap must be VK_BLEND_OVERLAP_UNCORRELATED_EXT

Valid Usage (Implicit)

• VUID-VkPipelineColorBlendAdvancedStateCreateInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_PIPELINE_COLOR_BLEND_ADVANCED_STATE_CREATE_INFO_EXT
• VUID-VkPipelineColorBlendAdvancedStateCreateInfoEXT-blendOverlap-parameter
  blendOverlap must be a valid VkBlendOverlapEXT value

When using one of the operations in table f/X/Y/Z Advanced Blend Operations or Hue-Saturation-Luminosity Advanced Blend Operations, blending is performed according to the following equations:

\[
\begin{align*}
R &= f(R_s, R_d) * p_0(A_s, A_d) + Y * R_s * p_1(A_s, A_d) + Z * R_d * p_2(A_s, A_d) \\
G &= f(G_s, G_d) * p_0(A_s, A_d) + Y * G_s * p_1(A_s, A_d) + Z * G_d * p_2(A_s, A_d) \\
B &= f(B_s, B_d) * p_0(A_s, A_d) + Y * B_s * p_1(A_s, A_d) + Z * B_d * p_2(A_s, A_d) \\
A &= X * p_0(A_s, A_d) + Y * p_1(A_s, A_d) + Z * p_2(A_s, A_d)
\end{align*}
\]

where the function f and terms X, Y, and Z are specified in the table. The R, G, and B components of the source color used for blending are derived according to srcPremultiplied. If srcPremultiplied is set to VK_TRUE, the fragment color components are considered to have been premultiplied by the A component prior to blending. The base source color \((R_s', G_s', B_s')\) is obtained by dividing through by the A component:

\[
(R_s', G_s', B_s') = \begin{cases} 
(0, 0, 0) & A_s = 0 \\
\left(\frac{R_s}{A_s}, \frac{G_s}{A_s}, \frac{B_s}{A_s}\right) & \text{otherwise}
\end{cases}
\]

If srcPremultiplied is VK_FALSE, the fragment color components are used as the base color:

\[
(R_s', G_s', B_s') = (R_s, G_s, B_s)
\]

The R, G, and B components of the destination color used for blending are derived according to dstPremultiplied. If dstPremultiplied is set to VK_TRUE, the destination components are considered to have been premultiplied by the A component prior to blending. The base destination color \((R_d', G_d', B_d')\) is obtained by dividing through by the A component:
If `dstPremultiplied` is `VK_FALSE`, the destination color components are used as the base color:

\[
(R_d', G_d', B_d') = \begin{cases} 
(0, 0, 0) & A_d = 0 \\
\left( \frac{R_d}{A_d}, \frac{G_d}{A_d}, \frac{B_d}{A_d} \right) & \text{otherwise}
\end{cases}
\]

When blending using advanced blend operations, we expect that the R, G, and B components of premultiplied source and destination color inputs be stored as the product of non-premultiplied R, G, and B component values and the A component of the color. If any R, G, or B component of a premultiplied input color is non-zero and the A component is zero, the color is considered ill-formed, and the corresponding component of the blend result is undefined.

All of the advanced blend operation formulas in this chapter compute the result as a premultiplied color. If `dstPremultiplied` is `VK_FALSE`, that result color’s R, G, and B components are divided by the A component before being written to the framebuffer. If any R, G, or B component of the color is non-zero and the A component is zero, the result is considered ill-formed, and the corresponding component of the blend result is undefined. If all components are zero, that value is unchanged.

If the A component of any input or result color is less than zero, the color is considered ill-formed, and all components of the blend result are undefined.

The weighting functions \( p_0 \), \( p_1 \), and \( p_2 \) are defined in table Advanced Blend Overlap Modes. In these functions, the A components of the source and destination colors are taken to indicate the portion of the pixel covered by the fragment (source) and the fragments previously accumulated in the pixel (destination). The functions \( p_0 \), \( p_1 \), and \( p_2 \) approximate the relative portion of the pixel covered by the intersection of the source and destination, covered only by the source, and covered only by the destination, respectively.

Possible values of `VkPipelineColorBlendAdvancedStateCreateInfoEXT::blendOverlap`, specifying the blend overlap functions, are:

```c
// Provided by VK_EXT_blend_operation_advanced
typedef enum VkBlendOverlapEXT {
    VK_BLEND_OVERLAP_UNCORRELATED_EXT = 0,
    VK_BLEND_OVERLAP_DISJOINT_EXT = 1,
    VK_BLEND_OVERLAP_CONJOINT_EXT = 2,
} VkBlendOverlapEXT;
```

- **VK_BLEND_OVERLAP_UNCORRELATED_EXT** specifies that there is no correlation between the source and destination coverage.
- **VK_BLEND_OVERLAP_CONJOINT_EXT** specifies that the source and destination coverage are considered to have maximal overlap.
- **VK_BLEND_OVERLAP_DISJOINT_EXT** specifies that the source and destination coverage are considered to have minimal overlap.
### Table 36. Advanced Blend Overlap Modes

<table>
<thead>
<tr>
<th>Overlap Mode</th>
<th>Weighting Equations</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_BLEND_OVERLAP_UNCORRELATED_EXT</td>
<td></td>
</tr>
<tr>
<td></td>
<td>$p_0(A_s, A_d) = A_sA_d$</td>
</tr>
<tr>
<td></td>
<td>$p_1(A_s, A_d) = A_s(1 - A_d)$</td>
</tr>
<tr>
<td></td>
<td>$p_2(A_s, A_d) = A_d(1 - A_s)$</td>
</tr>
<tr>
<td>VK_BLEND_OVERLAP_CONJOINT_EXT</td>
<td></td>
</tr>
<tr>
<td></td>
<td>$p_0(A_s, A_d) = \min(A_s, A_d)$</td>
</tr>
<tr>
<td></td>
<td>$p_1(A_s, A_d) = \max(A_s - A_d, 0)$</td>
</tr>
<tr>
<td></td>
<td>$p_2(A_s, A_d) = \max(A_d - A_s, 0)$</td>
</tr>
<tr>
<td>VK_BLEND_OVERLAP_DISJOINT_EXT</td>
<td></td>
</tr>
<tr>
<td></td>
<td>$p_0(A_s, A_d) = \max(A_s + A_d - 1, 0)$</td>
</tr>
<tr>
<td></td>
<td>$p_1(A_s, A_d) = \min(A_s, 1 - A_d)$</td>
</tr>
<tr>
<td></td>
<td>$p_2(A_s, A_d) = \min(A_d, 1 - A_s)$</td>
</tr>
</tbody>
</table>

### Table 37. f/X/Y/Z Advanced Blend Operations

<table>
<thead>
<tr>
<th>Mode</th>
<th>Blend Coefficients</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_BLEND_OP_ZERO_EXT</td>
<td>$(X, Y, Z) = (0, 0, 0)$</td>
</tr>
<tr>
<td></td>
<td>$f(C_s, C_d) = 0$</td>
</tr>
<tr>
<td>VK_BLEND_OP_SRC_EXT</td>
<td>$(X, Y, Z) = (1, 1, 0)$</td>
</tr>
<tr>
<td></td>
<td>$f(C_s, C_d) = C_s$</td>
</tr>
<tr>
<td>VK_BLEND_OP_DST_EXT</td>
<td>$(X, Y, Z) = (1, 0, 1)$</td>
</tr>
<tr>
<td></td>
<td>$f(C_s, C_d) = C_d$</td>
</tr>
<tr>
<td>VK_BLEND_OP_SRC_OVER_EXT</td>
<td>$(X, Y, Z) = (1, 1, 1)$</td>
</tr>
<tr>
<td></td>
<td>$f(C_s, C_d) = C_s$</td>
</tr>
<tr>
<td>VK_BLEND_OP_DST_OVER_EXT</td>
<td>$(X, Y, Z) = (1, 1, 1)$</td>
</tr>
<tr>
<td></td>
<td>$f(C_s, C_d) = C_d$</td>
</tr>
<tr>
<td>VK_BLEND_OP_SRC_IN_EXT</td>
<td>$(X, Y, Z) = (1, 0, 0)$</td>
</tr>
<tr>
<td></td>
<td>$f(C_s, C_d) = C_s$</td>
</tr>
<tr>
<td>VK_BLEND_OP_DST_IN_EXT</td>
<td>$(X, Y, Z) = (1, 0, 0)$</td>
</tr>
<tr>
<td></td>
<td>$f(C_s, C_d) = C_d$</td>
</tr>
<tr>
<td>VK_BLEND_OP_SRC_OUT_EXT</td>
<td>$(X, Y, Z) = (0, 1, 0)$</td>
</tr>
<tr>
<td></td>
<td>$f(C_s, C_d) = 0$</td>
</tr>
<tr>
<td>VK_BLEND_OP_DST_OUT_EXT</td>
<td>$(X, Y, Z) = (0, 0, 1)$</td>
</tr>
<tr>
<td></td>
<td>$f(C_s, C_d) = 0$</td>
</tr>
<tr>
<td>VK_BLEND_OP_SRC_ATOP_EXT</td>
<td>$(X, Y, Z) = (1, 0, 1)$</td>
</tr>
<tr>
<td></td>
<td>$f(C_s, C_d) = C_s$</td>
</tr>
<tr>
<td>VK_BLEND_OP_DST_ATOP_EXT</td>
<td>$(X, Y, Z) = (1, 1, 0)$</td>
</tr>
<tr>
<td></td>
<td>$f(C_s, C_d) = C_d$</td>
</tr>
<tr>
<td>Mode</td>
<td>Blend Coefficients</td>
</tr>
<tr>
<td>------------------------------------</td>
<td>------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>VK_BLEND_OP_XOR_EXT</td>
<td>((X, Y, Z) = (0, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = 0)</td>
</tr>
<tr>
<td>VK_BLEND_OP_MULTIPLY_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = C_s C_d)</td>
</tr>
<tr>
<td>VK_BLEND_OP_SCREEN_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = C_s + C_d - C_S C_d)</td>
</tr>
<tr>
<td>VK_BLEND_OP_OVERLAY_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = \begin{cases} 2C_s C_d &amp; C_d \leq 0 \ 1 - 2(1 - C_s)(1 - C_d) &amp; C_d &gt; 0 \text{ and } C_s &lt; 1 \ 1 &amp; C_d &gt; 0 \text{ and } C_s \geq 1 \end{cases})</td>
</tr>
<tr>
<td>VK_BLEND_OP_DARKEN_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = \min(C_s, C_d))</td>
</tr>
<tr>
<td>VK_BLEND_OP_LIGHTEN_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = \max(C_s, C_d))</td>
</tr>
<tr>
<td>VK_BLEND_OP_COLORODOGE_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = \begin{cases} 0 &amp; C_d \leq 0 \ \min(1, \frac{C_d}{1 - C_s}) &amp; C_d &gt; 0 \text{ and } C_s &lt; 1 \ 1 &amp; C_d &gt; 0 \text{ and } C_s \geq 1 \end{cases})</td>
</tr>
<tr>
<td>VK_BLEND_OP_COLORBURN_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = \begin{cases} 1 &amp; C_d \geq 1 \ 1 - \min(1, \frac{1 - C_d}{C_s}) &amp; C_d &lt; 1 \text{ and } C_s &gt; 0 \ 0 &amp; C_d &lt; 1 \text{ and } C_s \leq 1 \end{cases})</td>
</tr>
<tr>
<td>VK_BLEND_OP_HARDLIGHT_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = \begin{cases} 2C_s C_d &amp; C_s \leq 0.5 \ 1 - 2(1 - C_s)(1 - C_d) &amp; C_s &gt; 0.5 \text{ and } C_d &gt; 0 \text{ and } C_s \geq 0.5 \text{ and } C_d &lt; 0.25 \ 0 &amp; C_s &gt; 0.5 \text{ and } C_d &gt; 0 \text{ and } C_s &lt; 0.25 \text{ and } C_d \geq 0.25 \end{cases})</td>
</tr>
<tr>
<td>VK_BLEND_OP_SOFTLIGHT_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = \begin{cases} C_s - (1 - 3C_s)C_d - C_d &amp; C_s \leq 0.5 \ C_s + (2C_s - 1)(1 - C_s) + 12C_d - 3 &amp; C_s &gt; 0.5 \text{ and } C_d &lt; 0.25 \text{ and } C_s \geq 0.5 \text{ and } C_d \geq 0.25 \end{cases})</td>
</tr>
<tr>
<td>VK_BLEND_OP_DIFFERENCE_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) =</td>
</tr>
<tr>
<td>VK_BLEND_OP_EXCLUSION_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = C_s + C_d - 2C_s C_d)</td>
</tr>
<tr>
<td>VK_BLEND_OP_INVERT_EXT</td>
<td>((X, Y, Z) = (1, 0, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = 1 - C_d)</td>
</tr>
<tr>
<td>VK_BLEND_OP_INVERT_RGB_EXT</td>
<td>((X, Y, Z) = (1, 0, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = C_s(1 - C_d))</td>
</tr>
<tr>
<td>VK_BLEND_OP_LINEARDODGE_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = \begin{cases} C_s + C_d &amp; C_s + C_d \leq 1 \ 1 &amp; \text{otherwise} \end{cases})</td>
</tr>
<tr>
<td>Mode</td>
<td>Blend Coefficients</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>VK_BLEND_OP_LINEARBURN_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = \begin{cases} C_s + C_d - 1 &amp; \text{if } C_s + C_d &gt; 1 \ 0 &amp; \text{otherwise} \end{cases})</td>
</tr>
<tr>
<td>VK_BLEND_OP_VIVIDLIGHT_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = \begin{cases} 1 - \min(1, \frac{1 - C_d}{2C_s}) &amp; 0 &lt; C_s &lt; 0.5 \ 0 &amp; C_s \geq 0 \ \min(1, \frac{C_d}{2(1 - C_d)}) &amp; 0.5 \leq C_s &lt; 1 \ 1 &amp; C_s \geq 1 \end{cases})</td>
</tr>
<tr>
<td>VK_BLEND_OP_LINEARLIGHT_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = \begin{cases} 1 &amp; 2C_s + C_d &gt; 2 \ 2C_s + C_d - 1 &amp; 1 &lt; 2C_s + C_d \leq 2 \ 0 &amp; 2C_s + C_d \leq 1 \end{cases})</td>
</tr>
<tr>
<td>VK_BLEND_OP_PINLIGHT_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = \begin{cases} 0 &amp; 2C_s - 1 &gt; C_d \text{and} C_s &lt; 0.5 \ 2C_s - 1 &amp; 2C_s - 1 &gt; C_d \text{and} C_s \geq 0.5 \ 2C_s &amp; 2C_s - 1 \leq C_d \text{and} C_s &lt; 0.5C_d \ C_d &amp; 2C_s - 1 \leq C_d \text{and} C_s \geq 0.5C_d \end{cases})</td>
</tr>
<tr>
<td>VK_BLEND_OP_HARDMIX_EXT</td>
<td>((X, Y, Z) = (1, 1, 1))</td>
</tr>
<tr>
<td></td>
<td>(f(C_s, C_d) = \begin{cases} 0 &amp; C_s + C_d &lt; 1 \ 1 &amp; \text{otherwise} \end{cases})</td>
</tr>
</tbody>
</table>

When using one of the HSL blend operations in table **Hue-Saturation-Luminosity Advanced Blend Operations** as the blend operation, the RGB color components produced by the function \(f\) are effectively obtained by converting both the non-premultiplied source and destination colors to the HSL (hue, saturation, luminosity) color space, generating a new HSL color by selecting \(H\), \(S\), and \(L\) components from the source or destination according to the blend operation, and then converting the result back to RGB. In the equations below, a blended RGB color is produced according to the following pseudocode:

```c
float minv3(vec3 c) {
    return min(min(c.r, c.g), c.b);
}
float maxv3(vec3 c) {
    return max(max(c.r, c.g), c.b);
}
float lumv3(vec3 c) {
    return dot(c, vec3(0.30, 0.59, 0.11));
}
float satv3(vec3 c) {
    return maxv3(c) - minv3(c);
}

// If any color components are outside [0,1], adjust the color to
// get the components in range.
vec3 ClipColor(vec3 color) {
    float lum = lumv3(color);
    float mincol = minv3(color);
    return vec3(min(col, 1.0f)) - lum;
}
```
float maxcol = maxv3(color);
if (mincol < 0.0) {
    color = lum + ((color-lum)*lum) / (lum-mincol);
}
if (maxcol > 1.0) {
    color = lum + ((color-lum)*(1-lum)) / (maxcol-lum);
}
return color;

// Take the base RGB color <cbase> and override its luminosity
// with that of the RGB color <clum>.
vec3 SetLum(vec3 cbase, vec3 clum) {
    float lbase = lumv3(cbase);
    float llum = lumv3(clum);
    float ldiff = llum - lbase;
    vec3 color = cbase + vec3(ldiff);
    return ClipColor(color);
}

// Take the base RGB color <cbase> and override its saturation with
// that of the RGB color <csat>. The override the luminosity of the
// result with that of the RGB color <clum>.
vec3 SetLumSat(vec3 cbase, vec3 csat, vec3 clum) {
    float minbase = minv3(cbase);
    float sbase = satv3(cbase);
    float ssat = satv3(csat);
    vec3 color;
    if (sbase > 0) {
        // Equivalent (modulo rounding errors) to setting the
        // smallest (R,G,B) component to 0, the largest to <ssat>,
        // and interpolating the "middle" component based on its
        // original value relative to the smallest/largest.
        color = (cbase - minbase) * ssat / sbase;
    } else {
        color = vec3(0.0);
    }
    return SetLum(color, clum);
}

Table 38. Hue-Saturation-Luminosity Advanced Blend Operations

<table>
<thead>
<tr>
<th>Mode</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_BLEND_OP_HSL_HUE_EXT</td>
<td>(X, Y, Z) = (1, 1, 1)</td>
</tr>
<tr>
<td></td>
<td>f((C_s), (C_d)) = SetLumSat((C_s), (C_d), (C_d))</td>
</tr>
<tr>
<td>VK_BLEND_OP_HSL_SATURATION_EXT</td>
<td>(X, Y, Z) = (1, 1, 1)</td>
</tr>
<tr>
<td></td>
<td>f((C_s), (C_d)) = SetLumSat((C_d), (C_s), (C_d))</td>
</tr>
</tbody>
</table>
When using one of the operations in table Additional RGB Blend Operations as the blend operation, the source and destination colors used by these blending operations are interpreted according to srcPremultiplied and dstPremultiplied. The blending operations below are evaluated where the RGB source and destination color components are both considered to have been premultiplied by the corresponding A component.

\[
(R_s', G_s', B_s') = \begin{cases} 
(R_s, G_s, B_s) & \text{if srcPremultiplied is VK_TRUE} \\
(R_s A_s, G_s A_s, B_s A_s) & \text{if srcPremultiplied is VK_FALSE}
\end{cases}
\]

\[
(R_d', G_d', B_d') = \begin{cases} 
(R_d, G_d, B_d) & \text{if dstPremultiplied is VK_TRUE} \\
(R_d A_d, G_d A_d, B_d A_d) & \text{if dstPremultiplied is VK_FALSE}
\end{cases}
\]

<table>
<thead>
<tr>
<th>Mode</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_BLEND_OP_HSL_COLOR_EXT</td>
<td>((X, Y, Z) = (1, 1, 1) ) (f(C_s, C_d) = \text{SetLum}(C_s, C_d))</td>
</tr>
<tr>
<td>VK_BLEND_OP_HSL_LUMINOSITY_EXT</td>
<td>((X, Y, Z) = (1, 1, 1) ) (f(C_s, C_d) = \text{SetLum}(C_d, C_s))</td>
</tr>
</tbody>
</table>

Table 39. Additional RGB Blend Operations

<table>
<thead>
<tr>
<th>Mode</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_BLEND_OP_PLUS_EXT</td>
<td>((R, G, B, A) = (R_s' + R_d', G_s' + G_d', B_s' + B_d', A_s + A_d))</td>
</tr>
<tr>
<td>VK_BLEND_OP_PLUS_CLAMPED_EXT</td>
<td>((R, G, B, A) = (\min(1, R_s' + R_d'), \min(1, G_s' + G_d'), \min(1, B_s' + B_d'), \min(1, A_s + A_d)))</td>
</tr>
<tr>
<td>VK_BLEND_OP_PLUS_CLAMPED_ALPHA_EXT</td>
<td>((R, G, B, A) = (\min(\min(1, A_s + A_d), R_s' + R_d'), \min(\min(1, A_s + A_d), G_s' + G_d'), \min(\min(1, A_s + A_d), B_s' + B_d'), \min(1, A_s + A_d)))</td>
</tr>
<tr>
<td>VK_BLEND_OP_PLUS_DARKER_EXT</td>
<td>((R, G, B, A) = (\max(0, \min(1, A_s + A_d)), \min(1, R_s' + R_d'), \min(1, G_s' + G_d'), \min(1, A_s + A_d)))</td>
</tr>
<tr>
<td>VK_BLEND_OP_MINUS_EXT</td>
<td>((R, G, B, A) = (R_d' - R_s', G_d' - G_s', B_d' - B_s', A_d - A_s))</td>
</tr>
<tr>
<td>VK_BLEND_OP_MINUS_CLAMPED_EXT</td>
<td>((R, G, B, A) = (\max(0, R_d' - R_s'), \max(0, G_d' - G_s'), \max(0, B_d' - B_s'), \max(0, A_d - A_s)))</td>
</tr>
</tbody>
</table>
Mode | Result
--- | ---
VK_BLEND_OP_CONTRAST_EXT | \[
\begin{align*}
R &= \frac{A_d}{2} + 2(R_d - \frac{A_d}{2})(R_s - \frac{A_d}{2}), \\
G &= \frac{A_d}{2} + 2(G_d - \frac{A_d}{2})(G_s - \frac{A_d}{2}), \\
B &= \frac{A_d}{2} + 2(B_d - \frac{A_d}{2})(B_s - \frac{A_d}{2}), \\
A &= A_d
\end{align*}
\]

VK_BLEND_OP_INVERT_OVG_EXT | \[
\begin{align*}
R &= A_d(1 - R_d) + (1 - A_d)R_d, \\
G &= A_d(1 - G_d) + (1 - A_d)G_d, \\
B &= A_d(1 - B_d) + (1 - A_d)B_d, \\
A &= A_d + A_d - A_d A_d
\end{align*}
\]

VK_BLEND_OP_RED_EXT | \[
\begin{align*}
R &= R_s, \\
G &= G_d, \\
B &= B_d, \\
A &= A_d
\end{align*}
\]

VK_BLEND_OP_GREEN_EXT | \[
\begin{align*}
R &= R_d, \\
G &= G_s, \\
B &= B_d, \\
A &= A_d
\end{align*}
\]

VK_BLEND_OP_BLUE_EXT | \[
\begin{align*}
R &= R_d, \\
G &= G_d, \\
B &= B_s, \\
A &= A_d
\end{align*}
\]

27.2. Logical Operations

The application can enable a logical operation between the fragment's color values and the existing value in the framebuffer attachment. This logical operation is applied prior to updating the framebuffer attachment. Logical operations are applied only for signed and unsigned integer and normalized integer framebuffers. Logical operations are not applied to floating-point or sRGB format color attachments.

Logical operations are controlled by the logicOpEnable and logicOp members of VkPipelineColorBlendStateCreateInfo. The logicOp state can also be controlled by vkCmdSetLogicOpEXT if graphics pipeline is created with VK_DYNAMIC_STATE_LOGIC_OP_EXT set in VkPipelineDynamicStateCreateInfo::pDynamicStates. If logicOpEnable is VK_TRUE, then a logical operation selected by logicOp is applied between each color attachment and the fragment's corresponding output value, and blending of all attachments is treated as if it were disabled. Any attachments using color formats for which logical operations are not supported simply pass through the color values unmodified. The logical operation is applied independently for each of the red, green, blue, and alpha components. The logicOp is selected from the following operations:
typedef enum VkLogicOp {
    VK LOGIC_OP_CLEAR = 0,
    VK LOGIC_OP_AND = 1,
    VK LOGIC_OP_AND_REVERSE = 2,
    VK LOGIC_OP_COPY = 3,
    VK LOGIC_OP_AND_INVERTED = 4,
    VK LOGIC_OP_NO_OP = 5,
    VK LOGIC_OP_XOR = 6,
    VK LOGIC_OP_OR = 7,
    VK LOGIC_OP_NOR = 8,
    VK LOGIC_OP_EQUIVALENT = 9,
    VK LOGIC_OP_INVERT = 10,
    VK LOGIC_OP_OR_reverse = 11,
    VK LOGIC_OP_COPY_INVERTED = 12,
    VK LOGIC_OP_OR_INVERTED = 13,
    VK LOGIC_OP_NAND = 14,
    VK LOGIC_OP_SET = 15,
} VkLogicOp;
The logical operations supported by Vulkan are summarized in the following table in which

- \( \neg \) is bitwise invert,
- \( \& \) is bitwise and,
- \( \lor \) is bitwise or,
- \( \oplus \) is bitwise exclusive or,
- \( s \) is the fragment’s R, G, B or A component value for the fragment output corresponding to the color attachment being updated, and
- \( d \) is the color attachment’s R, G, B or A component value:

<table>
<thead>
<tr>
<th>Mode</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_LOGIC_OP_CLEAR</td>
<td>0</td>
</tr>
<tr>
<td>VK_LOGIC_OP_AND</td>
<td>( s &amp; d )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_AND_REVERSE</td>
<td>( s &amp; \neg d )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_COPY</td>
<td>( s )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_AND_INVERTED</td>
<td>( \neg s &amp; d )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_NO_OP</td>
<td>( d )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_XOR</td>
<td>( s \oplus d )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_OR</td>
<td>( s \lor d )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_NOR</td>
<td>( \neg (s \lor d) )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_EQUIVALENT</td>
<td>( \neg (s \oplus d) )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_INVERT</td>
<td>( \neg d )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_OR_REVERSE</td>
<td>( s \lor \neg d )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_COPY_INVERTED</td>
<td>( \neg s )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_OR_INVERTED</td>
<td>( \neg s \lor d )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_NAND</td>
<td>( \neg (s &amp; d) )</td>
</tr>
<tr>
<td>VK_LOGIC_OP_SET</td>
<td>all 1s</td>
</tr>
</tbody>
</table>

The result of the logical operation is then written to the color attachment as controlled by the component write mask, described in Blend Operations.

To **dynamically set** the logical operation to apply for blend state, call:

```cpp
// Provided by VK_EXT_extended_dynamic_state2
void vkCmdSetLogicOpEXT(
    VkCommandBuffer commandBuffer,
    VkLogicOp logicOp);
```
• `commandBuffer` is the command buffer into which the command will be recorded.
• `logicOp` specifies the logical operation to apply for blend state.

This command sets the logical operation for blend state for subsequent drawing commands when the graphics pipeline is created with `VK_DYNAMIC_STATE_LOGIC_OP_EXT` set in `VkPipelineDynamicStateCreateInfo::pDynamicStates`. Otherwise, this state is specified by the `VkPipelineColorBlendStateCreateInfo::logicOp` value used to create the currently active pipeline.

### Valid Usage

- VUID-vkCmdSetLogicOpEXT-None-09422
  At least one of the following **must** be true:
  - The `extendedDynamicState2LogicOp` feature is enabled

### Valid Usage (Implicit)

- VUID-vkCmdSetLogicOpEXT-commandBuffer-parameter `commandBuffer` **must** be a valid `VkCommandBuffer` handle
- VUID-vkCmdSetLogicOpEXT-logicOp-parameter `logicOp` **must** be a valid `VkLogicOp` value
- VUID-vkCmdSetLogicOpEXT-commandBuffer-recording `commandBuffer` **must** be in the recording state
- VUID-vkCmdSetLogicOpEXT-commandBuffer-cmdpool The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics operations

### Host Synchronization

- Host access to `commandBuffer` **must** be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from **must** be externally synchronized

### Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Graphics</td>
<td>State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
27.3. Color Write Mask

Bits which can be set in `VkPipelineColorBlendAttachmentState::colorWriteMask`, determining whether the final color values R, G, B and A are written to the framebuffer attachment, are:

```c
// Provided by VK_VERSION_1_0
typedef enum VkColorComponentFlagBits {
    VK_COLOR_COMPONENT_R_BIT = 0x00000001,
    VK_COLOR_COMPONENT_G_BIT = 0x00000002,
    VK_COLOR_COMPONENT_B_BIT = 0x00000004,
    VK_COLOR_COMPONENT_A_BIT = 0x00000008,
} VkColorComponentFlagBits;
```

- **VK_COLOR_COMPONENT_R_BIT** specifies that the R value is written to the color attachment for the appropriate sample. Otherwise, the value in memory is unmodified.
- **VK_COLOR_COMPONENT_G_BIT** specifies that the G value is written to the color attachment for the appropriate sample. Otherwise, the value in memory is unmodified.
- **VK_COLOR_COMPONENT_B_BIT** specifies that the B value is written to the color attachment for the appropriate sample. Otherwise, the value in memory is unmodified.
- **VK_COLOR_COMPONENT_A_BIT** specifies that the A value is written to the color attachment for the appropriate sample. Otherwise, the value in memory is unmodified.

The color write mask operation is applied regardless of whether blending is enabled.

The color write mask operation is applied only if **Color Write Enable** is enabled for the respective attachment. Otherwise the color write mask is ignored and writes to all components of the attachment are disabled.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkColorComponentFlags;
```

`VkColorComponentFlags` is a bitmask type for setting a mask of zero or more `VkColorComponentFlagBits`.

27.4. Color Write Enable

The `VkPipelineColorWriteCreateInfoEXT` structure is defined as:
// Provided by VK_EXT_color_write_enable

typedef struct VkPipelineColorWriteCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    uint32_t attachmentCount;
    const VkBool32* pColorWriteEnables;
} VkPipelineColorWriteCreateInfoEXT;

• **sType** is a VkStructureType value identifying this structure.

• **pNext** is NULL or a pointer to a structure extending this structure.

• **attachmentCount** is the number of VkBool32 elements in **pColorWriteEnables**.

• **pColorWriteEnables** is a pointer to an array of per target attachment boolean values specifying whether color writes are enabled for the given attachment.

When this structure is included in the **pNext** chain of VkPipelineColorBlendStateCreateInfo, it defines per-attachment color write state. If this structure is not included in the **pNext** chain, it is equivalent to specifying this structure with attachmentCount equal to the attachmentCount member of VkPipelineColorBlendStateCreateInfo, and **pColorWriteEnables** pointing to an array of as many VK_TRUE values.

If the colorWriteEnable feature is not enabled on the device, all VkBool32 elements in the **pColorWriteEnables** array must be VK_TRUE.

Color Write Enable interacts with the Color Write Mask as follows:

• If colorWriteEnable is VK_TRUE, writes to the attachment are determined by the colorWriteMask.

• If colorWriteEnable is VK_FALSE, the colorWriteMask is ignored and writes to all components of the attachment are disabled. This is equivalent to specifying a colorWriteMask of 0.

---

### Valid Usage

- VUID-VkPipelineColorWriteCreateInfoEXT-pAttachments-04801
  If the colorWriteEnable feature is not enabled, all elements of **pColorWriteEnables** must be VK_TRUE

- VUID-VkPipelineColorWriteCreateInfoEXT-attachmentCount-07608
  attachmentCount must be equal to the attachmentCount member of the VkPipelineColorBlendStateCreateInfo structure specified during pipeline creation

- VUID-VkPipelineColorWriteCreateInfoEXT-attachmentCount-06655
  attachmentCount must be less than or equal to the maxColorAttachments member of VkPhysicalDeviceLimits

---

### Valid Usage (Implicit)

- VUID-VkPipelineColorWriteCreateInfoEXT-sType-sType
sType must be VK_STRUCTURE_TYPE_PIPELINE_COLOR_WRITE_CREATE_INFO_EXT

- VUID-VkPipelineColorWriteCreateInfoEXT-pColorWriteEnables-parameter
  If attachmentCount is not 0, pColorWriteEnables must be a valid pointer to an array of attachmentCount VkBool32 values

To dynamically enable or disable writes to a color attachment, call:

```c
// Provided by VK_EXT_color_write_enable
void vkCmdSetColorWriteEnableEXT(
    VkCommandBuffer commandBuffer,
    uint32_t attachmentCount,
    const VkBool32* pColorWriteEnables);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `attachmentCount` is the number of VkBool32 elements in `pColorWriteEnables`.
- `pColorWriteEnables` is a pointer to an array of per target attachment boolean values specifying whether color writes are enabled for the given attachment.

This command sets the color write enables for subsequent drawing commands when the graphics pipeline is created with VK_DYNAMIC_STATE_COLOR_WRITE_ENABLE_EXT set in VkPipelineDynamicStateCreateInfo::pDynamicStates. Otherwise, this state is specified by the VkPipelineColorWriteCreateInfoEXT::pColorWriteEnables values used to create the currently active pipeline.

### Valid Usage

- VUID-vkCmdSetColorWriteEnableEXT-None-04803
  The colorWriteEnable feature must be enabled

- VUID-vkCmdSetColorWriteEnableEXT-attachmentCount-06656
  attachmentCount must be less than or equal to the maxColorAttachments member of VkPhysicalDeviceLimits

### Valid Usage (Implicit)

- VUID-vkCmdSetColorWriteEnableEXT-commandBuffer-parameter
  commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdSetColorWriteEnableEXT-pColorWriteEnables-parameter
  pColorWriteEnables must be a valid pointer to an array of attachmentCount VkBool32 values

- VUID-vkCmdSetColorWriteEnableEXT-commandBuffer-recording
  commandBuffer must be in the recording state

- VUID-vkCmdSetColorWriteEnableEXT-commandBuffer-cmdpool
  The VkCommandPool that commandBuffer was allocated from must support graphics
operations

- VUID-vkCmdSetClearColorValueEXT-attachmentCount-arraylength
  attachmentCount must be greater than 0

---

**Host Synchronization**

- Host access to commandBuffer must be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

---

**Command Properties**

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
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</tr>
<tr>
<td>Secondary</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Chapter 28. Dispatching Commands

Dispatching commands (commands with Dispatch in the name) provoke work in a compute pipeline. Dispatching commands are recorded into a command buffer and when executed by a queue, will produce work which executes according to the bound compute pipeline. A compute pipeline must be bound to a command buffer before any dispatching commands are recorded in that command buffer.

To record a dispatch, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdDispatch(
    VkCommandBuffer commandBuffer,
    uint32_t groupCountX,
    uint32_t groupCountY,
    uint32_t groupCountZ);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `groupCountX` is the number of local workgroups to dispatch in the X dimension.
- `groupCountY` is the number of local workgroups to dispatch in the Y dimension.
- `groupCountZ` is the number of local workgroups to dispatch in the Z dimension.

When the command is executed, a global workgroup consisting of `groupCountX × groupCountY × groupCountZ` local workgroups is assembled.

Valid Usage

- VUID-vkCmdDispatch-magFilter-04553
  If a `VkSampler` created with `magFilter` or `minFilter` equal to `VK_FILTER_LINEAR`, `reductionMode` equal to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`, and `compareEnable` equal to `VK_FALSE` is used to sample a `VkImageView` as a result of this command, then the image view's format features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT`

- VUID-vkCmdDispatch-magFilter-09598
  If a `VkSampler` created with `magFilter` or `minFilter` equal to `VK_FILTER_LINEAR` and `reductionMode` equal to either `VK_SAMPLER_REDUCTION_MODE_MIN` or `VK_SAMPLER_REDUCTION_MODE_MAX` is used to sample a `VkImageView` as a result of this command, then the image view's format features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT`

- VUID-vkCmdDispatch-mipmapMode-04770
  If a `VkSampler` created with `mipmapMode` equal to `VK_SAMPLER_MIPMAP_MODE_LINEAR`, `reductionMode` equal to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`, and `compareEnable` equal to `VK_FALSE` is used to sample a `VkImageView` as a result of this command, then the image view's format features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT`
If a VkSampler created with mipmapMode equal to VK_SAMPLER_MIPMAP_MODE_LINEAR and reductionMode equal to either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX is used to sample a VkImageView as a result of this command, then the image view’s format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT.

If a VkSampler created with unnormalizedCoordinates equal to VK_TRUE is used to sample a VkImageView as a result of this command, then the image view’s levelCount and layerCount must be 1.

If a VkSampler created with unnormalizedCoordinates equal to VK_TRUE is used to sample a VkImageView as a result of this command, then the image view’s viewType must be VK_IMAGE_VIEW_TYPE_1D or VK_IMAGE_VIEW_TYPE_2D.

If a VkImageView is sampled with depth comparison, the image view must have been created with an aspectMask that contains VK_IMAGE_ASPECT_DEPTH_BIT.

If a VkImageView is accessed using atomic operations as a result of this command, then the image view’s format features must contain VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT.

If a VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER descriptor is accessed using atomic operations as a result of this command, then the storage texel buffer’s format features must contain VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT.

If a VkImageView is sampled with VK_FILTER_CUBIC_EXT as a result of this command, then the image view’s format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT.

If the VK_EXT_filter_cubic extension is not enabled and any VkImageView is sampled with VK_FILTER_CUBIC_EXT as a result of this command, it must not have a VkImageViewType of VK_IMAGE_VIEW_TYPE_3D, VK_IMAGE_VIEW_TYPE_CUBE, or VK_IMAGE_VIEW_TYPE_CUBE_ARRAY.

Any VkImageView being sampled with VK_FILTER_CUBIC_EXT as a result of this command must have a VkImageViewType and format that supports cubic filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubic returned by vkGetPhysicalDeviceImageFormatProperties2.

Any VkImageView being sampled with VK_FILTER_CUBIC_EXT with a reduction mode of either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX as a result of this command must have a VkImageViewType and format that supports cubic filtering together with minmax filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubicMinmax returned by
vkGetPhysicalDeviceImageFormatProperties2

- VUID-vkCmdDispatch-None-08600
  For each set \( n \) that is statically used by a bound shader, a descriptor set **must** have been bound to \( n \) at the same pipeline bind point, with a VkPipelineLayout that is compatible for set \( n \), with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility.

- VUID-vkCmdDispatch-None-08601
  For each push constant that is statically used by a bound shader, a push constant value **must** have been set for the same pipeline bind point, with a VkPipelineLayout that is compatible for push constants, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility.

- VUID-vkCmdDispatch-None-08114
  Descriptors in each bound descriptor set, specified via vkCmdBindDescriptorSets, **must** be valid as described by descriptor validity if they are statically used by a bound shader.

- VUID-vkCmdDispatch-None-08606
  A valid pipeline **must** be bound to the pipeline bind point used by this command.

- VUID-vkCmdDispatch-None-08608
  There **must** not have been any calls to dynamic state setting commands for any state not specified as dynamic in the VkPipeline object bound to the pipeline bind point used by this command, since that pipeline was bound.

- VUID-vkCmdDispatch-None-08609
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler **must** not be used to sample from any VkImage with a VkImageView of the type VK_IMAGE_VIEW_TYPE_3D, VK_IMAGE_VIEW_TYPE_CUBE, VK_IMAGE_VIEW_TYPE_1D_ARRAY, VK_IMAGE_VIEW_TYPE_2D_ARRAY or VK_IMAGE_VIEW_TYPE_CUBE_ARRAY, in any shader stage.

- VUID-vkCmdDispatch-None-08610
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler **must** not be used with any of the SPIR-V OpImageSample* or OpImageSparseSample* instructions with ImplicitLod, Dref or Proj in their name, in any shader stage.

- VUID-vkCmdDispatch-None-08611
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler **must** not be used with any of the SPIR-V OpImageSample* or OpImageSparseSample* instructions that includes a LOD bias or any offset values, in any shader stage.

- VUID-vkCmdDispatch-uniformBuffers-06935
  If any stage of the VkPipeline object bound to the pipeline bind point used by this command accesses a uniform buffer, and the robustBufferAccess feature is not enabled, that stage **must** not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point.

- VUID-vkCmdDispatch-storageBuffers-06936
  If any stage of the VkPipeline object bound to the pipeline bind point used by this command accesses a storage buffer, and the robustBufferAccess feature is not enabled,
that stage must not access values outside of the range of the buffer as specified in the
descriptor set bound to the same pipeline bind point

- VUID-vkCmdDispatch-commandBuffer-02707
  If commandBuffer is an unprotected command buffer and protectedNoFault is not supported,
  any resource accessed by bound shaders must not be a protected resource

- VUID-vkCmdDispatch-None-06550
  If a bound shader accesses a VkSampler or VkImageView object that enables sampler YC
  conversion, that object must only be used with OpImageSample* or OpImageSparseSample*
  instructions

- VUID-vkCmdDispatch-ConstOffset-06551
  If a bound shader accesses a VkSampler or VkImageView object that enables sampler YC
  conversion, that object must not use the ConstOffset and Offset operands

- VUID-vkCmdDispatch-viewType-07752
  If a VkImageView is accessed as a result of this command, then the image view's viewType
  must match the Dim operand of the OpTypeImage as described in Instruction/Sampler/Image
  View Validation

- VUID-vkCmdDispatch-format-07753
  If a VkImageView is accessed as a result of this command, then the numeric type of the
  image view's format and the Sampled Type operand of the OpTypeImage must match

- VUID-vkCmdDispatch-OpImageWrite-08795
  If a VkImageView is accessed using OpImageWrite as a result of this command, then the
  Type of the Texel operand of that instruction must have at least as many components as
  the image view's format

- VUID-vkCmdDispatch-OpImageWrite-04469
  If a VkBufferView is accessed using OpImageWrite as a result of this command, then the
  Type of the Texel operand of that instruction must have at least as many components as
  the buffer view's format

- VUID-vkCmdDispatch-SampledType-04470
  If a VkImageView with a VkFormat that has a 64-bit component width is accessed as a
  result of this command, the SampledType of the OpTypeImage operand of that instruction
  must have a Width of 64

- VUID-vkCmdDispatch-SampledType-04471
  If a VkImageView with a VkFormat that has a component width less than 64-bit is
  accessed as a result of this command, the SampledType of the OpTypeImage operand of that
  instruction must have a Width of 32

- VUID-vkCmdDispatch-SampledType-04472
  If a VkBufferView with a VkFormat that has a 64-bit component width is accessed as a
  result of this command, the SampledType of the OpTypeImage operand of that instruction
  must have a Width of 64

- VUID-vkCmdDispatch-SampledType-04473
  If a VkBufferView with a VkFormat that has a component width less than 64-bit is
  accessed as a result of this command, the SampledType of the OpTypeImage operand of that
  instruction must have a Width of 32
If the `sparseImageInt64Atomics` feature is not enabled, `VkImage` objects created with the `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command.

If the `sparseImageInt64Atomics` feature is not enabled, `VkBuffer` objects created with the `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command.

Any shader invocation executed by this command must terminate.

If a descriptor with type equal to any of `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, or `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` is accessed as a result of this command, the image subresource identified by that descriptor must be in the image layout identified when the descriptor was written.

If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, any resource written to by the `VkPipeline` object bound to the pipeline bind point used by this command must not be an unprotected resource.

If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, pipeline stages other than the framebuffer-space and compute stages in the `VkPipeline` object bound to the pipeline bind point used by this command must not write to any resource.

`groupCountX` must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[0]`.

`groupCountY` must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[1]`.

`groupCountZ` must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[2]`.

**Valid Usage (Implicit)**

- `commandBuffer` must be a valid `VkCommandBuffer` handle.
- `commandBuffer` must be in the recording state.
- The `VkCommandPool` that `commandBuffer` was allocated from must support compute.
operations

- VUID-vkCmdDispatch-renderpass
  This command **must** only be called outside of a render pass instance

---

**Host Synchronization**

- Host access to commandBuffer **must** be externally synchronized
- Host access to the VkCommandPool that commandBuffer was allocated from **must** be externally synchronized

---

**Command Properties**

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To record an indirect dispatching command, call:

```c
// Provided by VK_VERSION_1_0
void vkCmdDispatchIndirect(
    VkCommandBuffer commandBuffer,
    VkBuffer buffer,
    VkDeviceSize offset);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `buffer` is the buffer containing dispatch parameters.
- `offset` is the byte offset into `buffer` where parameters begin.

**vkCmdDispatchIndirect** behaves similarly to **vkCmdDispatch** except that the parameters are read by the device from a buffer during execution. The parameters of the dispatch are encoded in a VkDispatchIndirectCommand structure taken from `buffer` starting at `offset`.

---

**Valid Usage**

- VUID-vkCmdDispatchIndirect-magFilter-04553
  If a VkSampler created with `magFilter` or `minFilter` equal to `VK_FILTER_LINEAR`, `reductionMode` equal to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`, and `compareEnable` equal to `VK_FALSE` is used to sample a VkImageView as a result of this command, then the image view's format features **must** contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT`
- VUID-vkCmdDispatchIndirect-magFilter-09598
If a `VkSampler` created with `magFilter` or `minFilter` equal to `VK_FILTER_LINEAR` and `reductionMode` equal to either `VK_SAMPLER_REDUCTION_MODE_MIN` or `VK_SAMPLER_REDUCTION_MODE_MAX` is used to sample a `VkImageView` as a result of this command, then the image view's format features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT`.

- **VUID-vkCmdDispatchIndirect-mipmapMode-04770**
  - If a `VkSampler` created with `mipmapMode` equal to `VK_SAMPLER_MIPMAP_MODE_LINEAR`, `reductionMode` equal to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`, and `compareEnable` equal to `VK_FALSE` is used to sample a `VkImageView` as a result of this command, then the image view's format features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT`.

- **VUID-vkCmdDispatchIndirect-mipmapMode-09599**
  - If a `VkSampler` created with `mipmapMode` equal to `VK_SAMPLER_MIPMAP_MODE_LINEAR` and `reductionMode` equal to either `VK_SAMPLER_REDUCTION_MODE_MIN` or `VK_SAMPLER_REDUCTION_MODE_MAX` is used to sample a `VkImageView` as a result of this command, then the image view's format features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT`.

- **VUID-vkCmdDispatchIndirect-unnormalizedCoordinates-09635**
  - If a `VkSampler` created with `unnormalizedCoordinates` equal to `VK_TRUE` is used to sample a `VkImageView` as a result of this command, then the image view's `levelCount` and `layerCount` must be 1.

- **VUID-vkCmdDispatchIndirect-unnormalizedCoordinates-09636**
  - If a `VkSampler` created with `unnormalizedCoordinates` equal to `VK_TRUE` is used to sample a `VkImageView` as a result of this command, then the image view's `viewType` must be `VK_IMAGE_VIEW_TYPE_1D` or `VK_IMAGE_VIEW_TYPE_2D`.

- **VUID-vkCmdDispatchIndirect-aspectMask-06478**
  - If a `VkImageView` is sampled with depth comparison, the image view must have been created with an `aspectMask` that contains `VK_IMAGE_ASPECT_DEPTH_BIT`.

- **VUID-vkCmdDispatchIndirect-None-02691**
  - If a `VkImageView` is accessed using atomic operations as a result of this command, then the image view's format features must contain `VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT`.

- **VUID-vkCmdDispatchIndirect-None-07888**
  - If a `VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER` descriptor is accessed using atomic operations as a result of this command, then the storage texel buffer's format features must contain `VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT`.

- **VUID-vkCmdDispatchIndirect-None-02692**
  - If a `VkImageView` is sampled with `VK_FILTER_CUBIC_EXT` as a result of this command, then the image view's format features must contain `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT`.

- **VUID-vkCmdDispatchIndirect-None-02693**
  - If the `VK_EXT_filter_cubic` extension is not enabled and any `VkImageView` is sampled with `VK_FILTER_CUBIC_EXT` as a result of this command, it must not have a `VkImageViewType` of `VK_IMAGE_VIEW_TYPE_3D`, `VK_IMAGE_VIEW_TYPE_CUBE`, or `VK_IMAGE_VIEW_TYPE_CUBE_ARRAY`. 

Any VkImageView being sampled with VK_FILTER_CUBIC_EXT as a result of this command must have a VkImageViewType and format that supports cubic filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubic returned by vkGetPhysicalDeviceImageFormatProperties2.

Any VkImageView being sampled with VK_FILTER_CUBIC_EXT with a reduction mode of either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX as a result of this command must have a VkImageViewType and format that supports cubic filtering together with minmax filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubicMinmax returned by vkGetPhysicalDeviceImageFormatProperties2.

For each set n that is statically used by a bound shader, a descriptor set must have been bound to n at the same pipeline bind point, with a VkPipelineLayout that is compatible for set n, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility.

For each push constant that is statically used by a bound shader, a push constant value must have been set for the same pipeline bind point, with a VkPipelineLayout that is compatible for push constants, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility.

Descriptors in each bound descriptor set, specified via vkCmdBindDescriptorSets, must be valid as described by descriptor validity if they are statically used by a bound shader.

A valid pipeline must be bound to the pipeline bind point used by this command.

There must not have been any calls to dynamic state setting commands for any state not specified as dynamic in the VkPipeline object bound to the pipeline bind point used by this command, since that pipeline was bound.

If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used to sample from any VkImage with a VkImageView of the type VK_IMAGE_VIEW_TYPE_3D, VK_IMAGE_VIEW_TYPE_CUBE, VK_IMAGE_VIEW_TYPE_1D_ARRAY, VK_IMAGE_VIEW_TYPE_2D_ARRAY or VK_IMAGE_VIEW_TYPE_CUBE_ARRAY, in any shader stage.

If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler must not be used with any of the SPIR-V OpImageSample* or OpImageSparseSample* instructions with ImplicitLod, Dref or Proj in their name, in any shader stage.

If the VkPipeline object bound to the pipeline bind point used by this command accesses a...
**VkSampler** object that uses unnormalized coordinates, that sampler **must** not be used with any of the SPIR-V **OpImageSample** or **OpImageSparseSample** instructions that includes a LOD bias or any offset values, in any shader stage

- **VUID-vkCmdDispatchIndirect-uniformBuffers-06935**
  If any stage of the **VkPipeline** object bound to the pipeline bind point used by this command accesses a uniform buffer, and the **robustBufferAccess** feature is not enabled, that stage **must** not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point

- **VUID-vkCmdDispatchIndirect-storageBuffers-06936**
  If any stage of the **VkPipeline** object bound to the pipeline bind point used by this command accesses a storage buffer, and the **robustBufferAccess** feature is not enabled, that stage **must** not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point

- **VUID-vkCmdDispatchIndirect-commandBuffer-02707**
  If **commandBuffer** is an unprotected command buffer and **protectedNoFault** is not supported, any resource accessed by **bound shaders** **must** not be a protected resource

- **VUID-vkCmdDispatchIndirect-None-06550**
  If a **bound shader** accesses a **VkSampler** or **VkImageView** object that enables **sampler Y’CBCR** conversion, that object **must** only be used with **OpImageSample** or **OpImageSparseSample** instructions

- **VUID-vkCmdDispatchIndirect-ConstOffset-06551**
  If a **bound shader** accesses a **VkSampler** or **VkImageView** object that enables **sampler Y’CBCR** conversion, that object **must** not use the **ConstOffset** and **Offset** operands

- **VUID-vkCmdDispatchIndirect-viewType-07752**
  If a **VkImageView** is accessed as a result of this command, then the image view’s **viewType** **must** match the **Dim** operand of the **OpTypeImage** as described in Instruction/Sampler/Image View Validation

- **VUID-vkCmdDispatchIndirect-format-07753**
  If a **VkImageView** is accessed as a result of this command, then the numeric type of the image view’s **format** and the **Sampled Type** operand of the **OpTypeImage** **must** match

- **VUID-vkCmdDispatchIndirect-OpImageWrite-08795**
  If a **VkImageView** is accessed using **OpImageWrite** as a result of this command, then the **Type** of the **Texel** operand of that instruction **must** have at least as many components as the image view’s format

- **VUID-vkCmdDispatchIndirect-OpImageWrite-04469**
  If a **VkBufferView** is accessed using **OpImageWrite** as a result of this command, then the **Type** of the **Texel** operand of that instruction **must** have at least as many components as the buffer view’s format

- **VUID-vkCmdDispatchIndirect-SampledType-04470**
  If a **VkImageView** with a **VkFormat** that has a 64-bit component width is accessed as a result of this command, the **SampledType** of the **OpTypeImage** operand of that instruction **must** have a **Width** of 64

- **VUID-vkCmdDispatchIndirect-SampledType-04471**
If a `VkImageView` with a `VkFormat` that has a component width less than 64-bit is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction must have a `Width` of 32.

- **VUID-vkCmdDispatchIndirect-SampledType-04472**
  If a `VkBufferView` with a `VkFormat` that has a 64-bit component width is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction must have a `Width` of 64.

- **VUID-vkCmdDispatchIndirect-SampledType-04473**
  If a `VkBufferView` with a `VkFormat` that has a component width less than 64-bit is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction must have a `Width` of 32.

- **VUID-vkCmdDispatchIndirect-sparseImageInt64Atomics-04474**
  If the `sparseImageInt64Atomics` feature is not enabled, `VkImage` objects created with the `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command.

- **VUID-vkCmdDispatchIndirect-sparseImageInt64Atomics-04475**
  If the `sparseImageInt64Atomics` feature is not enabled, `VkBuffer` objects created with the `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command.

- **VUID-vkCmdDispatchIndirect-None-07288**
  Any shader invocation executed by this command must terminate.

- **VUID-vkCmdDispatchIndirect-None-09600**
  If a descriptor with type equal to any of `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, or `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` is accessed as a result of this command, the image subresource identified by that descriptor must be in the image layout identified when the descriptor was written.

- **VUID-vkCmdDispatchIndirect-buffer-02708**
  If `buffer` is non-sparse then it must be bound completely and contiguously to a single `VkDeviceMemory` object.

- **VUID-vkCmdDispatchIndirect-buffer-02709**
  `buffer` must have been created with the `VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT` bit set.

- **VUID-vkCmdDispatchIndirect-offset-02710**
  `offset` must be a multiple of 4.

- **VUID-vkCmdDispatchIndirect-commandBuffer-02711**
  `commandBuffer` must not be a protected command buffer.

- **VUID-vkCmdDispatchIndirect-offset-00407**
  The sum of `offset` and the size of `VkDispatchIndirectCommand` must be less than or equal to the size of `buffer`.

---

**Valid Usage (Implicit)**

- **VUID-vkCmdDispatchIndirect-commandBuffer-parameter**
**commandBuffer** must be a valid **VkCommandBuffer** handle

- VUID-vkCmdDispatchIndirect-buffer-parameter
  
  **buffer** must be a valid **VkBuffer** handle

- VUID-vkCmdDispatchIndirect-commandBuffer-recording
  
  **commandBuffer** must be in the recording state

- VUID-vkCmdDispatchIndirect-commandBuffer-cmdpool
  
  The **VkCommandPool** that **commandBuffer** was allocated from must support compute operations

- VUID-vkCmdDispatchIndirect-renderpass
  
  This command must only be called outside of a render pass instance

- VUID-vkCmdDispatchIndirect-commonparent
  
  Both of **buffer**, and **commandBuffer** must have been created, allocated, or retrieved from the same **VkDevice**

---

**Host Synchronization**

- Host access to **commandBuffer** must be externally synchronized

- Host access to the **VkCommandPool** that **commandBuffer** was allocated from must be externally synchronized

---

**Command Properties**

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</table>

The **VkDispatchIndirectCommand** structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkDispatchIndirectCommand {
    uint32_t  x;
    uint32_t  y;
    uint32_t  z;
} VkDispatchIndirectCommand;
```

- **x** is the number of local workgroups to dispatch in the X dimension.
- **y** is the number of local workgroups to dispatch in the Y dimension.
- **z** is the number of local workgroups to dispatch in the Z dimension.

The members of **VkDispatchIndirectCommand** have the same meaning as the corresponding
parameters of `vkCmdDispatch`.

**Valid Usage**

- VUID-VkDispatchIndirectCommand-x-00417
  - \( x \) must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[0]`
- VUID-VkDispatchIndirectCommand-y-00418
  - \( y \) must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[1]`
- VUID-VkDispatchIndirectCommand-z-00419
  - \( z \) must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[2]`

To record a dispatch using non-zero base values for the components of `WorkgroupId`, call:

```c
// Provided by VK_VERSION_1_1
void vkCmdDispatchBase(
    VkCommandBuffer commandBuffer,
    uint32_t baseGroupX,
    uint32_t baseGroupY,
    uint32_t baseGroupZ,
    uint32_t groupCountX,
    uint32_t groupCountY,
    uint32_t groupCountZ);
```

- `commandBuffer` is the command buffer into which the command will be recorded.
- `baseGroupX` is the start value for the X component of `WorkgroupId`.
- `baseGroupY` is the start value for the Y component of `WorkgroupId`.
- `baseGroupZ` is the start value for the Z component of `WorkgroupId`.
- `groupCountX` is the number of local workgroups to dispatch in the X dimension.
- `groupCountY` is the number of local workgroups to dispatch in the Y dimension.
- `groupCountZ` is the number of local workgroups to dispatch in the Z dimension.

When the command is executed, a global workgroup consisting of \( \text{groupCountX} \times \text{groupCountY} \times \text{groupCountZ} \) local workgroups is assembled, with `WorkgroupId` values ranging from \([\text{baseGroup}^*, \text{baseGroup}^* + \text{groupCount}^*])\) in each component. `vkCmdDispatch` is equivalent to `vkCmdDispatchBase(0,0,0,\text{groupCountX},\text{groupCountY},\text{groupCountZ})`.

**Valid Usage**

- VUID-vkCmdDispatchBase-magFilter-04553
  - If a `VkSampler` created with `magFilter` or `minFilter` equal to `VK_FILTER_LINEAR`, `reductionMode` equal to `VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE`, and `compareEnable` equal to `VK_FALSE` is used to sample a `VkImageView` as a result of this command, then the image view's `format` features must contain
VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT

- VUID-vkCmdDispatchBase-magFilter-09598
  If a VkSampler created with magFilter or minFilter equal to VK_FILTER_LINEAR and reductionMode equal to either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT

- VUID-vkCmdDispatchBase-mipmapMode-04770
  If a VkSampler created with mipmapMode equal to VK_SAMPLER_MIPMAP_MODE_LINEAR, reductionMode equal to VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE, and compareEnable equal to VK_FALSE is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT

- VUID-vkCmdDispatchBase-mipmapMode-09599
  If a VkSampler created with mipmapMode equal to VK_SAMPLER_MIPMAP_MODE_LINEAR and reductionMode equal to either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX is used to sample a VkImageView as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT

- VUID-vkCmdDispatchBase-unnormalizedCoordinates-09635
  If a VkSampler created with unnormalizedCoordinates equal to VK_TRUE is used to sample a VkImageView as a result of this command, then the image view's levelCount and layerCount must be 1

- VUID-vkCmdDispatchBase-unnormalizedCoordinates-09636
  If a VkSampler created with unnormalizedCoordinates equal to VK_TRUE is used to sample a VkImageView as a result of this command, then the image view's viewType must be VK_IMAGE_VIEW_TYPE_1D or VK_IMAGE_VIEW_TYPE_2D

- VUID-vkCmdDispatchBase-aspectMask-06478
  If a VkImageView is sampled with depth comparison, the image view must have been created with an aspectMask that contains VK_IMAGE_ASPECT_DEPTH_BIT

- VUID-vkCmdDispatchBase-None-02691
  If a VkImageView is accessed using atomic operations as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT

- VUID-vkCmdDispatchBase-None-07888
  If a VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER descriptor is accessed using atomic operations as a result of this command, then the storage texel buffer's format features must contain VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT

- VUID-vkCmdDispatchBase-None-02692
  If a VkImageView is sampled with VK_FILTER_CUBIC_EXT as a result of this command, then the image view's format features must contain VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT

- VUID-vkCmdDispatchBase-None-02693
  If the VK_EXT_filter_cubic extension is not enabled and any VkImageView is sampled with
VK_FILTER_CUBIC_EXT as a result of this command, it **must** not have a VkImageViewType of VK_IMAGE_VIEW_TYPE_3D, VK_IMAGE_VIEW_TYPE_CUBE, or VK_IMAGE_VIEW_TYPE_CUBE_ARRAY

- **VUID-vkCmdDispatchBase-filterCubic-02694**
  Any VkImageView being sampled with VK_FILTER_CUBIC_EXT as a result of this command **must** have a VkImageViewType and format that supports cubic filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubic returned by vkGetPhysicalDeviceImageFormatProperties2

- **VUID-vkCmdDispatchBase-filterCubicMinmax-02695**
  Any VkImageView being sampled with VK_FILTER_CUBIC_EXT with a reduction mode of either VK_SAMPLER_REDUCTION_MODE_MIN or VK_SAMPLER_REDUCTION_MODE_MAX as a result of this command **must** have a VkImageViewType and format that supports cubic filtering together with minmax filtering, as specified by VkFilterCubicImageViewImageFormatPropertiesEXT::filterCubicMinmax returned by vkGetPhysicalDeviceImageFormatProperties2

- **VUID-vkCmdDispatchBase-None-08600**
  For each set $n$ that is statically used by a bound shader, a descriptor set **must** have been bound to $n$ at the same pipeline bind point, with a VkPipelineLayout that is compatible for set $n$, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility

- **VUID-vkCmdDispatchBase-None-08601**
  For each push constant that is statically used by a bound shader, a push constant value **must** have been set for the same pipeline bind point, with a VkPipelineLayout that is compatible for push constants, with the VkPipelineLayout used to create the current VkPipeline, as described in Pipeline Layout Compatibility

- **VUID-vkCmdDispatchBase-None-08114**
  Descriptors in each bound descriptor set, specified via vkCmdBindDescriptorSets, **must** be valid as described by descriptor validity if they are statically used by a bound shader

- **VUID-vkCmdDispatchBase-None-08606**
  A valid pipeline **must** be bound to the pipeline bind point used by this command

- **VUID-vkCmdDispatchBase-None-08608**
  There **must** not have been any calls to dynamic state setting commands for any state not specified as dynamic in the VkPipeline object bound to the pipeline bind point used by this command, since that pipeline was bound

- **VUID-vkCmdDispatchBase-None-08609**
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler **must** not be used to sample from any VkImage with a VkImageView of the type VK_IMAGE_VIEW_TYPE_3D, VK_IMAGE_VIEW_TYPE_CUBE, VK_IMAGE_VIEW_TYPE_1D_ARRAY, VK_IMAGE_VIEW_TYPE_2D_ARRAY or VK_IMAGE_VIEW_TYPE_CUBE_ARRAY, in any shader stage

- **VUID-vkCmdDispatchBase-None-08610**
  If the VkPipeline object bound to the pipeline bind point used by this command accesses a VkSampler object that uses unnormalized coordinates, that sampler **must** not be used with any of the SPIR-V OpImageSample* or OpImageSparseSample* instructions with ImplicitLod, Dref or Proj in their name, in any shader stage
If the `VkPipeline` object bound to the pipeline bind point used by this command accesses a `VkSampler` object that uses unnormalized coordinates, that sampler must not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions that includes a LOD bias or any offset values, in any shader stage.

If any stage of the `VkPipeline` object bound to the pipeline bind point used by this command accesses a uniform buffer, and the `robustBufferAccess` feature is not enabled, that stage must not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point.

If any stage of the `VkPipeline` object bound to the pipeline bind point used by this command accesses a storage buffer, and the `robustBufferAccess` feature is not enabled, that stage must not access values outside of the range of the buffer as specified in the descriptor set bound to the same pipeline bind point.

If `commandBuffer` is an unprotected command buffer and `protectedNoFault` is not supported, any resource accessed by bound shaders must not be a protected resource.

If a bound shader accesses a `VkSampler` or `VkImageView` object that enables sampler Y’C’B’C’ conversion, that object must only be used with `OpImageSample*` or `OpImageSparseSample*` instructions.

If a `VkImageView` is accessed as a result of this command, then the image view's `viewType` must match the `Dim` operand of the `OpTypeImage` as described in Instruction/Sampler/Image View Validation.

If a `VkImageView` is accessed as a result of this command, then the numeric type of the image view’s `format` and the `Sampled Type` operand of the `OpTypeImage` must match.

If a `VkImageView` is accessed using `OpImageWrite` as a result of this command, then the `Type` of the `Texel` operand of that instruction must have at least as many components as the image view’s `format`.

If a `VkBufferView` is accessed using `OpImageWrite` as a result of this command, then the `Type` of the `Texel` operand of that instruction must have at least as many components as the buffer view’s `format`.

If a `VkImageView` with a `VkFormat` that has a 64-bit component width is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction must have a `Width` of 64.
If a `VkImageView` with a `VkFormat` that has a component width less than 64-bit is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction must have a `Width` of 32

If a `VkBufferView` with a `VkFormat` that has a 64-bit component width is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction must have a `Width` of 64

If a `VkBufferView` with a `VkFormat` that has a component width less than 64-bit is accessed as a result of this command, the `SampledType` of the `OpTypeImage` operand of that instruction must have a `Width` of 32

If the `sparseImageInt64Atomics` feature is not enabled, `VkImage` objects created with the `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command

If the `sparseImageInt64Atomics` feature is not enabled, `VkBuffer` objects created with the `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT` flag must not be accessed by atomic instructions through an `OpTypeImage` with a `SampledType` with a `Width` of 64 by this command

Any shader invocation executed by this command must terminate

If a descriptor with type equal to any of `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, or `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` is accessed as a result of this command, the image subresource identified by that descriptor must be in the image layout identified when the descriptor was written

If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, any resource written to by the `VkPipeline` object bound to the pipeline bind point used by this command must not be an unprotected resource

If `commandBuffer` is a protected command buffer and `protectedNoFault` is not supported, pipeline stages other than the framebuffer-space and compute stages in the `VkPipeline` object bound to the pipeline bind point used by this command must not write to any resource

`baseGroupX` must be less than `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[0]`

`baseGroupY` must be less than `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[1]`

`baseGroupZ` must be less than `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[2]`

The `baseGroupX`, `baseGroupY`, and `baseGroupZ` values used by this command must be within the range specified by the `maxComputeWorkGroupCount` limits for the physical device.
groupCountX must be less than or equal to VkPhysicalDeviceLimits ::maxComputeWorkGroupCount[0] minus baseGroupX

- VUID-vkCmdDispatchBase-groupCountY-00425
groupCountY must be less than or equal to VkPhysicalDeviceLimits ::maxComputeWorkGroupCount[1] minus baseGroupY

- VUID-vkCmdDispatchBase-groupCountZ-00426
groupCountZ must be less than or equal to VkPhysicalDeviceLimits ::maxComputeWorkGroupCount[2] minus baseGroupZ

- VUID-vkCmdDispatchBase-baseGroupX-00427
If any of baseGroupX, baseGroupY, or baseGroupZ are not zero, then the bound compute pipeline must have been created with the VK_PIPELINE_CREATE_DISPATCH_BASE flag

Valid Usage (Implicit)

- VUID-vkCmdDispatchBase-commandBuffer-parameter
commandBuffer must be a valid VkCommandBuffer handle

- VUID-vkCmdDispatchBase-commandBuffer-recording
commandBuffer must be in the recording state

- VUID-vkCmdDispatchBase-commandBuffer-cmdpool
The VkCommandPool that commandBuffer was allocated from must support compute operations

- VUID-vkCmdDispatchBase-renderpass
This command must only be called outside of a render pass instance

Host Synchronization

- Host access to commandBuffer must be externally synchronized

- Host access to the VkCommandPool that commandBuffer was allocated from must be externally synchronized

Command Properties

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Chapter 29. Sparse Resources

As documented in Resource Memory Association, VkBuffer and VkImage resources in Vulkan must be bound completely and contiguously to a single VkDeviceMemory object. This binding must be done before the resource is used, and the binding is immutable for the lifetime of the resource.

Sparse resources relax these restrictions and provide these additional features:

- Sparse resources can be bound non-contiguously to one or more VkDeviceMemory allocations.
- Sparse resources can be re-bound to different memory allocations over the lifetime of the resource.
- Sparse resources can have descriptors generated and used orthogonally with memory binding commands.

Sparse resources are not supported in Vulkan SC, due to complexity and the necessity of being able to update page table mappings at runtime [SCID-8]. However, the sparse resource features, properties, resource creation flags, and definitions have been retained for completeness and compatibility.

All sparse resource physical device features must not be advertised as supported, and the related physical device sparse properties and physical device limits must be reported accordingly.

29.1. Sparse Resource Features

Sparse resources have several features that must be enabled explicitly at resource creation time. The features are enabled by including bits in the flags parameter of VkImageCreateInfo or VkBufferCreateInfo. Each feature also has one or more corresponding feature enables specified in VkPhysicalDeviceFeatures.

- The sparseBinding feature is the base, and provides the following capabilities:
  - Resources can be bound at some defined (sparse block) granularity.
  - The entire resource must be bound to memory before use regardless of regions actually accessed.
  - No specific mapping of image region to memory offset is defined, i.e. the location that each texel corresponds to in memory is implementation-dependent.
  - Sparse buffers have a well-defined mapping of buffer range to memory range, where an offset into a range of the buffer that is bound to a single contiguous range of memory corresponds to an identical offset within that range of memory.
  - Requested via the VK_IMAGE_CREATE_SPARSE_BINDING_BIT and VK_BUFFER_CREATE_SPARSE_BINDING_BIT bits.
  - A sparse image created using VK_IMAGE_CREATE_SPARSE_BINDING_BIT (but not VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT) supports all formats that non-sparse usage supports, and supports both VK_IMAGE_TILING_OPTIMAL and VK_IMAGE_TILING_LINEAR tiling.

- Sparse Residency builds on (and requires) the sparseBinding feature. It includes the following
Capabilities:

- Resources do not have to be completely bound to memory before use on the device.
- Images have a prescribed sparse image block layout, allowing specific rectangular regions of the image to be bound to specific offsets in memory allocations.
- Consistency of access to unbound regions of the resource is defined by the absence or presence of `VkPhysicalDeviceSparseProperties::residencyNonResidentStrict`. If this property is present, accesses to unbound regions of the resource are well defined and behave as if the data bound is populated with all zeros; writes are discarded. When this property is absent, accesses are considered safe, but reads will return undefined values.
- Requested via the `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` and `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT` bits.
- Sparse residency support is advertised on a finer grain via the following features:
  - The `sparseResidencyBuffer` feature provides support for creating `VkBuffer` objects with `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT`.
  - The `sparseResidencyImage2D` feature provides support for creating 2D single-sampled `VkImage` objects with `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.
  - The `sparseResidencyImage3D` feature provides support for creating 3D `VkImage` objects with `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.
  - The `sparseResidency2Samples` feature provides support for creating 2D `VkImage` objects with 2 samples and `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.
  - The `sparseResidency4Samples` feature provides support for creating 2D `VkImage` objects with 4 samples and `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.
  - The `sparseResidency8Samples` feature provides support for creating 2D `VkImage` objects with 8 samples and `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.
  - The `sparseResidency16Samples` feature provides support for creating 2D `VkImage` objects with 16 samples and `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.

Implementations supporting `sparseResidencyImage2D` are only required to support sparse 2D, single-sampled images. Support for sparse 3D and MSAA images is optional and can be enabled via `sparseResidencyImage3D`, `sparseResidency2Samples`, `sparseResidency4Samples`, `sparseResidency8Samples`, and `sparseResidency16Samples`.

- A sparse image created using `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` supports all non-compressed color formats with power-of-two element size that non-sparse usage supports. Additional formats may also be supported and can be queried via `vkGetPhysicalDeviceSparseImageFormatProperties`. `VK_IMAGE_TILING_LINEAR` tiling is not supported.

- The `sparseResidencyAliased` feature provides the following capability that can be enabled per resource:

  Allows physical memory ranges to be shared between multiple locations in the same sparse resource or between multiple sparse resources, with each binding of a memory location observing a consistent interpretation of the memory contents.
29.2. Sparse Resource API

The APIs related to sparse resources are grouped into the following categories:

- Physical Device Features
- Physical Device Sparse Properties

29.2.1. Physical Device Features

Some sparse-resource related features are reported and enabled in `VkPhysicalDeviceFeatures`. These features must be supported and enabled on the `VkDevice` object before applications can use them. See Physical Device Features for information on how to get and set enabled device features, and for more detailed explanations of these features.

Sparse Physical Device Features

- `sparseBinding`: Support for creating `VkBuffer` and `VkImage` objects with the `VK_BUFFER_CREATE_SPARSE_BINDING_BIT` and `VK_IMAGE_CREATE_SPARSE_BINDING_BIT` flags, respectively.
- `sparseResidencyBuffer`: Support for creating `VkBuffer` objects with the `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT` flag.
- `sparseResidencyImage2D`: Support for creating 2D single-sampled `VkImage` objects with `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.
- `sparseResidencyImage3D`: Support for creating 3D `VkImage` objects with `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.
- `sparseResidency2Samples`: Support for creating 2D `VkImage` objects with 2 samples and `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.
- `sparseResidency4Samples`: Support for creating 2D `VkImage` objects with 4 samples and `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.
- `sparseResidency8Samples`: Support for creating 2D `VkImage` objects with 8 samples and `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.
- `sparseResidency16Samples`: Support for creating 2D `VkImage` objects with 16 samples and `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`.
- `sparseResidencyAliased`: Support for creating `VkBuffer` and `VkImage` objects with the `VK_BUFFER_CREATE_SPARSE_ALIASED_BIT` and `VK_IMAGE_CREATE_SPARSE_ALIASED_BIT` flags, respectively.

29.2.2. Physical Device Sparse Properties

Some features of the implementation are not possible to disable, and are reported to allow applications to alter their sparse resource usage accordingly. These read-only capabilities are reported in the `VkPhysicalDeviceProperties::sparseProperties` member, which is a `VkPhysicalDeviceSparseProperties` structure.

The `VkPhysicalDeviceSparseProperties` structure is defined as:
typedef struct VkPhysicalDeviceSparseProperties {
    VkBool32 residencyStandard2DBlockShape;
    VkBool32 residencyStandard2DMultisampleBlockShape;
    VkBool32 residencyStandard3DBlockShape;
    VkBool32 residencyAlignedMipSize;
    VkBool32 residencyNonResidentStrict;
} VkPhysicalDeviceSparseProperties;

- `residencyStandard2DBlockShape` must be `VK_FALSE` in Vulkan SC [SCID-8].
- `residencyStandard2DMultisampleBlockShape` must be `VK_FALSE` in Vulkan SC [SCID-8].
- `residencyStandard3DBlockShape` must be `VK_FALSE` in Vulkan SC [SCID-8].
- `residencyAlignedMipSize` must be `VK_FALSE` in Vulkan SC [SCID-8].
- `residencyNonResidentStrict` must be `VK_FALSE` in Vulkan SC [SCID-8].
Chapter 30. Window System Integration (WSI)

This chapter discusses the window system integration (WSI) between the Vulkan API and the various forms of displaying the results of rendering to a user. Since the Vulkan API can be used without displaying results, WSI is provided through the use of optional Vulkan extensions. This chapter provides an overview of WSI. See the appendix for additional details of each WSI extension, including which extensions must be enabled in order to use each of the functions described in this chapter.

30.1. WSI Platform

A platform is an abstraction for a window system, OS, etc. Some examples include MS Windows, Android, and Wayland. The Vulkan API may be integrated in a unique manner for each platform.

The Vulkan API does not define any type of platform object. Platform-specific WSI extensions are defined, each containing platform-specific functions for using WSI. Use of these extensions is guarded by preprocessor symbols as defined in the Window System-Specific Header Control appendix.

In order for an application to be compiled to use WSI with a given platform, it must either:

- `#define` the appropriate preprocessor symbol prior to including the `vulkan_sc.h` header file, or
- include `vulkan_sc_core.h` and any native platform headers, followed by the appropriate platform-specific header.

The preprocessor symbols and platform-specific headers are defined in the Window System Extensions and Headers table.

Each platform-specific extension is an instance extension. The application must enable instance extensions with `vkCreateInstance` before using them.

30.2. WSI Surface

Native platform surface or window objects are abstracted by surface objects, which are represented by `VkSurfaceKHR` handles:

```c
// Provided by VK_KHR_surface
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkSurfaceKHR)
```

The `VK_KHR_surface` extension declares the `VkSurfaceKHR` object, and provides a function for destroying `VkSurfaceKHR` objects. Separate platform-specific extensions each provide a function for creating a `VkSurfaceKHR` object for the respective platform. From the application's perspective this is an opaque handle, just like the handles of other Vulkan objects.

Note
On certain platforms, the Vulkan loader and ICDs may have conventions that treat the handle as a pointer to a structure containing the platform-specific information about the surface. This will be described in the documentation for the loader-ICD interface, and in the `vk_icd.h` header file of the LoaderAndTools source-code repository. This does not affect the loader-layer interface; layers may wrap `VkSurfaceKHR` objects.

### 30.2.1. Platform-Independent Information

Once created, `VkSurfaceKHR` objects can be used in this and other extensions, in particular the `VK_KHR_swapchain` extension.

Several WSI functions return `VK_ERROR_SURFACE_LOST_KHR` if the surface becomes no longer available. After such an error, the surface (and any child swapchain, if one exists) should be destroyed, as there is no way to restore them to a not-lost state. Applications may attempt to create a new `VkSurfaceKHR` using the same native platform window object, but whether such re-creation will succeed is platform-dependent and may depend on the reason the surface became unavailable. A lost surface does not otherwise cause devices to be lost.

To destroy a `VkSurfaceKHR` object, call:

```c
// Provided by VK_KHR_surface
void vkDestroySurfaceKHR(
    VkInstance instance,  // the instance used to create the surface.
    VkSurfaceKHR surface, // the surface to destroy.
    const VkAllocationCallbacks* pAllocator); // the allocator used for host memory allocated for the surface object when there is no more specific allocator available (see Memory Allocation).
```

- `instance` is the instance used to create the surface.
- `surface` is the surface to destroy.
- `pAllocator` is the allocator used for host memory allocated for the surface object when there is no more specific allocator available (see Memory Allocation).

Destroying a `VkSurfaceKHR` merely severs the connection between Vulkan and the native surface, and does not imply destroying the native surface, closing a window, or similar behavior.

### Valid Usage

### Valid Usage (Implicit)

- **VUID-vkDestroySurfaceKHR-instance-parameter**
  - `instance` must be a valid `VkInstance` handle

- **VUID-vkDestroySurfaceKHR-surface-parameter**
  - If `surface` is not `VK_NULL_HANDLE`, `surface` must be a valid `VkSurfaceKHR` handle

- **VUID-vkDestroySurfaceKHR-pAllocator-null**
30.3. Presenting Directly to Display Devices

In some environments applications can also present Vulkan rendering directly to display devices without using an intermediate windowing system. This can be useful for embedded applications, or implementing the rendering/presentation backend of a windowing system using Vulkan. The VK_KHR_display extension provides the functionality necessary to enumerate display devices and create VkSurfaceKHR objects that target displays.

30.3.1. Display Enumeration

Displays are represented by VkDisplayKHR handles:

```c
// Provided by VK_KHR_display
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkDisplayKHR)
```

Various functions are provided for enumerating the available display devices present on a Vulkan physical device. To query information about the available displays, call:

```c
// Provided by VK_KHR_display
VkResult vkGetPhysicalDeviceDisplayPropertiesKHR(
    VkPhysicalDevice physicalDevice,
    uint32_t* pPropertyCount,
    VkDisplayPropertiesKHR* pProperties);
```

- `physicalDevice` is a physical device.
- `pPropertyCount` is a pointer to an integer related to the number of display devices available or queried, as described below.
- `pProperties` is either NULL or a pointer to an array of VkDisplayPropertiesKHR structures.

If `pProperties` is NULL, then the number of display devices available for `physicalDevice` is returned in `pPropertyCount`. Otherwise, `pPropertyCount` must point to a variable set by the user to the number of elements in the `pProperties` array, and on return the variable is overwritten with the number of structures actually written to `pProperties`. If the value of `pPropertyCount` is less than the number of display devices for `physicalDevice`, at most `pPropertyCount` structures will be written, and
VK_INCOMPLETE will be returned instead of VK_SUCCESS, to indicate that not all the available properties were returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkGetPhysicalDeviceDisplayPropertiesKHR must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceDisplayPropertiesKHR-physicalDevice-parameter physicalDevice must be a valid VkPhysicalDevice handle
- VUID-vkGetPhysicalDeviceDisplayPropertiesKHR-pPropertyCount-parameter pPropertyCount must be a valid pointer to a uint32_t value
- VUID-vkGetPhysicalDeviceDisplayPropertiesKHR-Properties-parameter If the value referenced by pPropertyCount is not 0, and pProperties is not NULL, pProperties must be a valid pointer to an array of pPropertyCount VkDisplayPropertiesKHR structures

Return Codes

Success

- VK_SUCCESS
- VK_INCOMPLETE

Failure

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkDisplayPropertiesKHR structure is defined as:

```c
typedef struct VkDisplayPropertiesKHR {
    VkDisplayKHR display;
    const char* displayName;
    VkExtent2D physicalDimensions;
    VkExtent2D physicalResolution;
    VkSurfaceTransformFlagsKHR supportedTransforms;
    VkBool32 planeReorderPossible;
    VkBool32 persistentContent;
} VkDisplayPropertiesKHR;
```

- display is a handle that is used to refer to the display described here. This handle will be valid for the lifetime of the Vulkan instance.
- displayName is NULL or a pointer to a null-terminated UTF-8 string containing the name of the display. Generally, this will be the name provided by the display's EDID. If NULL, no suitable name is available. If not NULL, the string pointed to must remain accessible and unmodified as
long as display is valid.

- **physicalDimensions** describes the physical width and height of the visible portion of the display, in millimeters.

- **physicalResolution** describes the physical, native, or preferred resolution of the display.

  **Note**
  
  For devices which have no natural value to return here, implementations **should** return the maximum resolution supported.

- **supportedTransforms** is a bitmask of [VkSurfaceTransformFlagBitsKHR](https://www.khronos.org/registry/vulkan/specs/1.2-extensions/man/html/VkSurfaceTransformFlagBitsKHR.html) describing which transforms are supported by this display.

- **planeReorderPossible** tells whether the planes on this display **can** have their z order changed. If this is VK_TRUE, the application **can** re-arrange the planes on this display in any order relative to each other.

- **persistentContent** tells whether the display supports self-refresh/internal buffering. If this is true, the application **can** submit persistent present operations on swapchains created against this display.

  **Note**
  
  Persistent presents **may** have higher latency, and **may** use less power when the screen content is updated infrequently, or when only a portion of the screen needs to be updated in most frames.

To query information about the available displays, call:

```c
// Provided by VK_KHR_get_display_properties2
VkResult vkGetPhysicalDeviceDisplayProperties2KHR(
    VkPhysicalDevice physicalDevice,
    uint32_t* pPropertyCount,
    VkDisplayProperties2KHR* pProperties);
```

- **physicalDevice** is a physical device.

- **pPropertyCount** is a pointer to an integer related to the number of display devices available or queried, as described below.

- **pProperties** is either NULL or a pointer to an array of `VkDisplayProperties2KHR` structures.

`vkGetPhysicalDeviceDisplayProperties2KHR` behaves similarly to `vkGetPhysicalDeviceDisplayPropertiesKHR`, with the ability to return extended information via chained output structures.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is VK_TRUE, `vkGetPhysicalDeviceDisplayProperties2KHR` must not return VK_ERROR_OUT_OF_HOST_MEMORY.
Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceDisplayProperties2KHR-physicalDevice-parameter
  `physicalDevice` must be a valid `VkPhysicalDevice` handle

- VUID-vkGetPhysicalDeviceDisplayProperties2KHR-pPropertyCount-parameter
  `pPropertyCount` must be a valid pointer to a `uint32_t` value

- VUID-vkGetPhysicalDeviceDisplayProperties2KHR-pProperties-parameter
  If the value referenced by `pPropertyCount` is not 0, and `pProperties` is not `NULL`, `pProperties` must be a valid pointer to an array of `pPropertyCount` `VkDisplayProperties2KHR` structures

Return Codes

Success

- `VK_SUCCESS`
- `VK_INCOMPLETE`

Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

The `VkDisplayProperties2KHR` structure is defined as:

```c
// Provided by VK_KHR_get_display_properties2
typedef struct VkDisplayProperties2KHR {
    VkStructureType sType;
    void* pNext;
    VkDisplayPropertiesKHR displayProperties;
} VkDisplayProperties2KHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `displayProperties` is a `VkDisplayPropertiesKHR` structure.

Valid Usage (Implicit)

- VUID-VkDisplayProperties2KHR-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_DISPLAY_PROPERTIES_2_KHR`

- VUID-VkDisplayProperties2KHR-pNext-pNext
  `pNext` must be `NULL`
Acquiring and Releasing Displays

On some platforms, access to displays is limited to a single process or native driver instance. On such platforms, some or all of the displays may not be available to Vulkan if they are already in use by a native windowing system or other application.

To acquire permission to directly access a display in Vulkan on Windows 10, call:

```c
// Provided by VK_NV_acquire_winrt_display
VkResult vkAcquireWinrtDisplayNV(
    VkPhysicalDevice physicalDevice,
    VkDisplayKHR display);
```

- **physicalDevice** The physical device the display is on.
- **display** The display the caller wishes to control in Vulkan.

All permissions necessary to control the display are granted to the Vulkan instance associated with `physicalDevice` until the display is released or the application is terminated. Permission to access the display may be revoked by events that cause Windows 10 itself to lose access to `display`. If this has happened, operations which require access to the display must fail with an appropriate error code. If permission to access `display` has already been acquired by another entity, the call must return the error code `VK_ERROR_INITIALIZATION_FAILED`.

**Note**
The Vulkan instance acquires control of a “winrt::Windows::Devices::Display::Core::DisplayTarget” by performing an operation equivalent to “winrt::Windows::Devices::Display::Core::DisplayManager.TryAcquireTarget()” on the “DisplayTarget”.

**Note**
One example of when Windows 10 loses access to a display is when the display is hot-unplugged.

**Note**
One example of when a display has already been acquired by another entity is when the Windows desktop compositor (DWM) is in control of the display. Beginning with Windows 10 version 2004 it is possible to cause DWM to release a display by using the “Advanced display settings” sub-page of the “Display settings” control panel. `vkAcquireWinrtDisplayNV` does not itself cause DWM to release a display; this action must be performed outside of Vulkan.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkAcquireWinrtDisplayNV` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.
Valid Usage (Implicit)

- VUID-vkAcquireWinrtDisplayNV-physicalDevice-parameter
  physicalDevice must be a valid VkPhysicalDevice handle
- VUID-vkAcquireWinrtDisplayNV-display-parameter
  display must be a valid VkDisplayKHR handle
- VUID-vkAcquireWinrtDisplayNV-display-parent
  display must have been created, allocated, or retrieved from physicalDevice

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_DEVICE_LOST
- VK_ERROR_INITIALIZATION_FAILED

When acquiring displays on Windows 10, an application may also wish to enumerate and identify them using a native handle rather than a VkDisplayKHR handle.

To determine the VkDisplayKHR handle corresponding to a “winrt::Windows::Devices::Display::Core::DisplayTarget”, call:

```c
// Provided by VK_NV_acquire_winrt_display
VkResult vkGetWinrtDisplayNV(
    VkPhysicalDevice physicalDevice,     // The physical device on which to query the display handle.
    uint32_t deviceRelativeId,           // The value of the “AdapterRelativeId” property of a “DisplayTarget” that is enumerated by a “DisplayAdapter” with an “Id” property matching the deviceUID property of a VkPhysicalDeviceIDProperties for physicalDevice.
    VkDisplayKHR* pDisplay);            // The corresponding VkDisplayKHR handle will be returned here.
```

If there is no VkDisplayKHR corresponding to deviceRelativeId on physicalDevice, VK_NULL_HANDLE must be returned in pDisplay.

If VkPhysicalDeviceVulkanSC10Properties:deviceNoDynamicHostAllocations is VK_TRUE, vkGetWinrtDisplayNV must not return VK_ERROR_OUT_OF_HOST_MEMORY.
Valid Usage (Implicit)

- VUID-vkGetWinrtDisplayNV-physicalDevice-parameter
  `physicalDevice` must be a valid `VkPhysicalDevice` handle

- VUID-vkGetWinrtDisplayNV-pDisplay-parameter
  `pDisplay` must be a valid pointer to a `VkDisplayKHR` handle

Return Codes

**Success**
- `VK_SUCCESS`

**Failure**
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_DEVICE_LOST`
- `VK_ERROR_INITIALIZATION_FAILED`

To release a previously acquired display, call:

```c
// Provided by VK_EXT_direct_mode_display
VkResult vkReleaseDisplayEXT(
    VkPhysicalDevice physicalDevice,
    VkDisplayKHR display);
```

- `physicalDevice` The physical device the display is on.
- `display` The display to release control of.

Valid Usage (Implicit)

- VUID-vkReleaseDisplayEXT-physicalDevice-parameter
  `physicalDevice` must be a valid `VkPhysicalDevice` handle

- VUID-vkReleaseDisplayEXT-display-parameter
  `display` must be a valid `VkDisplayKHR` handle

- VUID-vkReleaseDisplayEXT-display-parent
  `display` must have been created, allocated, or retrieved from `physicalDevice`

Return Codes

**Success**
- `VK_SUCCESS`
Display Planes

Images are presented to individual planes on a display. Devices must support at least one plane on each display. Planes can be stacked and blended to composite multiple images on one display. Devices may support only a fixed stacking order and fixed mapping between planes and displays, or they may allow arbitrary application specified stacking orders and mappings between planes and displays. To query the properties of device display planes, call:

```
// Provided by VK_KHR_display
VkResult vkGetPhysicalDeviceDisplayPlanePropertiesKHR(
    VkPhysicalDevice physicalDevice,
    uint32_t* pPropertyCount,
    VkDisplayPlanePropertiesKHR* pProperties);
```

- physicalDevice is a physical device.
- pPropertyCount is a pointer to an integer related to the number of display planes available or queried, as described below.
- pProperties is either NULL or a pointer to an array of VkDisplayPlanePropertiesKHR structures.

If pProperties is NULL, then the number of display planes available for physicalDevice is returned in pPropertyCount. Otherwise, pPropertyCount must point to a variable set by the user to the number of elements in the pProperties array, and on return the variable is overwritten with the number of structures actually written to pProperties. If the value of pPropertyCount is less than the number of display planes for physicalDevice, at most pPropertyCount structures will be written.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkGetPhysicalDeviceDisplayPlanePropertiesKHR must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceDisplayPlanePropertiesKHR-physicalDevice-parameter physicalDevice must be a valid VkPhysicalDevice handle
- VUID-vkGetPhysicalDeviceDisplayPlanePropertiesKHR-pPropertyCount-parameter pPropertyCount must be a valid pointer to a uint32_t value
- VUID-vkGetPhysicalDeviceDisplayPlanePropertiesKHR-pProperties-parameter If the value referenced by pPropertyCount is not 0, and pProperties is not NULL, pProperties must be a valid pointer to an array of pPropertyCount VkDisplayPlanePropertiesKHR structures
Return Codes

Success
- VK_SUCCESS
- VK_INCOMPLETE

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The `VkDisplayPlanePropertiesKHR` structure is defined as:

```c
// Provided by VK_KHR_display
typedef struct VkDisplayPlanePropertiesKHR {
    VkDisplayKHR currentDisplay;
    uint32_t currentStackIndex;
} VkDisplayPlanePropertiesKHR;
```

- `currentDisplay` is the handle of the display the plane is currently associated with. If the plane is not currently attached to any displays, this will be `VK_NULL_HANDLE`.
- `currentStackIndex` is the current z-order of the plane. This will be between 0 and the value returned by `vkGetPhysicalDeviceDisplayPlanePropertiesKHR` in `pPropertyCount`.

To query the properties of a device’s display planes, call:

```c
// Provided by VK_KHR_get_display_properties2
VkResult vkGetPhysicalDeviceDisplayPlaneProperties2KHR(
    VkPhysicalDevice physicalDevice,
    uint32_t* pPropertyCount,
    VkDisplayPlaneProperties2KHR* pProperties);
```

- `physicalDevice` is a physical device.
- `pPropertyCount` is a pointer to an integer related to the number of display planes available or queried, as described below.
- `pProperties` is either NULL or a pointer to an array of `VkDisplayPlaneProperties2KHR` structures.

`vkGetPhysicalDeviceDisplayPlaneProperties2KHR` behaves similarly to `vkGetPhysicalDeviceDisplayPlanePropertiesKHR`, with the ability to return extended information via chained output structures.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetPhysicalDeviceDisplayPlaneProperties2KHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`. 
Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceDisplayPlaneProperties2KHR-physicalDevice-parameter physicalDevice must be a valid VkPhysicalDevice handle
- VUID-vkGetPhysicalDeviceDisplayPlaneProperties2KHR-pPropertyCount-parameter pPropertyCount must be a valid pointer to a uint32_t value
- VUID-vkGetPhysicalDeviceDisplayPlaneProperties2KHR-pProperties-parameter
  If the value referenced by pPropertyCount is not 0, and pProperties is not NULL, pProperties must be a valid pointer to an array of pPropertyCount VkDisplayPlaneProperties2KHR structures

Return Codes

Success
- VK_SUCCESS
- VK_INCOMPLETE

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkDisplayPlaneProperties2KHR structure is defined as:

```c
// Provided by VK_KHR_get_display_properties2
typedef struct VkDisplayPlaneProperties2KHR {
    VkStructureType sType;
    void* pNext;
    VkDisplayPlanePropertiesKHR displayPlaneProperties;
} VkDisplayPlaneProperties2KHR;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **displayPlaneProperties** is a VkDisplayPlanePropertiesKHR structure.

Valid Usage (Implicit)

- VUID-VkDisplayPlaneProperties2KHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_DISPLAY_PLANE_PROPERTIES_2_KHR
- VUID-VkDisplayPlaneProperties2KHR-pNext-pNext
  pNext must be NULL

To determine which displays a plane is usable with, call
// Provided by VK_KHR_display

```c
VkResult vkGetDisplayPlaneSupportedDisplaysKHR(
    VkPhysicalDevice physicalDevice,
    uint32_t planeIndex,
    uint32_t* pDisplayCount,
    VkDisplayKHR* pDisplays);
```

- `physicalDevice` is a physical device.
- `planeIndex` is the plane which the application wishes to use, and must be in the range [0, physical device plane count - 1].
- `pDisplayCount` is a pointer to an integer related to the number of displays available or queried, as described below.
- `pDisplays` is either `NULL` or a pointer to an array of `VkDisplayKHR` handles.

If `pDisplays` is `NULL`, then the number of displays usable with the specified `planeIndex` for `physicalDevice` is returned in `pDisplayCount`. Otherwise, `pDisplayCount` must point to a variable set by the user to the number of elements in the `pDisplays` array, and on return the variable is overwritten with the number of handles actually written to `pDisplays`. If the value of `pDisplayCount` is less than the number of usable display-plane pairs for `physicalDevice`, at most `pDisplayCount` handles will be written, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available pairs were returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetDisplayPlaneSupportedDisplaysKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

**Valid Usage**

- VUID-vkGetDisplayPlaneSupportedDisplaysKHR-planeIndex-01249
  `planeIndex` must be less than the number of display planes supported by the device as determined by calling `vkGetPhysicalDeviceDisplayPlanePropertiesKHR`

**Valid Usage (Implicit)**

- VUID-vkGetDisplayPlaneSupportedDisplaysKHR-physicalDevice-parameter
  `physicalDevice` must be a valid `VkPhysicalDevice` handle

- VUID-vkGetDisplayPlaneSupportedDisplaysKHR-pDisplayCount-parameter
  `pDisplayCount` must be a valid pointer to a `uint32_t` value

- VUID-vkGetDisplayPlaneSupportedDisplaysKHR-pDisplays-parameter
  If the value referenced by `pDisplayCount` is not 0, and `pDisplays` is not `NULL`, `pDisplays` must be a valid pointer to an array of `pDisplayCount` `VkDisplayKHR` handles
Additional properties of displays are queried using specialized query functions.

Display Modes

Display modes are represented by VkDisplayModeKHR handles:

```c
// Provided by VK_KHR_display
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkDisplayModeKHR)
```

Each display has one or more supported modes associated with it by default. These built-in modes are queried by calling:

```c
// Provided by VK_KHR_display
VkResult vkGetDisplayModePropertiesKHR(
    VkPhysicalDevice physicalDevice,  // The physical device associated with display.
    VkDisplayKHR display,             // The display to query.
    uint32_t* pPropertyCount,         // Pointer to an integer related to the number of display modes available or queried.
    VkDisplayModePropertiesKHR* pProperties);  // Pointer to an array of VkDisplayModePropertiesKHR structures.
```

- `physicalDevice` is the physical device associated with `display`.
- `display` is the display to query.
- `pPropertyCount` is a pointer to an integer related to the number of display modes available or queried, as described below.
- `pProperties` is either `NULL` or a pointer to an array of `VkDisplayModePropertiesKHR` structures.

If `pProperties` is `NULL`, then the number of display modes available on the specified `display` for `physicalDevice` is returned in `pPropertyCount`. Otherwise, `pPropertyCount` must point to a variable set by the user to the number of elements in the `pProperties` array, and on return the variable is overwritten with the number of structures actually written to `pProperties`. If the value of `pPropertyCount` is less than the number of display modes for `physicalDevice`, at most `pPropertyCount` structures will be written, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available display modes were returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`,
vkGetDisplayModePropertiesKHR must not return VK_ERROR_OUT_OF_HOST_MEMORY.

**Valid Usage (Implicit)**

- VUID-vkGetDisplayModePropertiesKHR-physicalDevice-parameter physicalDevice must be a valid VkPhysicalDevice handle
- VUID-vkGetDisplayModePropertiesKHR-display-parameter display must be a valid VkDisplayKHR handle
- VUID-vkGetDisplayModePropertiesKHR-pPropertyCount-parameter pPropertyCount must be a valid pointer to a uint32_t value
- VUID-vkGetDisplayModePropertiesKHR-pProperties-parameter If the value referenced by pPropertyCount is not 0, and pProperties is not NULL, pProperties must be a valid pointer to an array of pPropertyCount VkDisplayModePropertiesKHR structures
- VUID-vkGetDisplayModePropertiesKHR-display-parent display must have been created, allocated, or retrieved from physicalDevice

**Return Codes**

**Success**

- VK_SUCCESS
- VK_INCOMPLETE

**Failure**

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkDisplayModePropertiesKHR structure is defined as:

```c
// Provided by VK_KHR_display
typedef struct VkDisplayModePropertiesKHR {
    VkDisplayModeKHR displayMode;
    VkDisplayModeParametersKHR parameters;
} VkDisplayModePropertiesKHR;
```

- displayMode is a handle to the display mode described in this structure. This handle will be valid for the lifetime of the Vulkan instance.

- parameters is a VkDisplayModeParametersKHR structure describing the display parameters associated with displayMode.

```c
// Provided by VK_KHR_display
typedef VkFlags VkDisplayModeCreateFlagsKHR;
```
VkDisplayModeCreateFlagsKHR is a bitmask type for setting a mask, but is currently reserved for future use.

To query the properties of a device’s built-in display modes, call:

```c
// Provided by VK_KHR_get_display_properties2
VkResult vkGetDisplayModeProperties2KHR(
    VkPhysicalDevice physicalDevice,
    VkDisplayKHR display,
    uint32_t* pPropertyCount,
    VkDisplayModeProperties2KHR* pProperties);
```

- `physicalDevice` is the physical device associated with `display`.
- `display` is the display to query.
- `pPropertyCount` is a pointer to an integer related to the number of display modes available or queried, as described below.
- `pProperties` is either `NULL` or a pointer to an array of `VkDisplayModeProperties2KHR` structures.

vkGetDisplayModeProperties2KHR behaves similarly to `vkGetDisplayModePropertiesKHR`, with the ability to return extended information via chained output structures.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetDisplayModeProperties2KHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

**Valid Usage (Implicit)**

- VUID-vkGetDisplayModeProperties2KHR-physicalDevice-parameter `physicalDevice` must be a valid `VkPhysicalDevice` handle.
- VUID-vkGetDisplayModeProperties2KHR-display-parameter `display` must be a valid `VkDisplayKHR` handle.
- VUID-vkGetDisplayModeProperties2KHR-pPropertyCount-parameter `pPropertyCount` must be a valid pointer to a `uint32_t` value.
- VUID-vkGetDisplayModeProperties2KHR-pProperties-parameter If the value referenced by `pPropertyCount` is not 0, and `pProperties` is not NULL, `pProperties` must be a valid pointer to an array of `pPropertyCount` `VkDisplayModeProperties2KHR` structures.
- VUID-vkGetDisplayModeProperties2KHR-display-parent `display` must have been created, allocated, or retrieved from `physicalDevice`.

**Return Codes**

**Success**

- `VK_SUCCESS`
The VkDisplayModeProperties2KHR structure is defined as:

```c
// Provided by VK_KHR_get_display_properties2
typedef struct VkDisplayModeProperties2KHR {
    VkStructureType sType;
    void* pNext;
    VkDisplayModePropertiesKHR displayModeProperties;
} VkDisplayModeProperties2KHR;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `displayModeProperties` is a VkDisplayModePropertiesKHR structure.

### Valid Usage (Implicit)

- VUID-VkDisplayModeProperties2KHR-sType-sType
  - `sType must be VK_STRUCTURE_TYPE_DISPLAY_MODE_PROPERTIES_2_KHR`
- VUID-VkDisplayModeProperties2KHR-pNext-pNext
  - `pNext must be NULL`

The VkDisplayModeParametersKHR structure is defined as:

```c
// Provided by VK_KHR_display
typedef struct VkDisplayModeParametersKHR {
    VkExtent2D visibleRegion;
    uint32_t refreshRate;
} VkDisplayModeParametersKHR;
```

- `visibleRegion` is the 2D extents of the visible region.
- `refreshRate` is a uint32_t that is the number of times the display is refreshed each second multiplied by 1000.

### Note

For example, a 60Hz display mode would report a `refreshRate` of 60,000.
Valid Usage

- VUID-VkDisplayModeParametersKHR-width-01990
  The width member of visibleRegion must be greater than 0

- VUID-VkDisplayModeParametersKHR-height-01991
  The height member of visibleRegion must be greater than 0

- VUID-VkDisplayModeParametersKHR-refreshRate-01992
  refreshRate must be greater than 0

Additional modes may also be created by calling:

```c
// Provided by VK_KHR_display
VkResult vkCreateDisplayModeKHR(  
    VkPhysicalDevice physicalDevice,  
    VkDisplayKHR display,  
    const VkDisplayModeCreateInfoKHR* pCreateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkDisplayModeKHR* pMode);
```

- `physicalDevice` is the physical device associated with `display`.
- `display` is the display to create an additional mode for.
- `pCreateInfo` is a pointer to a `VkDisplayModeCreateInfoKHR` structure describing the new mode to create.
- `pAllocator` is the allocator used for host memory allocated for the display mode object when there is no more specific allocator available (see Memory Allocation).
- `pMode` is a pointer to a `VkDisplayModeKHR` handle in which the mode created is returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkCreateDisplayModeKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

Valid Usage (Implicit)

- VUID-vkCreateDisplayModeKHR-physicalDevice-parameter
  `physicalDevice` must be a valid `VkPhysicalDevice` handle

- VUID-vkCreateDisplayModeKHR-display-parameter
  `display` must be a valid `VkDisplayKHR` handle

- VUID-vkCreateDisplayModeKHR-pCreateInfo-parameter
  `pCreateInfo` must be a valid pointer to a valid `VkDisplayModeCreateInfoKHR` structure

- VUID-vkCreateDisplayModeKHR-pAllocator-null
  `pAllocator` must be `NULL`

- VUID-vkCreateDisplayModeKHR-pMode-parameter
  `pMode` must be a valid pointer to a `VkDisplayModeKHR` handle
display must have been created, allocated, or retrieved from physicalDevice

Host Synchronization

- Host access to display must be externally synchronized

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_INITIALIZATION_FAILED

The VkDisplayModeCreateInfoKHR structure is defined as:

```c
// Provided by VK_KHR_display
typedef struct VkDisplayModeCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkDisplayModeCreateFlagsKHR flags;
    VkDisplayModeParametersKHR parameters;
} VkDisplayModeCreateInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- flags is reserved for future use, and must be zero.
- parameters is a VkDisplayModeParametersKHR structure describing the display parameters to use in creating the new mode. If the parameters are not compatible with the specified display, the implementation must return VK_ERROR_INITIALIZATION_FAILED.

Valid Usage (Implicit)

- VUID-VkDisplayModeCreateInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_DISPLAY_MODE_CREATE_INFO_KHR
- VUID-VkDisplayModeCreateInfoKHR-pNext-pNext
  pNext must be NULL
- VUID-VkDisplayModeCreateInfoKHR-flags-zerobitmask
  flags must be 0
Applications that wish to present directly to a display must select which layer, or “plane” of the display they wish to target, and a mode to use with the display. Each display supports at least one plane. The capabilities of a given mode and plane combination are determined by calling:

```c
// Provided by VK_KHR_display
VkResult vkGetDisplayPlaneCapabilitiesKHR(
    VkPhysicalDevice physicalDevice,
    VkDisplayModeKHR mode,
    uint32_t planeIndex,
    VkDisplayPlaneCapabilitiesKHR* pCapabilities);
```

- **physicalDevice** is the physical device associated with the display specified by **mode**.
- **mode** is the display mode the application intends to program when using the specified plane. Note this parameter also implicitly specifies a display.
- **planeIndex** is the plane which the application intends to use with the display, and is less than the number of display planes supported by the device.
- **pCapabilities** is a pointer to a `VkDisplayPlaneCapabilitiesKHR` structure in which the capabilities are returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetDisplayPlaneCapabilitiesKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage (Implicit)

- **VUID-vkGetDisplayPlaneCapabilitiesKHR-physicalDevice-parameter**
  - **physicalDevice** must be a valid `VkPhysicalDevice` handle
- **VUID-vkGetDisplayPlaneCapabilitiesKHR-mode-parameter**
  - **mode** must be a valid `VkDisplayModeKHR` handle
- **VUID-vkGetDisplayPlaneCapabilitiesKHR-pCapabilities-parameter**
  - **pCapabilities** must be a valid pointer to a `VkDisplayPlaneCapabilitiesKHR` structure
- **VUID-vkGetDisplayPlaneCapabilitiesKHR-mode-parent**
  - **mode** must have been created, allocated, or retrieved from `physicalDevice`

### Host Synchronization

- Host access to **mode** must be externally synchronized
Return Codes

Success
• VK_SUCCESS

Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkDisplayPlaneCapabilitiesKHR structure is defined as:

```c
// Provided by VK_KHR_display
typedef struct VkDisplayPlaneCapabilitiesKHR {
    VkDisplayPlaneAlphaFlagsKHR supportedAlpha;
    VkOffset2D minSrcPosition;
    VkOffset2D maxSrcPosition;
    VkExtent2D minSrcExtent;
    VkExtent2D maxSrcExtent;
    VkOffset2D minDstPosition;
    VkOffset2D maxDstPosition;
    VkExtent2D minDstExtent;
    VkExtent2D maxDstExtent;
} VkDisplayPlaneCapabilitiesKHR;
```

- `supportedAlpha` is a bitmask of `VkDisplayPlaneAlphaFlagBitsKHR` describing the supported alpha blending modes.
- `minSrcPosition` is the minimum source rectangle offset supported by this plane using the specified mode.
- `maxSrcPosition` is the maximum source rectangle offset supported by this plane using the specified mode. The x and y components of `maxSrcPosition` must each be greater than or equal to the x and y components of `minSrcPosition`, respectively.
- `minSrcExtent` is the minimum source rectangle size supported by this plane using the specified mode.
- `maxSrcExtent` is the maximum source rectangle size supported by this plane using the specified mode.
- `minDstPosition`, `maxDstPosition`, `minDstExtent`, `maxDstExtent` all have similar semantics to their corresponding *Src* equivalents, but apply to the output region within the mode rather than the input region within the source image. Unlike the *Src* offsets, `minDstPosition` and `maxDstPosition` may contain negative values.

The minimum and maximum position and extent fields describe the implementation limits, if any, as they apply to the specified display mode and plane. Vendors may support displaying a subset of a swapchain's presentable images on the specified display plane. This is expressed by returning `minSrcPosition`, `maxSrcPosition`, `minSrcExtent`, and `maxSrcExtent` values that indicate a range of possible positions and sizes which may be used to specify the region within the presentable images.
that source pixels will be read from when creating a swapchain on the specified display mode and plane.

Vendors may also support mapping the presentable images' content to a subset or superset of the visible region in the specified display mode. This is expressed by returning\( \text{minDstPosition}, \text{maxDstPosition}, \text{minDstExtent} \) and\( \text{maxDstExtent} \) values that indicate a range of possible positions and sizes which may be used to describe the region within the display mode that the source pixels will be mapped to.

Other vendors may support only a 1-1 mapping between pixels in the presentable images and the display mode. This may be indicated by returning\( (0,0) \) for\( \text{minSrcPosition}, \text{maxSrcPosition}, \text{minDstPosition}, \text{maxDstPosition} \), and\( (\text{display mode width}, \text{display mode height}) \) for\( \text{minSrcExtent}, \text{maxSrcExtent}, \text{minDstExtent}, \text{maxDstExtent} \).

The value\( \text{supportedAlpha} \) must contain at least one valid\( \text{VkDisplayPlaneAlphaFlagBitsKHR} \) bit.

These values indicate the limits of the implementation's individual fields. Not all combinations of values within the offset and extent ranges returned in\( \text{VkDisplayPlaneCapabilitiesKHR} \) are guaranteed to be supported. Presentation requests specifying unsupported combinations may fail.

To query the capabilities of a given mode and plane combination, call:

```c
// Provided by VK_KHR_get_display_properties2
VkResult vkGetDisplayPlaneCapabilities2KHR(
    VkPhysicalDevice physicalDevice,
    const VkDisplayPlaneInfo2KHR* pDisplayPlaneInfo,
    VkDisplayPlaneCapabilities2KHR* pCapabilities);
```

-\( \text{physicalDevice} \) is the physical device associated with\( \text{pDisplayPlaneInfo} \).

-\( \text{pDisplayPlaneInfo} \) is a pointer to a\( \text{VkDisplayPlaneInfo2KHR} \) structure describing the plane and mode.

-\( \text{pCapabilities} \) is a pointer to a\( \text{VkDisplayPlaneCapabilities2KHR} \) structure in which the capabilities are returned.

\( \text{vkGetDisplayPlaneCapabilities2KHR} \) behaves similarly to\( \text{vkGetDisplayPlaneCapabilitiesKHR} \), with the ability to specify extended inputs via chained input structures, and to return extended information via chained output structures.

If\( \text{VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations} \) is\( \text{VK_TRUE} \),\( \text{vkGetDisplayPlaneCapabilities2KHR} \) must not return\( \text{VK_ERROR_OUT_OF_HOST_MEMORY} \).

### Valid Usage (Implicit)

- VUID-vkGetDisplayPlaneCapabilities2KHR-physicalDevice-parameter\( \text{physicalDevice} \) must be a valid\( \text{VkPhysicalDevice} \) handle

- VUID-vkGetDisplayPlaneCapabilities2KHR-pDisplayPlaneInfo-parameter\( \text{pDisplayPlaneInfo} \) must be a valid pointer to a valid\( \text{VkDisplayPlaneInfo2KHR} \) structure

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pCapabilities must be a valid pointer to a VkDisplayPlaneCapabilities2KHR structure

Return Codes

Success

• VK_SUCCESS

Failure

• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkDisplayPlaneInfo2KHR structure is defined as:

```c
// Provided by VK_KHR_get_display_properties2
typedef struct VkDisplayPlaneInfo2KHR {
    VkStructureType sType;
    const void* pNext;
    VkDisplayModeKHR mode;
    uint32_t planeIndex;
} VkDisplayPlaneInfo2KHR;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **mode** is the display mode the application intends to program when using the specified plane.

**Note**

This parameter also implicitly specifies a display.

- **planeIndex** is the plane which the application intends to use with the display.

The members of VkDisplayPlaneInfo2KHR correspond to the arguments to vkGetDisplayPlaneCapabilitiesKHR, with sType and pNext added for extensibility.

Valid Usage (Implicit)

- VUID-VkDisplayPlaneInfo2KHR-sType-sType
  
  sType must be VK_STRUCTURE_TYPE_DISPLAY_PLANE_INFO_2_KHR

- VUID-VkDisplayPlaneInfo2KHR-pNext-pNext
  
  pNext must be NULL

- VUID-VkDisplayPlaneInfo2KHR-mode-parameter
  
  mode must be a valid VkDisplayModeKHR handle
Host Synchronization

- Host access to mode must be externally synchronized

The VkDisplayPlaneCapabilities2KHR structure is defined as:

```c
// Provided by VK_KHR_get_display_properties2
typedef struct VkDisplayPlaneCapabilities2KHR {
    VkStructureType                sType;
    void *                         pNext;
    VkDisplayPlaneCapabilitiesKHR  capabilities;
} VkDisplayPlaneCapabilities2KHR;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `capabilities` is a VkDisplayPlaneCapabilitiesKHR structure.

Valid Usage (Implicit)

- VUID-VkDisplayPlaneCapabilities2KHR-sType-sType
  `sType` must be VK_STRUCTURE_TYPE_DISPLAY_PLANE_CAPABILITIES_2_KHR
- VUID-VkDisplayPlaneCapabilities2KHR-pNext-pNext
  `pNext` must be NULL

30.3.2. Display Control

To set the power state of a display, call:

```c
// Provided by VK_EXT_display_control
VkResult vkDisplayPowerControlEXT(
    VkDevice           device,              
    VkDisplayKHR       display,             
    const VkDisplayPowerInfoEXT* pDisplayPowerInfo);
```

- `device` is a logical device associated with `display`.
- `display` is the display whose power state is modified.
- `pDisplayPowerInfo` is a pointer to a VkDisplayPowerInfoEXT structure specifying the new power state of `display`.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, `vkDisplayPowerControlEXT` must not return VK_ERROR_OUT_OF_HOST_MEMORY.
Valid Usage (Implicit)

- **VUID-vkDisplayPowerControlEXT-device-parameter**
  
  `device` must be a valid `VkDevice` handle

- **VUID-vkDisplayPowerControlEXT-display-parameter**
  
  `display` must be a valid `VkDisplayKHR` handle

- **VUID-vkDisplayPowerControlEXT-pDisplayPowerInfo-parameter**
  
  `pDisplayPowerInfo` must be a valid pointer to a valid `VkDisplayPowerInfoEXT` structure

- **VUID-vkDisplayPowerControlEXT-commonparent**
  Both of `device`, and `display` must have been created, allocated, or retrieved from the same `VkPhysicalDevice`

Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`

The `VkDisplayPowerInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_display_control
typedef struct VkDisplayPowerInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkDisplayPowerStateEXT powerState;
} VkDisplayPowerInfoEXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `powerState` is a `VkDisplayPowerStateEXT` value specifying the new power state of the display.

Valid Usage (Implicit)

- **VUID-VkDisplayPowerInfoEXT-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_DISPLAY_POWER_INFO_EXT`

- **VUID-VkDisplayPowerInfoEXT-pNext-pNext**
  
  `pNext` must be `NULL`

- **VUID-VkDisplayPowerInfoEXT-powerState-parameter**
  
  `powerState` must be a valid `VkDisplayPowerStateEXT` value
Possible values of `VkDisplayPowerInfoEXT::powerState`, specifying the new power state of a display, are:

```c
// Provided by VK_EXT_display_control
typedef enum VkDisplayPowerStateEXT {
    VK_DISPLAY_POWER_STATE_OFF_EXT = 0,
    VK_DISPLAY_POWER_STATE_SUSPEND_EXT = 1,
    VK_DISPLAY_POWER_STATE_ON_EXT = 2,
} VkDisplayPowerStateEXT;
```

- `VK_DISPLAY_POWER_STATE_OFF_EXT` specifies that the display is powered down.
- `VK_DISPLAY_POWER_STATE_SUSPEND_EXT` specifies that the display is put into a low power mode, from which it may be able to transition back to `VK_DISPLAY_POWER_STATE_ON_EXT` more quickly than if it were in `VK_DISPLAY_POWER_STATE_OFF_EXT`. This state may be the same as `VK_DISPLAY_POWER_STATE_OFF_EXT`.
- `VK_DISPLAY_POWER_STATE_ON_EXT` specifies that the display is powered on.

### 30.3.3. Display Surfaces

A complete display configuration includes a mode, one or more display planes and any parameters describing their behavior, and parameters describing some aspects of the images associated with those planes. Display surfaces describe the configuration of a single plane within a complete display configuration. To create a `VkSurfaceKHR` object for a display plane, call:

```c
// Provided by VK_KHR_display
VkResult vkCreateDisplayPlaneSurfaceKHR(
    VkInstance instance,
    const VkDisplaySurfaceCreateInfoKHR* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkSurfaceKHR* pSurface);
```

- `instance` is the instance corresponding to the physical device the targeted display is on.
- `pCreateInfo` is a pointer to a `VkDisplaySurfaceCreateInfoKHR` structure specifying which mode, plane, and other parameters to use, as described below.
- `pAllocator` is the allocator used for host memory allocated for the surface object when there is no more specific allocator available (see Memory Allocation).
- `pSurface` is a pointer to a `VkSurfaceKHR` handle in which the created surface is returned.

### Valid Usage (Implicit)

- **VUID-vkCreateDisplayPlaneSurfaceKHR-instance-parameter**
  `instance` must be a valid `VkInstance` handle
- **VUID-vkCreateDisplayPlaneSurfaceKHR-pCreateInfo-parameter**
  `pCreateInfo` must be a valid pointer to a valid `VkDisplaySurfaceCreateInfoKHR` structure
• VUID-vkCreateDisplayPlaneSurfaceKHR-pAllocator-null
  pAllocator must be NULL

• VUID-vkCreateDisplayPlaneSurfaceKHR-pSurface-parameter
  pSurface must be a valid pointer to a VkSurfaceKHR handle

---

**Return Codes**

**Success**
- VK_SUCCESS

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The `VkDisplaySurfaceCreateInfoKHR` structure is defined as:

```c
// Provided by VK_KHR_display
typedef struct VkDisplaySurfaceCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkDisplaySurfaceCreateFlagsKHR flags;
    VkDisplayModeKHR displayMode;
    uint32_t planeIndex;
    uint32_t planeStackIndex;
    VkSurfaceTransformFlagBitsKHR transform;
    float globalAlpha;
    VkDisplayPlaneAlphaFlagBitsKHR alphaMode;
    VkExtent2D imageExtent;
} VkDisplaySurfaceCreateInfoKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is reserved for future use, and must be zero.
- `displayMode` is a `VkDisplayModeKHR` handle specifying the mode to use when displaying this surface.
- `planeIndex` is the plane on which this surface appears.
- `planeStackIndex` is the z-order of the plane.
- `transform` is a `VkSurfaceTransformFlagBitsKHR` value specifying the transformation to apply to images as part of the scanout operation.
- `globalAlpha` is the global alpha value. This value is ignored if `alphaMode` is not `VK_DISPLAY_PLANE_ALPHA_GLOBAL_BIT_KHR`.
- `alphaMode` is a `VkDisplayPlaneAlphaFlagBitsKHR` value specifying the type of alpha blending to
use.

- **imageExtent** is the size of the presentable images to use with the surface.

**Note**
Creating a display surface **must** not modify the state of the displays, planes, or other resources it names. For example, it **must** not apply the specified mode to be set on the associated display. Application of display configuration occurs as a side effect of presenting to a display surface.

**Valid Usage**

- **VUID-VkDisplaySurfaceCreateInfoKHR-planeIndex-01252**
  `planeIndex` **must** be less than the number of display planes supported by the device as determined by calling `vkGetPhysicalDeviceDisplayPlanePropertiesKHR`.

- **VUID-VkDisplaySurfaceCreateInfoKHR-planeReorderPossible-01253**
  If the `planeReorderPossible` member of the `VkDisplayPropertiesKHR` structure returned by `vkGetPhysicalDeviceDisplayPropertiesKHR` for the display corresponding to `displayMode` is `VK_TRUE` then `planeStackIndex` **must** be less than the number of display planes supported by the device as determined by calling `vkGetPhysicalDeviceDisplayPlanePropertiesKHR`; otherwise `planeStackIndex` **must** equal the `currentStackIndex` member of `VkDisplayPlanePropertiesKHR` returned by `vkGetPhysicalDeviceDisplayPlanePropertiesKHR` for the display plane corresponding to `displayMode`.

- **VUID-VkDisplaySurfaceCreateInfoKHR-alphaMode-01254**
  If `alphaMode` is `VK_DISPLAY_PLANE_ALPHA_GLOBAL_BIT_KHR` then `globalAlpha` **must** be between 0 and 1, inclusive.

- **VUID-VkDisplaySurfaceCreateInfoKHR-alphaMode-01255**
  `alphaMode` **must** be one of the bits present in the `supportedAlpha` member of `VkDisplayPlaneCapabilitiesKHR` for the display plane corresponding to `displayMode`.

- **VUID-VkDisplaySurfaceCreateInfoKHR-transform-06740**
  `transform` **must** be one of the bits present in the `supportedTransforms` member of `VkDisplayPropertiesKHR` for the display corresponding to `displayMode`.

- **VUID-VkDisplaySurfaceCreateInfoKHR-width-01256**
  The `width` and `height` members of `imageExtent` **must** be less than or equal to `VkPhysicalDeviceLimits::maxImageDimension2D`.

**Valid Usage (Implicit)**

- **VUID-VkDisplaySurfaceCreateInfoKHR-sType-sType**
  `sType` **must** be `VK_STRUCTURE_TYPE_DISPLAY_SURFACE_CREATE_INFO_KHR`.

- **VUID-VkDisplaySurfaceCreateInfoKHR-pNext-pNext**
  `pNext` **must** be `NULL`.

- **VUID-VkDisplaySurfaceCreateInfoKHR-flags-zerobitmask**
  `flags` **must** be 0.
• VUID-VkDisplaySurfaceCreateInfoKHR-displayMode-parameter
displayMode must be a valid VkDisplayModeKHR handle

• VUID-VkDisplaySurfaceCreateInfoKHR-transform-parameter
transform must be a valid VkSurfaceTransformFlagBitsKHR value

• VUID-VkDisplaySurfaceCreateInfoKHR-alphaMode-parameter
alphaMode must be a valid VkDisplayPlaneAlphaFlagBitsKHR value

// Provided by VK_KHR_display
typedef VkFlags VkDisplaySurfaceCreateFlagsKHR;

VkDisplaySurfaceCreateFlagsKHR is a bitmask type for setting a mask, but is currently reserved for future use.

Bits which can be set in VkDisplaySurfaceCreateInfoKHR::alphaMode, specifying the type of alpha blending to use on a display, are:

// Provided by VK_KHR_display
typedef enum VkDisplayPlaneAlphaFlagBitsKHR {
    VK_DISPLAY_PLANE_ALPHA_OPAQUE_BIT_KHR = 0x00000001,
    VK_DISPLAY_PLANE_ALPHA_GLOBAL_BIT_KHR = 0x00000002,
    VK_DISPLAY_PLANE_ALPHA_PER_PIXEL_BIT_KHR = 0x00000004,
    VK_DISPLAY_PLANE_ALPHA_PER_PIXEL_PREMULTIPLIED_BIT_KHR = 0x00000008,
} VkDisplayPlaneAlphaFlagBitsKHR;

• VK_DISPLAY_PLANE_ALPHA_OPAQUE_BIT_KHR specifies that the source image will be treated as opaque.

• VK_DISPLAY_PLANE_ALPHA_GLOBAL_BIT_KHR specifies that a global alpha value must be specified that will be applied to all pixels in the source image.

• VK_DISPLAY_PLANE_ALPHA_PER_PIXEL_BIT_KHR specifies that the alpha value will be determined by the alpha component of the source image’s pixels. If the source format contains no alpha values, no blending will be applied. The source alpha values are not premultiplied into the source image’s other color components.

• VK_DISPLAY_PLANE_ALPHA_PER_PIXEL_PREMULTIPLIED_BIT_KHR is equivalent to VK_DISPLAY_PLANE_ALPHA_PER_PIXEL_BIT_KHR, except the source alpha values are assumed to be premultiplied into the source image’s other color components.

// Provided by VK_KHR_display
typedef VkFlags VkDisplayPlaneAlphaFlagsKHR;

VkDisplayPlaneAlphaFlagsKHR is a bitmask type for setting a mask of zero or more VkDisplayPlaneAlphaFlagBitsKHR.
### 30.3.4. Presenting to Headless Surfaces

Vulkan rendering can be presented to a headless surface, where the presentation operation is a no-op producing no externally-visible result.

**Note**

Because there is no real presentation target, the headless presentation engine may be extended to impose an arbitrary or customizable set of restrictions and features. This makes it a useful portable test target for applications targeting a wide range of presentation engines where the actual target presentation engines might be scarce, unavailable or otherwise undesirable or inconvenient to use for general Vulkan application development.

The usual surface query mechanisms must be used to determine the actual restrictions and features of the implementation.

To create a headless `VkSurfaceKHR` object, call:

```c
// Provided by VK_EXT_headless_surface
VkResult vkCreateHeadlessSurfaceEXT(
    VkInstance instance,
    const VkHeadlessSurfaceCreateInfoEXT* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkSurfaceKHR* pSurface);
```

- **instance** is the instance to associate the surface with.
- **pCreateInfo** is a pointer to a `VkHeadlessSurfaceCreateInfoEXT` structure containing parameters affecting the creation of the surface object.
- **pAllocator** is the allocator used for host memory allocated for the surface object when there is no more specific allocator available (see Memory Allocation).
- **pSurface** is a pointer to a `VkSurfaceKHR` handle in which the created surface object is returned.

### Valid Usage (Implicit)

- VUID-vkCreateHeadlessSurfaceEXT-instance-parameter
  - `instance` must be a valid `VkInstance` handle
- VUID-vkCreateHeadlessSurfaceEXT-pCreateInfo-parameter
  - `pCreateInfo` must be a valid pointer to a valid `VkHeadlessSurfaceCreateInfoEXT` structure
- VUID-vkCreateHeadlessSurfaceEXT-pAllocator-null
  - `pAllocator` must be `NULL`
- VUID-vkCreateHeadlessSurfaceEXT-pSurface-parameter
  - `pSurface` must be a valid pointer to a `VkSurfaceKHR` handle
Return Codes

Success
• VK_SUCCESS

Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY

The `VkHeadlessSurfaceCreateInfoEXT` structure is defined as:

```c
// Provided by VK_EXT_headless_surface
typedef struct VkHeadlessSurfaceCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkHeadlessSurfaceCreateFlagsEXT flags;
} VkHeadlessSurfaceCreateInfoEXT;
```

• `sType` is a `VkStructureType` value identifying this structure.
• `pNext` is `NULL` or a pointer to a structure extending this structure.
• `flags` is reserved for future use.

Valid Usage (Implicit)

• VUID-VkHeadlessSurfaceCreateInfoEXT-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_HEADLESS_SURFACE_CREATE_INFO_EXT`

• VUID-VkHeadlessSurfaceCreateInfoEXT-pNext-pNext
  `pNext` must be `NULL`

• VUID-VkHeadlessSurfaceCreateInfoEXT-flags-zerobitmask
  `flags` must be `0`

For headless surfaces, `currentExtent` is the reserved value (0xFFFFFFFF, 0xFFFFFFFF). Whatever the application sets a swapchain's `imageExtent` to will be the size of the surface, after the first image is presented.

```c
// Provided by VK_EXT_headless_surface
typedef VkFlags VkHeadlessSurfaceCreateFlagsEXT;
```

`VkHeadlessSurfaceCreateFlagsEXT` is a bitmask type for setting a mask, but is currently reserved for future use.
30.4. Querying for WSI Support

Not all physical devices will include WSI support. Within a physical device, not all queue families will support presentation. WSI support and compatibility can be determined in a platform-neutral manner (which determines support for presentation to a particular surface object) and additionally may be determined in platform-specific manners (which determine support for presentation on the specified physical device but do not guarantee support for presentation to a particular surface object).

To determine whether a queue family of a physical device supports presentation to a given surface, call:

```c
// Provided by VK_KHR_surface
VkResult vkGetPhysicalDeviceSurfaceSupportKHR(
    VkPhysicalDevice physicalDevice,
    uint32_t queueFamilyIndex,
    VkSurfaceKHR surface,
    VkBool32* pSupported);
```

- `physicalDevice` is the physical device.
- `queueFamilyIndex` is the queue family.
- `surface` is the surface.
- `pSupported` is a pointer to a `VkBool32`, which is set to `VK_TRUE` to indicate support, and `VK_FALSE` otherwise.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetPhysicalDeviceSurfaceSupportKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage

- VUID-vkGetPhysicalDeviceSurfaceSupportKHR-queueFamilyIndex-01269
  
  `queueFamilyIndex` must be less than `pQueueFamilyPropertyCount` returned by `vkGetPhysicalDeviceQueueFamilyProperties` for the given `physicalDevice`.

### Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceSurfaceSupportKHR-physicalDevice-parameter
  
  `physicalDevice` must be a valid `VkPhysicalDevice` handle

- VUID-vkGetPhysicalDeviceSurfaceSupportKHR-surface-parameter
  
  `surface` must be a valid `VkSurfaceKHR` handle

- VUID-vkGetPhysicalDeviceSurfaceSupportKHR-pSupported-parameter
  
  `pSupported` must be a valid pointer to a `VkBool32` value

- VUID-vkGetPhysicalDeviceSurfaceSupportKHR-commonparent
  
  Both of `physicalDevice`, and `surface` must have been created, allocated, or retrieved from
Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_SURFACE_LOST_KHR

30.5. Surface Queries

The capabilities of a swapchain targeting a surface are the intersection of the capabilities of the WSI platform, the native window or display, and the physical device. The resulting capabilities can be obtained with the queries listed below in this section.

Note
In addition to the surface capabilities as obtained by surface queries below, swapchain images are also subject to ordinary image creation limits as reported by vkGetPhysicalDeviceImageFormatProperties. As an application is instructed by the appropriate Valid Usage sections, both the surface capabilities and the image creation limits have to be satisfied whenever swapchain images are created.

30.5.1. Surface Capabilities

To query the basic capabilities of a surface, needed in order to create a swapchain, call:

```c
// Provided by VK_KHR_surface
VkResult vkGetPhysicalDeviceSurfaceCapabilitiesKHR(
    VkPhysicalDevice physicalDevice,
    VkSurfaceKHR surface,
    VkSurfaceCapabilitiesKHR* pSurfaceCapabilities);```

- `physicalDevice` is the physical device that will be associated with the swapchain to be created, as described for vkCreateSwapchainKHR.
- `surface` is the surface that will be associated with the swapchain.
- `pSurfaceCapabilities` is a pointer to a VkSurfaceCapabilitiesKHR structure in which the capabilities are returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is VK_TRUE, `vkGetPhysicalDeviceSurfaceCapabilitiesKHR` must not return VK_ERROR_OUT_OF_HOST_MEMORY.
Valid Usage

- VUID-vkGetPhysicalDeviceSurfaceCapabilitiesKHR-surface-06523
  surface must be a valid VkSurfaceKHR handle

- VUID-vkGetPhysicalDeviceSurfaceCapabilitiesKHR-surface-06211
  surface must be supported by physicalDevice, as reported by
  vkGetPhysicalDeviceSurfaceSupportKHR or an equivalent platform-specific mechanism

Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceSurfaceCapabilitiesKHR-physicalDevice-parameter
  physicalDevice must be a valid VkPhysicalDevice handle

- VUID-vkGetPhysicalDeviceSurfaceCapabilitiesKHR-surface-parameter
  surface must be a valid VkSurfaceKHR handle

- VUID-vkGetPhysicalDeviceSurfaceCapabilitiesKHR-pSurfaceCapabilities-parameter
  pSurfaceCapabilities must be a valid pointer to a VkSurfaceCapabilitiesKHR structure

- VUID-vkGetPhysicalDeviceSurfaceCapabilitiesKHR-commonparent
  Both of physicalDevice, and surface must have been created, allocated, or retrieved from
  the same VkInstance

Return Codes

Success

- VK_SUCCESS

Failure

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_SURFACE_LOST_KHR

The VkSurfaceCapabilitiesKHR structure is defined as:
```c
// Provided by VK_KHR_surface

typedef struct VkSurfaceCapabilitiesKHR {
    uint32_t minImageCount;
    uint32_t maxImageCount;
    VkExtent2D currentExtent;
    VkExtent2D minImageExtent;
    VkExtent2D maxImageExtent;
    uint32_t maxImageArrayLayers;
    VkSurfaceTransformFlagsKHR supportedTransforms;
    VkSurfaceTransformFlagBitsKHR currentTransform;
    VkCompositeAlphaFlagsKHR supportedCompositeAlpha;
    VkImageUsageFlags supportedUsageFlags;
} VkSurfaceCapabilitiesKHR;
```

- **minImageCount** is the minimum number of images the specified device supports for a swapchain created for the surface, and will be at least one.

- **maxImageCount** is the maximum number of images the specified device supports for a swapchain created for the surface, and will be either 0, or greater than or equal to **minImageCount**. A value of 0 means that there is no limit on the number of images, though there may be limits related to the total amount of memory used by presentable images.

- **currentExtent** is the current width and height of the surface, or the special value (0xFFFFFFFF, 0xFFFFFFFF) indicating that the surface size will be determined by the extent of a swapchain targeting the surface.

- **minImageExtent** contains the smallest valid swapchain extent for the surface on the specified device. The width and height of the extent will each be less than or equal to the corresponding width and height of **currentExtent**, unless **currentExtent** has the special value described above.

- **maxImageExtent** contains the largest valid swapchain extent for the surface on the specified device. The width and height of the extent will each be greater than or equal to the corresponding width and height of **minImageExtent**. The width and height of the extent will each be greater than or equal to the corresponding width and height of **currentExtent**, unless **currentExtent** has the special value described above.

- **maxImageArrayLayers** is the maximum number of layers presentable images can have for a swapchain created for this device and surface, and will be at least one.

- **supportedTransforms** is a bitmask of VkSurfaceTransformFlagBitsKHR indicating the presentation transforms supported for the surface on the specified device. At least one bit will be set.

- **currentTransform** is VkSurfaceTransformFlagBitsKHR value indicating the surface's current transform relative to the presentation engine's natural orientation.

- **supportedCompositeAlpha** is a bitmask of VkCompositeAlphaFlagBitsKHR, representing the alpha compositing modes supported by the presentation engine for the surface on the specified device, and at least one bit will be set. Opaque composition can be achieved in any alpha compositing mode by either using an image format that has no alpha component, or by ensuring that all pixels in the presentable images have an alpha value of 1.0.

- **supportedUsageFlags** is a bitmask of VkImageUsageFlagBits representing the ways the
application can use the presentable images of a swapchain created with `VkPresentModeKHR` set to `VK_PRESENT_MODE_IMMEDIATE_KHR`, `VK_PRESENT_MODE_MAILBOX_KHR`, `VK_PRESENT_MODE_FIFO_KHR` or `VK_PRESENT_MODE_FIFO_RELAXED_KHR` for the surface on the specified device. `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT` must be included in the set. Implementations may support additional usages.

**Note**
Supported usage flags of a presentable image when using `VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR` or `VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR` presentation mode are provided by `VkSharedPresentSurfaceCapabilitiesKHR::sharedPresentSupportedUsageFlags`.

**Note**
Formulas such as `min(N, maxImageCount)` are not correct, since `maxImageCount` may be zero.

To query the basic capabilities of a surface defined by the core or extensions, call:

```c
// Provided by VK_KHR_get_surface_capabilities2
VkResult vkGetPhysicalDeviceSurfaceCapabilities2KHR(
    VkPhysicalDevice physicalDevice, const VkPhysicalDeviceSurfaceInfo2KHR* pSurfaceInfo,
    VkSurfaceCapabilities2KHR* pSurfaceCapabilities);
```

- `physicalDevice` is the physical device that will be associated with the swapchain to be created, as described for `vkCreateSwapchainKHR`.
- `pSurfaceInfo` is a pointer to a `VkPhysicalDeviceSurfaceInfo2KHR` structure describing the surface and other fixed parameters that would be consumed by `vkCreateSwapchainKHR`.
- `pSurfaceCapabilities` is a pointer to a `VkSurfaceCapabilities2KHR` structure in which the capabilities are returned.

`vkGetPhysicalDeviceSurfaceCapabilities2KHR` behaves similarly to `vkGetPhysicalDeviceSurfaceCapabilitiesKHR`, with the ability to specify extended inputs via chained input structures, and to return extended information via chained output structures.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetPhysicalDeviceSurfaceCapabilities2KHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

**Valid Usage**

- VUID-vkGetPhysicalDeviceSurfaceCapabilities2KHR-pSurfaceInfo-06521 `pSurfaceInfo->surface` must be a valid `VkSurfaceKHR` handle
- VUID-vkGetPhysicalDeviceSurfaceCapabilities2KHR-pSurfaceInfo-06522 `pSurfaceInfo->surface` must be supported by `physicalDevice`, as reported by `vkGetPhysicalDeviceSurfaceSupportKHR` or an equivalent platform-specific mechanism
Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceSurfaceCapabilities2KHR-physicalDevice-parameter
  physicalDevice must be a valid VkPhysicalDevice handle

- VUID-vkGetPhysicalDeviceSurfaceCapabilities2KHR-pSurfaceInfo-parameter
  pSurfaceInfo must be a valid pointer to a valid VkPhysicalDeviceSurfaceInfo2KHR structure

- VUID-vkGetPhysicalDeviceSurfaceCapabilities2KHR-pSurfaceCapabilities-parameter
  pSurfaceCapabilities must be a valid pointer to a VkSurfaceCapabilities2KHR structure

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_SURFACE_LOST_KHR

The VkPhysicalDeviceSurfaceInfo2KHR structure is defined as:

```c
// Provided by VK_KHR_get_surface_capabilities2
typedef struct VkPhysicalDeviceSurfaceInfo2KHR {
    VkStructureType sType;
    const void* pNext;
    VkSurfaceKHR surface;
} VkPhysicalDeviceSurfaceInfo2KHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- surface is the surface that will be associated with the swapchain.

The members of VkPhysicalDeviceSurfaceInfo2KHR correspond to the arguments to
vkGetPhysicalDeviceSurfaceCapabilitiesKHR, with sType and pNext added for extensibility.

Valid Usage

- VUID-VkPhysicalDeviceSurfaceInfo2KHR-surface-07919
  If surface is not VK_NULL_HANDLE, surface must be a valid VkSurfaceKHR handle
Valid Usage (Implicit)

- VUID-VkPhysicalDeviceSurfaceInfo2KHR-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SURFACE_INFO_2_KHR`.

- VUID-VkPhysicalDeviceSurfaceInfo2KHR-pNext-pNext
  
  `pNext` must be `NULL`.

The `VkSurfaceCapabilities2KHR` structure is defined as:

```c
// Provided by VK_KHR_get_surface_capabilities2
typedef struct VkSurfaceCapabilities2KHR {
    VkStructureType  sType;
    void*            pNext;
    VkSurfaceCapabilitiesKHR  surfaceCapabilities;
} VkSurfaceCapabilities2KHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `surfaceCapabilities` is a `VkSurfaceCapabilitiesKHR` structure describing the capabilities of the specified surface.

Valid Usage (Implicit)

- VUID-VkSurfaceCapabilities2KHR-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_SURFACE_CAPABILITIES_2_KHR`.

- VUID-VkSurfaceCapabilities2KHR-pNext-pNext
  
  `pNext` must be `NULL` or a pointer to a valid instance of `VkSharedPresentSurfaceCapabilitiesKHR`.

- VUID-VkSurfaceCapabilities2KHR-sType-unique
  
  The `sType` value of each struct in the `pNext` chain must be unique.

The `VkSharedPresentSurfaceCapabilitiesKHR` structure is defined as:

```c
// Provided by VK_KHR_shared_presentable_image
typedef struct VkSharedPresentSurfaceCapabilitiesKHR {
    VkStructureType  sType;
    void*            pNext;
    VkImageUsageFlags sharedPresentSupportedUsageFlags;
} VkSharedPresentSurfaceCapabilitiesKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
sharedPresentSupportedUsageFlags is a bitmask of VkImageUsageFlagBits representing the ways the application can use the shared presentable image from a swapchain created with VkPresentModeKHR set to VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR or VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR for the surface on the specified device. VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT must be included in the set but implementations may support additional usages.

Valid Usage (Implicit)

- VUID-VkSharedPresentSurfaceCapabilitiesKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_SHARED_PRESENT_SURFACE_CAPABILITIES_KHR

To query the basic capabilities of a surface, needed in order to create a swapchain, call:

```c
// Provided by VK_EXT_display_surface_counter
VkResult vkGetPhysicalDeviceSurfaceCapabilities2EXT(
    VkPhysicalDevice physicalDevice,
    VkSurfaceKHR surface,
    VkSurfaceCapabilities2EXT* pSurfaceCapabilities);
```

- physicalDevice is the physical device that will be associated with the swapchain to be created, as described for vkCreateSwapchainKHR.

- surface is the surface that will be associated with the swapchain.

- pSurfaceCapabilities is a pointer to a VkSurfaceCapabilities2EXT structure in which the capabilities are returned.

vkGetPhysicalDeviceSurfaceCapabilities2EXT behaves similarly to vkGetPhysicalDeviceSurfaceCapabilitiesKHR, with the ability to return extended information by adding extending structures to the pNext chain of its pSurfaceCapabilities parameter.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkGetPhysicalDeviceSurfaceCapabilities2EXT must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage

- VUID-vkGetPhysicalDeviceSurfaceCapabilities2EXT-surface-06523
  surface must be a valid VkSurfaceKHR handle

- VUID-vkGetPhysicalDeviceSurfaceCapabilities2EXT-surface-06211
  surface must be supported by physicalDevice, as reported by vkGetPhysicalDeviceSurfaceSupportKHR or an equivalent platform-specific mechanism

Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceSurfaceCapabilities2EXT-physicalDevice-parameter
**physicalDevice** must be a valid *VkPhysicalDevice* handle

- VUID-vkGetPhysicalDeviceSurfaceCapabilities2EXT-surface-parameter
  surface must be a valid *VkSurfaceKHR* handle

- VUID-vkGetPhysicalDeviceSurfaceCapabilities2EXT-pSurfaceCapabilities-parameter
  pSurfaceCapabilities must be a valid pointer to a *VkSurfaceCapabilities2EXT* structure

- VUID-vkGetPhysicalDeviceSurfaceCapabilities2EXT-commonparent
  Both of physicalDevice, and surface must have been created, allocated, or retrieved from the same *VkInstance*

### Return Codes

**Success**
- *VK_SUCCESS*

**Failure**
- *VK_ERROR_OUT_OF_HOST_MEMORY*
- *VK_ERROR_OUT_OF_DEVICE_MEMORY*
- *VK_ERROR_SURFACE_LOST_KHR*

The *VkSurfaceCapabilities2EXT* structure is defined as:

```c
// Provided by VK_EXT_display_surface_counter
typedef struct VkSurfaceCapabilities2EXT {
    VkStructureType sType;
    void* pNext;
    uint32_t minImageCount;
    uint32_t maxImageCount;
    VkExtent2D currentExtent;
    VkExtent2D minImageExtent;
    VkExtent2D maxImageExtent;
    uint32_t maxImageArrayLayers;
    VkSurfaceTransformFlagsKHR supportedTransforms;
    VkSurfaceTransformFlagBitsKHR currentTransform;
    VkCompositeAlphaFlagsKHR supportedCompositeAlpha;
    VkImageUsageFlags supportedUsageFlags;
    VkSurfaceCounterFlagsEXT supportedSurfaceCounters;
} VkSurfaceCapabilities2EXT;
```

- **sType** is a *VkStructureType* value identifying this structure.
- **pNext** is *NULL* or a pointer to a structure extending this structure.
- **minImageCount** is the minimum number of images the specified device supports for a swapchain created for the surface, and will be at least one.
- **maxImageCount** is the maximum number of images the specified device supports for a swapchain
created for the surface, and will be either 0, or greater than or equal to $\text{minImageCount}$. A value of 0 means that there is no limit on the number of images, though there may be limits related to the total amount of memory used by presentable images.

- **currentExtent** is the current width and height of the surface, or the special value (0xFFFFFFFF, 0xFFFFFFFF) indicating that the surface size will be determined by the extent of a swapchain targeting the surface.

- **minImageExtent** contains the smallest valid swapchain extent for the surface on the specified device. The width and height of the extent will each be less than or equal to the corresponding width and height of **currentExtent**, unless **currentExtent** has the special value described above.

- **maxImageExtent** contains the largest valid swapchain extent for the surface on the specified device. The width and height of the extent will each be greater than or equal to the corresponding width and height of **minImageExtent**. The width and height of the extent will each be greater than or equal to the corresponding width and height of **currentExtent**, unless **currentExtent** has the special value described above.

- **maxImageArrayLayers** is the maximum number of layers presentable images can have for a swapchain created for this device and surface, and will be at least one.

- **supportedTransforms** is a bitmask of **VkSurfaceTransformFlagBitsKHR** indicating the presentation transforms supported for the surface on the specified device. At least one bit will be set.

- **currentTransform** is **VkSurfaceTransformFlagBitsKHR** value indicating the surface’s current transform relative to the presentation engine’s natural orientation.

- **supportedCompositeAlpha** is a bitmask of **VkCompositeAlphaFlagBitsKHR**, representing the alpha compositing modes supported by the presentation engine for the surface on the specified device, and at least one bit will be set. Opaque composition can be achieved in any alpha compositing mode by either using an image format that has no alpha component, or by ensuring that all pixels in the presentable images have an alpha value of 1.0.

- **supportedUsageFlags** is a bitmask of **VkImageUsageFlagBits** representing the ways the application can use the presentable images of a swapchain created with **VkPresentModeKHR** set to **VK_PRESENT_MODE_IMMEDIATE_KHR**, **VK_PRESENT_MODE_MAILBOX_KHR**, **VK_PRESENT_MODE_FIFO_KHR** or **VK_PRESENT_MODE_FIFO_RELAXED_KHR** for the surface on the specified device. **VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT** must be included in the set. Implementations may support additional usages.

- **supportedSurfaceCounters** is a bitmask of **VkSurfaceCounterFlagBitsEXT** indicating the supported surface counter types.

### Valid Usage

- VUID-VkSurfaceCapabilities2EXT-supportedSurfaceCounters-01246
  supportedSurfaceCounters must not include **VK_SURFACE_COUNTER_VBLANK_BIT_EXT** unless the surface queried is a display surface
Valid Usage (Implicit)

- **VUID-VkSurfaceCapabilities2EXT-sType-sType**
  
  \texttt{sType} must be \texttt{VK\_STRUCTURE\_TYPE\_SURFACE\_CAPABILITIES\_2\_EXT}

- **VUID-VkSurfaceCapabilities2EXT-pNext-pNext**
  
  \texttt{pNext} must be \texttt{NULL}

Bits which \textbf{can} be set in \texttt{VkSurfaceCapabilities2EXT::supportedSurfaceCounters}, indicating supported surface counter types, are:

```c
// Provided by VK\_EXT\_display\_surface\_counter
typedef enum VkSurfaceCounterFlagBitsEXT {
    VK\_SURFACE\_COUNTER\_VBLANK\_BIT\_EXT = 0x00000001,
    VK\_SURFACE\_COUNTER\_VBLANK\_EXT = VK\_SURFACE\_COUNTER\_VBLANK\_BIT\_EXT,
} VkSurfaceCounterFlagBitsEXT;
```

- **VK\_SURFACE\_COUNTER\_VBLANK\_BIT\_EXT** specifies a counter incrementing once every time a vertical blanking period occurs on the display associated with the surface.

```c
// Provided by VK\_EXT\_display\_surface\_counter
typedef VkFlags VkSurfaceCounterFlagsEXT;
```

\texttt{VkSurfaceCounterFlagsEXT} is a bitmask type for setting a mask of zero or more \texttt{VkSurfaceCounterFlagBitsEXT}.

Bits which \textbf{may} be set in \texttt{VkSurfaceCapabilitiesKHR::supportedTransforms} indicating the presentation transforms supported for the surface on the specified device, and possible values of \texttt{VkSurfaceCapabilitiesKHR::currentTransform} indicating the surface’s current transform relative to the presentation engine’s natural orientation, are:

```c
// Provided by VK\_KHR\_surface
typedef enum VkSurfaceTransformFlagBitsKHR {
    VK\_SURFACE\_TRANSFORM\_IDENTITY\_BIT\_KHR = 0x00000001,
    VK\_SURFACE\_TRANSFORM\_ROTATE\_90\_BIT\_KHR = 0x00000002,
    VK\_SURFACE\_TRANSFORM\_ROTATE\_180\_BIT\_KHR = 0x00000004,
    VK\_SURFACE\_TRANSFORM\_ROTATE\_270\_BIT\_KHR = 0x00000008,
    VK\_SURFACE\_TRANSFORM\_HORIZONTAL\_MIRROR\_BIT\_KHR = 0x00000010,
    VK\_SURFACE\_TRANSFORM\_HORIZONTAL\_MIRROR\_ROTATE\_90\_BIT\_KHR = 0x00000020,
    VK\_SURFACE\_TRANSFORM\_HORIZONTAL\_MIRROR\_ROTATE\_180\_BIT\_KHR = 0x00000040,
    VK\_SURFACE\_TRANSFORM\_HORIZONTAL\_MIRROR\_ROTATE\_270\_BIT\_KHR = 0x00000080,
    VK\_SURFACE\_TRANSFORM\_INHERIT\_BIT\_KHR = 0x00000100,
} VkSurfaceTransformFlagBitsKHR;
```

- **VK\_SURFACE\_TRANSFORM\_IDENTITY\_BIT\_KHR** specifies that image content is presented without being transformed.
* **VK_SURFACE_TRANSFORM_ROTATE_90_BIT_KHR** specifies that image content is rotated 90 degrees clockwise.

* **VK_SURFACE_TRANSFORM_ROTATE_180_BIT_KHR** specifies that image content is rotated 180 degrees clockwise.

* **VK_SURFACE_TRANSFORM_ROTATE_270_BIT_KHR** specifies that image content is rotated 270 degrees clockwise.

* **VK_SURFACE_TRANSFORM_HORIZONTAL_MIRROR_BIT_KHR** specifies that image content is mirrored horizontally.

* **VK_SURFACE_TRANSFORM_HORIZONTAL_MIRROR_ROTATE_90_BIT_KHR** specifies that image content is mirrored horizontally, then rotated 90 degrees clockwise.

* **VK_SURFACE_TRANSFORM_HORIZONTAL_MIRROR_ROTATE_180_BIT_KHR** specifies that image content is mirrored horizontally, then rotated 180 degrees clockwise.

* **VK_SURFACE_TRANSFORM_HORIZONTAL_MIRROR_ROTATE_270_BIT_KHR** specifies that image content is mirrored horizontally, then rotated 270 degrees clockwise.

* **VK_SURFACE_TRANSFORM_INHERIT_BIT_KHR** specifies that the presentation transform is not specified, and is instead determined by platform-specific considerations and mechanisms outside Vulkan.

```c
// Provided by VK_KHR_display
typedef VkFlags VkSurfaceTransformFlagsKHR;
```

* **VkSurfaceTransformFlagsKHR** is a bitmask type for setting a mask of zero or more **VkSurfaceTransformFlagBitsKHR**.

The **supportedCompositeAlpha** member is of type **VkCompositeAlphaFlagBitsKHR**, containing the following values:

```c
// Provided by VK_KHR_surface
typedef enum VkCompositeAlphaFlagBitsKHR {
    VK_COMPOSITE_ALPHA_OPAQUE_BIT_KHR = 0x00000001,
    VK_COMPOSITE_ALPHA_PRE_MULTIPLIED_BIT_KHR = 0x00000002,
    VK_COMPOSITE_ALPHA_POST_MULTIPLIED_BIT_KHR = 0x00000004,
    VK_COMPOSITE_ALPHA_INHERIT_BIT_KHR = 0x00000008,
} VkCompositeAlphaFlagBitsKHR;
```

These values are described as follows:

* **VK_COMPOSITE_ALPHA_OPAQUE_BIT_KHR**: The alpha component, if it exists, of the images is ignored in the compositing process. Instead, the image is treated as if it has a constant alpha of 1.0.

* **VK_COMPOSITE_ALPHA_PRE_MULTIPLIED_BIT_KHR**: The alpha component, if it exists, of the images is respected in the compositing process. The non-alpha components of the image are expected to already be multiplied by the alpha component by the application.

* **VK_COMPOSITE_ALPHA_POST_MULTIPLIED_BIT_KHR**: The alpha component, if it exists, of the images is respected in the compositing process. The non-alpha components of the image are not expected
to already be multiplied by the alpha component by the application; instead, the compositor will multiply the non-alpha components of the image by the alpha component during compositing.

- **VK_COMPOSITE_ALPHA_INHERIT_BIT_KHR**: The way in which the presentation engine treats the alpha component in the images is unknown to the Vulkan API. Instead, the application is responsible for setting the composite alpha blending mode using native window system commands. If the application does not set the blending mode using native window system commands, then a platform-specific default will be used.

```c
// Provided by VK_KHR_surface
typedef VkFlags VkCompositeAlphaFlagsKHR;
```

**VkCompositeAlphaFlagsKHR** is a bitmask type for setting a mask of zero or more **VkCompositeAlphaFlagBitsKHR**.

### 30.5.2. Surface Format Support

To query the supported swapchain format-color space pairs for a surface, call:

```c
// Provided by VK_KHR_surface
VkResult vkGetPhysicalDeviceSurfaceFormatsKHR(
    VkPhysicalDevice physicalDevice,
    VkSurfaceKHR surface,
    uint32_t* pSurfaceFormatCount,
    VkSurfaceFormatKHR* pSurfaceFormats);
```

- **physicalDevice** is the physical device that will be associated with the swapchain to be created, as described for **vkCreateSwapchainKHR**.
- **surface** is the surface that will be associated with the swapchain.
- **pSurfaceFormatCount** is a pointer to an integer related to the number of format pairs available or queried, as described below.
- **pSurfaceFormats** is either **NULL** or a pointer to an array of **VkSurfaceFormatKHR** structures.

If **pSurfaceFormats** is **NULL**, then the number of format pairs supported for the given **surface** is returned in **pSurfaceFormatCount**. Otherwise, **pSurfaceFormatCount** must point to a variable set by the user to the number of elements in the **pSurfaceFormats** array, and on return the variable is overwritten with the number of structures actually written to **pSurfaceFormats**. If the value of **pSurfaceFormatCount** is less than the number of format pairs supported, at most **pSurfaceFormatCount** structures will be written, and **VK_INCOMPLETE** will be returned instead of **VK_SUCCESS**, to indicate that not all the available format pairs were returned.

The number of format pairs supported must be greater than or equal to 1. **pSurfaceFormats** must not contain an entry whose value for **format** is **VK_FORMAT_UNDEFINED**.

If **pSurfaceFormats** includes an entry whose value for **colorSpace** is **VK_COLOR_SPACE_SRGB_NONLINEAR_KHR** and whose value for **format** is a UNORM (or SRGB) format and the corresponding SRGB (or UNORM) format is a color renderable format for
VK_IMAGE_TILING_OPTIMAL, then pSurfaceFormats must also contain an entry with the same value for colorSpace and format equal to the corresponding SRGB (or UNORM) format.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkGetPhysicalDeviceSurfaceFormatsKHR must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage

• VUID-vkGetPhysicalDeviceSurfaceFormatsKHR-surface-06524 surface must be a valid VkSurfaceKHR handle

• VUID-vkGetPhysicalDeviceSurfaceFormatsKHR-surface-06525 surface must be supported by physicalDevice, as reported by vkGetPhysicalDeviceSurfaceSupportKHR or an equivalent platform-specific mechanism

Valid Usage (Implicit)

• VUID-vkGetPhysicalDeviceSurfaceFormatsKHR-physicalDevice-parameter physicalDevice must be a valid VkPhysicalDevice handle

• VUID-vkGetPhysicalDeviceSurfaceFormatsKHR-surface-parameter If surface is not VK_NULL_HANDLE, surface must be a valid VkSurfaceKHR handle

• VUID-vkGetPhysicalDeviceSurfaceFormatsKHR-pSurfaceFormatCount-parameter pSurfaceFormatCount must be a valid pointer to a uint32_t value

• VUID-vkGetPhysicalDeviceSurfaceFormatsKHR-pSurfaceFormats-parameter If the value referenced by pSurfaceFormatCount is not 0, and pSurfaceFormats is not NULL, pSurfaceFormats must be a valid pointer to an array of pSurfaceFormatCount VkSurfaceFormatKHR structures

• VUID-vkGetPhysicalDeviceSurfaceFormatsKHR-commonparent Both of physicalDevice, and surface that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same VkInstance

Return Codes

Success

• VK_SUCCESS

• VK_INCOMPLETE

Failure

• VK_ERROR_OUT_OF_HOST_MEMORY

• VK_ERROR_OUT_OFDEVICE_MEMORY

• VK_ERROR_SURFACE_LOST_KHR

The VkSurfaceFormatKHR structure is defined as:
// Provided by VK_KHR_surface

typedef struct VkSurfaceFormatKHR {
    VkFormat format;
    VkColorSpaceKHR colorSpace;
} VkSurfaceFormatKHR;

- `format` is a `VkFormat` that is compatible with the specified surface.
- `colorSpace` is a presentation `VkColorSpaceKHR` that is compatible with the surface.

To query the supported swapchain format tuples for a surface, call:

// Provided by VK_KHR_get_surface_capabilities2

VkResult vkGetPhysicalDeviceSurfaceFormats2KHR(
    VkPhysicalDevice physicalDevice,
    const VkPhysicalDeviceSurfaceInfo2KHR* pSurfaceInfo,
    uint32_t* pSurfaceFormatCount,
    VkSurfaceFormat2KHR* pSurfaceFormats);

- `physicalDevice` is the physical device that will be associated with the swapchain to be created, as described for `vkCreateSwapchainKHR`.
- `pSurfaceInfo` is a pointer to a `VkPhysicalDeviceSurfaceInfo2KHR` structure describing the surface and other fixed parameters that would be consumed by `vkCreateSwapchainKHR`.
- `pSurfaceFormatCount` is a pointer to an integer related to the number of format tuples available or queried, as described below.
- `pSurfaceFormats` is either `NULL` or a pointer to an array of `VkSurfaceFormat2KHR` structures.

`vkGetPhysicalDeviceSurfaceFormats2KHR` behaves similarly to `vkGetPhysicalDeviceSurfaceFormatsKHR`, with the ability to be extended via `pNext` chains.

If `pSurfaceFormats` is `NULL`, then the number of format tuples supported for the given surface is returned in `pSurfaceFormatCount`. Otherwise, `pSurfaceFormatCount` must point to a variable set by the user to the number of elements in the `pSurfaceFormats` array, and on return the variable is overwritten with the number of structures actually written to `pSurfaceFormats`. If the value of `pSurfaceFormatCount` is less than the number of format tuples supported, at most `pSurfaceFormatCount` structures will be written, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available values were returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetPhysicalDeviceSurfaceFormats2KHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage

- VUID-vkGetPhysicalDeviceSurfaceFormats2KHR-pSurfaceInfo-06521
  - `pSurfaceInfo->surface` must be a valid `VkSurfaceKHR` handle
- VUID-vkGetPhysicalDeviceSurfaceFormats2KHR-pSurfaceInfo-06522
pSurfaceInfo->surface must be supported by physicalDevice, as reported by vkGetPhysicalDeviceSurfaceSupportKHR or an equivalent platform-specific mechanism

Valid Usage (Implicit)

• VUID-vkGetPhysicalDeviceSurfaceFormats2KHR-physicalDevice-parameter
  physicalDevice must be a valid VkPhysicalDevice handle
• VUID-vkGetPhysicalDeviceSurfaceFormats2KHR-pSurfaceInfo-parameter
  pSurfaceInfo must be a valid pointer to a valid VkPhysicalDeviceSurfaceInfo2KHR structure
• VUID-vkGetPhysicalDeviceSurfaceFormats2KHR-pSurfaceFormatCount-parameter
  pSurfaceFormatCount must be a valid pointer to a uint32_t value
• VUID-vkGetPhysicalDeviceSurfaceFormats2KHR-pSurfaceFormats-parameter
  If the value referenced by pSurfaceFormatCount is not 0, and pSurfaceFormats is not NULL, pSurfaceFormats must be a valid pointer to an array of pSurfaceFormatCount VkSurfaceFormat2KHR structures

Return Codes

Success

• VK_SUCCESS
• VK_INCOMPLETE

Failure

• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY
• VK_ERROR_SURFACE_LOST_KHR

The VkSurfaceFormat2KHR structure is defined as:

```c
// Provided by VK_KHR_get_surface_capabilities2
typedef struct VkSurfaceFormat2KHR {
    VkStructureType sType;
    void* pNext;
    VkSurfaceFormatKHR surfaceFormat;
} VkSurfaceFormat2KHR;
```

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• surfaceFormat is a VkSurfaceFormatKHR structure describing a format-color space pair that is compatible with the specified surface.
While the format of a presentable image refers to the encoding of each pixel, the colorSpace determines how the presentation engine interprets the pixel values. A color space in this document refers to a specific color space (defined by the chromaticities of its primaries and a white point in CIE Lab), and a transfer function that is applied before storing or transmitting color data in the given color space.

Possible values of VkSurfaceFormatKHR::colorSpace, specifying supported color spaces of a presentation engine, are:
// Provided by VK_KHR_surface

typedef enum VkColorSpaceKHR {
    VK_COLOR_SPACE_SRGB_NONLINEAR_KHR = 0,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_DISPLAY_P3_NONLINEAR_EXT = 1000104001,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_EXTENDED_SRGB_LINEAR_EXT = 1000104002,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_DISPLAY_P3_LINEAR_EXT = 1000104003,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_DCI_P3_NONLINEAR_EXT = 1000104004,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_BT709_LINEAR_EXT = 1000104005,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_BT709_NONLINEAR_EXT = 1000104006,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_BT2020_LINEAR_EXT = 1000104007,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_HDR10_ST2084_EXT = 1000104008,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_DOLBYVISION_EXT = 1000104009,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_HDR10_HLG_EXT = 1000104010,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_ADOBERGB_LINEAR_EXT = 1000104011,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_ADOBERGB_NONLINEAR_EXT = 1000104012,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_PASS_THROUGH_EXT = 1000104013,
    // Provided by VK_EXT_swapchain_colorspace
    VK_COLOR_SPACE_EXTENDED_SRGB_NONLINEAR_EXT = 1000104014,
} VkColorSpaceKHR;

• **VK_COLOR_SPACE_SRGB_NONLINEAR_KHR** specifies support for the sRGB color space.

• **VK_COLOR_SPACE_DISPLAY_P3_NONLINEAR_EXT** specifies support for the Display-P3 color space to be displayed using an sRGB-like EOTF (defined below).

• **VK_COLOR_SPACE_EXTENDED_SRGB_LINEAR_EXT** specifies support for the extended sRGB color space to be displayed using a linear EOTF.

• **VK_COLOR_SPACE_EXTENDED_SRGB_NONLINEAR_EXT** specifies support for the extended sRGB color space to be displayed using an sRGB EOTF.

• **VK_COLOR_SPACE_DISPLAY_P3_LINEAR_EXT** specifies support for the Display-P3 color space to be displayed using a linear EOTF.

• **VK_COLOR_SPACE_DCI_P3_NONLINEAR_EXT** specifies support for the DCI-P3 color space to be displayed using the DCI-P3 EOTF. Note that values in such an image are interpreted as XYZ encoded color data by the presentation engine.

• **VK_COLOR_SPACE_BT709_LINEAR_EXT** specifies support for the BT709 color space to be displayed...
using a linear EOTF.

- **VK_COLOR_SPACE_BT709_NONLINEAR_EXT** specifies support for the BT709 color space to be displayed using the SMPTE 170M EOTF.
- **VK_COLOR_SPACE_BT2020_LINEAR_EXT** specifies support for the BT2020 color space to be displayed using a linear EOTF.
- **VK_COLOR_SPACE_HDR10_ST2084_EXT** specifies support for the HDR10 (BT2020 color) space to be displayed using the SMPTE ST2084 Perceptual Quantizer (PQ) EOTF.
- **VK_COLOR_SPACE_DOLBYVISION_EXT** specifies support for the Dolby Vision (BT2020 color space), proprietary encoding, to be displayed using the SMPTE ST2084 EOTF.
- **VK_COLOR_SPACE_HDR10_HLG_EXT** specifies support for the HDR10 (BT2020 color space) to be displayed using the Hybrid Log Gamma (HLG) EOTF.
- **VK_COLOR_SPACE_ADOBERGB_LINEAR_EXT** specifies support for the AdobeRGB color space to be displayed using a linear EOTF.
- **VK_COLOR_SPACE_ADOBERGB_NONLINEAR_EXT** specifies support for the AdobeRGB color space to be displayed using the Gamma 2.2 EOTF.
- **VK_COLOR_SPACE_PASS_THROUGH_EXT** specifies that color components are used “as is”. This is intended to allow applications to supply data for color spaces not described here.

**Note**
For a traditional “Linear” or non-gamma transfer function color space use **VK_COLOR_SPACE_PASS_THROUGH_EXT**.

The color components of non-linear color space swapchain images must have had the appropriate transfer function applied. The color space selected for the swapchain image will not affect the processing of data written into the image by the implementation. Vulkan requires that all implementations support the sRGB transfer function by use of an SRGB pixel format. Other transfer functions, such as SMPTE 170M or SMPTE2084, can be performed by the application shader. This extension defines enums for VkColorSpaceKHR that correspond to the following color spaces:

**Table 41. Color Spaces and Attributes**

<table>
<thead>
<tr>
<th>Name</th>
<th>Red Primary</th>
<th>Green Primary</th>
<th>Blue Primary</th>
<th>White-point</th>
<th>Transfer function</th>
</tr>
</thead>
<tbody>
<tr>
<td>DCI-P3</td>
<td>1.000, 0.000</td>
<td>0.000, 1.000</td>
<td>0.000, 0.000</td>
<td>0.3333, 0.3333</td>
<td>DCI P3</td>
</tr>
<tr>
<td>Display-P3</td>
<td>0.680, 0.320</td>
<td>0.265, 0.690</td>
<td>0.150, 0.060</td>
<td>0.3127, 0.3290 (D65)</td>
<td>Display-P3</td>
</tr>
<tr>
<td>BT709</td>
<td>0.640, 0.330</td>
<td>0.300, 0.600</td>
<td>0.150, 0.060</td>
<td>0.3127, 0.3290 (D65)</td>
<td>ITU (SMPTE 170M)</td>
</tr>
<tr>
<td>sRGB</td>
<td>0.640, 0.330</td>
<td>0.300, 0.600</td>
<td>0.150, 0.060</td>
<td>0.3127, 0.3290 (D65)</td>
<td>sRGB</td>
</tr>
<tr>
<td>extended sRGB</td>
<td>0.640, 0.330</td>
<td>0.300, 0.600</td>
<td>0.150, 0.060</td>
<td>0.3127, 0.3290 (D65)</td>
<td>extended sRGB</td>
</tr>
</tbody>
</table>
### Transfer Functions

The transfer functions are described in the “Transfer Functions” chapter of the [Khronos Data Format Specification](https://www.khronos.org/print/2907). Except Display-P3 OETF, which is:

\[
E = \begin{cases} 
  1.055 \times L^{1/3} - 0.055 & \text{for } 0.0030186 \leq L \leq 1 \\
  12.92 \times L & \text{for } 0 \leq L < 0.0030186
\end{cases}
\]

where \( L \) is the linear value of a color component and \( E \) is the encoded value (as stored in the image in memory).

**Note**
For most uses, the sRGB OETF is equivalent.

### 30.5.3. Surface Presentation Mode Support

To query the supported presentation modes for a surface, call:

```c
// Provided by VK_KHR_surface
VkResult vkGetPhysicalDeviceSurfacePresentModesKHR(
    VkPhysicalDevice physicalDevice,
    VkSurfaceKHR surface,
    uint32_t* pPresentModeCount,
    VkPresentModeKHR* pPresentModes);
```

- **physicalDevice** is the physical device that will be associated with the swapchain to be created, as described for `vkCreateSwapchainKHR`.
- **surface** is the surface that will be associated with the swapchain.
- **pPresentModeCount** is a pointer to an integer related to the number of presentation modes available or queried, as described below.
- **pPresentModes** is either NULL or a pointer to an array of `VkPresentModeKHR` values, indicating the supported presentation modes.
If `pPresentModes` is NULL, then the number of presentation modes supported for the given `surface` is returned in `pPresentModeCount`. Otherwise, `pPresentModeCount` must point to a variable set by the user to the number of elements in the `pPresentModes` array, and on return the variable is overwritten with the number of values actually written to `pPresentModes`. If the value of `pPresentModeCount` is less than the number of presentation modes supported, at most `pPresentModeCount` values will be written, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available modes were returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetPhysicalDeviceSurfacePresentModesKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage

- VUID-vkGetPhysicalDeviceSurfacePresentModesKHR-surface-06524
  - `surface` must be a valid `VkSurfaceKHR` handle

- VUID-vkGetPhysicalDeviceSurfacePresentModesKHR-surface-06525
  - `surface` must be supported by `physicalDevice`, as reported by `vkGetPhysicalDeviceSurfaceSupportKHR` or an equivalent platform-specific mechanism

### Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceSurfacePresentModesKHR-physicalDevice-parameter
  - `physicalDevice` must be a valid `VkPhysicalDevice` handle

- VUID-vkGetPhysicalDeviceSurfacePresentModesKHR-surface-parameter
  - If `surface` is not `VK_NULL_HANDLE`, `surface` must be a valid `VkSurfaceKHR` handle

- VUID-vkGetPhysicalDeviceSurfacePresentModesKHR-pPresentModeCount-parameter
  - `pPresentModeCount` must be a valid pointer to a `uint32_t` value

- VUID-vkGetPhysicalDeviceSurfacePresentModesKHR-pPresentModes-parameter
  - If the value referenced by `pPresentModeCount` is not 0, and `pPresentModes` is not NULL, `pPresentModes` must be a valid pointer to an array of `pPresentModeCount` `VkPresentModeKHR` values

- VUID-vkGetPhysicalDeviceSurfacePresentModesKHR-commonparent
  - Both of `physicalDevice`, and `surface` that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same `VkInstance`

### Return Codes

**Success**

- `VK_SUCCESS`
- `VK_INCOMPLETE`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
Possible values of elements of the `vkGetPhysicalDeviceSurfacePresentModesKHR::pPresentModes` array, indicating the supported presentation modes for a surface, are:

```c
// Provided by VK_KHR_surface
typedef enum VkPresentModeKHR {
    VK_PRESENT_MODE_IMMEDIATE_KHR = 0,
    VK_PRESENT_MODE_MAILBOX_KHR = 1,
    VK_PRESENT_MODE_FIFO_KHR = 2,
    VK_PRESENT_MODE_FIFO_RELAXED_KHR = 3,
    // Provided by VK_KHR_shared_presentable_image
    VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR = 1000111000,
    // Provided by VK_KHR_shared_presentable_image
    VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR = 1000111001,
} VkPresentModeKHR;
```

- **VK_PRESENT_MODE_IMMEDIATE_KHR** specifies that the presentation engine does not wait for a vertical blanking period to update the current image, meaning this mode may result in visible tearing. No internal queuing of presentation requests is needed, as the requests are applied immediately.

- **VK_PRESENT_MODE_MAILBOX_KHR** specifies that the presentation engine waits for the next vertical blanking period to update the current image. Tearing cannot be observed. An internal single-entry queue is used to hold pending presentation requests. If the queue is full when a new presentation request is received, the new request replaces the existing entry, and any images associated with the prior entry become available for reuse by the application. One request is removed from the queue and processed during each vertical blanking period in which the queue is non-empty.

- **VK_PRESENT_MODE_FIFO_KHR** specifies that the presentation engine waits for the next vertical blanking period to update the current image. Tearing cannot be observed. An internal queue is used to hold pending presentation requests. New requests are appended to the end of the queue, and one request is removed from the beginning of the queue and processed during each vertical blanking period in which the queue is non-empty. This is the only value of `presentMode` that is required to be supported.

- **VK_PRESENT_MODE_FIFO_RELAXED_KHR** specifies that the presentation engine generally waits for the next vertical blanking period to update the current image. If a vertical blanking period has already passed since the last update of the current image then the presentation engine does not wait for another vertical blanking period for the update, meaning this mode may result in visible tearing in this case. This mode is useful for reducing visual stutter with an application that will mostly present a new image before the next vertical blanking period, but may occasionally be late, and present a new image just after the next vertical blanking period. An internal queue is used to hold pending presentation requests. New requests are appended to the end of the queue, and one request is removed from the beginning of the queue and processed during or after each vertical blanking period in which the queue is non-empty.
**VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR** specifies that the presentation engine and application have concurrent access to a single image, which is referred to as a *shared presentable image*. The presentation engine is only required to update the current image after a new presentation request is received. Therefore the application **must** make a presentation request whenever an update is required. However, the presentation engine **may** update the current image at any point, meaning this mode **may** result in visible tearing.

**VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR** specifies that the presentation engine and application have concurrent access to a single image, which is referred to as a *shared presentable image*. The presentation engine periodically updates the current image on its regular refresh cycle. The application is only required to make one initial presentation request, after which the presentation engine **must** update the current image without any need for further presentation requests. The application **can** indicate the image contents have been updated by making a presentation request, but this does not guarantee the timing of when it will be updated. This mode **may** result in visible tearing if rendering to the image is not timed correctly.

The supported *VkImageUsageFlagBits* of the presentable images of a swapchain created for a surface **may** differ depending on the presentation mode, and can be determined as per the table below:

**Table 42. Presentable image usage queries**

<table>
<thead>
<tr>
<th>Presentation mode</th>
<th>Image usage flags</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_PRESENT_MODE_IMMEDIATE_KHR</td>
<td>VkSurfaceCapabilitiesKHR::supportedUsageFlags</td>
</tr>
<tr>
<td>VK_PRESENT_MODE_MAILBOX_KHR</td>
<td>VkSurfaceCapabilitiesKHR::supportedUsageFlags</td>
</tr>
<tr>
<td>VK_PRESENT_MODE_FIFO_KHR</td>
<td>VkSurfaceCapabilitiesKHR::supportedUsageFlags</td>
</tr>
<tr>
<td>VK_PRESENT_MODE_FIFO_RELAXED_KHR</td>
<td>VkSurfaceCapabilitiesKHR::supportedUsageFlags</td>
</tr>
<tr>
<td>VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR</td>
<td>VkSharedPresentSurfaceCapabilitiesKHR::sharedPresentSupportedUsageFlags</td>
</tr>
<tr>
<td>VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR</td>
<td>VkSharedPresentSurfaceCapabilitiesKHR::sharedPresentSupportedUsageFlags</td>
</tr>
</tbody>
</table>

**Note**

For reference, the mode indicated by **VK_PRESENT_MODE_FIFO_KHR** is equivalent to the behavior of *(wgl|glX|egl)SwapBuffers* with a swap interval of 1, while the mode indicated by **VK_PRESENT_MODE_FIFO_RELAXED_KHR** is equivalent to the behavior of *(wgl|glX)SwapBuffers* with a swap interval of -1 (from the {WGL|GLX}_EXT_swap_control_tear extensions).

### 30.6. Device Group Queries

A logical device that represents multiple physical devices **may** support presenting from images on more than one physical device, or combining images from multiple physical devices.

To query these capabilities, call:
```c
VkResult vkGetDeviceGroupPresentCapabilitiesKHR(
    VkDevice device,
    VkDeviceGroupPresentCapabilitiesKHR* pDeviceGroupPresentCapabilities);
```

- `device` is the logical device.
- `pDeviceGroupPresentCapabilities` is a pointer to a `VkDeviceGroupPresentCapabilitiesKHR` structure in which the device’s capabilities are returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetDeviceGroupPresentCapabilitiesKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage (Implicit)

- `VUID-vkGetDeviceGroupPresentCapabilitiesKHR-device-parameter` device must be a valid `VkDevice` handle
- `VUID-vkGetDeviceGroupPresentCapabilitiesKHR-pDeviceGroupPresentCapabilities-parameter` `pDeviceGroupPresentCapabilities` must be a valid pointer to a `VkDeviceGroupPresentCapabilitiesKHR` structure

### Return Codes

**Success**
- `VK_SUCCESS`

**Failure**
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

The `VkDeviceGroupPresentCapabilitiesKHR` structure is defined as:

```c
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain
typedef struct VkDeviceGroupPresentCapabilitiesKHR {
    VkStructureType sType;
    void* pNext;
    uint32_t presentMask[VK_MAX_DEVICE_GROUP_SIZE];
    VkDeviceGroupPresentModeFlagsKHR modes;
} VkDeviceGroupPresentCapabilitiesKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `presentMask` is an array of `VK_MAXDEVICEGROUP_SIZE uint32_t` masks, where the mask at element
i is non-zero if physical device i has a presentation engine, and where bit j is set in element i if physical device i can present swapchain images from physical device j. If element i is non-zero, then bit i must be set.

- **modes** is a bitmask of `VkDeviceGroupPresentModeFlagBitsKHR` indicating which device group presentation modes are supported.

**modes** always has `VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_BIT_KHR` set.

The present mode flags are also used when presenting an image, in `VkDeviceGroupPresentInfoKHR::mode`.

If a device group only includes a single physical device, then **modes** must equal `VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_BIT_KHR`.

---

**Valid Usage (Implicit)**

- VUID-VkDeviceGroupPresentCapabilitiesKHR-sType-sType
  sType must be `VK_STRUCTURE_TYPE_DEVICE_GROUP_PRESENT_CAPABILITIES_KHR`

- VUID-VkDeviceGroupPresentCapabilitiesKHR-pNext-pNext
  pNext must be NULL

Bits which may be set in `VkDeviceGroupPresentCapabilitiesKHR::modes`, indicating which device group presentation modes are supported, are:

```c
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain
typedef enum VkDeviceGroupPresentModeFlagBitsKHR {
    VKDEVICEGROUP_PRESENT_MODE_LOCAL_BIT_KHR = 0x00000001,
    VKDEVICEGROUP_PRESENT_MODE_REMOTE_BIT_KHR = 0x00000002,
    VKDEVICEGROUP_PRESENT_MODE_SUM_BIT_KHR = 0x00000004,
    VKDEVICEGROUP_PRESENT_MODE_LOCAL_MULTI_DEVICE_BIT_KHR = 0x00000008,
} VkDeviceGroupPresentModeFlagBitsKHR;
```

- **VKDEVICEGROUP_PRESENT_MODE_LOCAL_BIT_KHR** specifies that any physical device with a presentation engine can present its own swapchain images.

- **VKDEVICEGROUP_PRESENT_MODE_REMOTE_BIT_KHR** specifies that any physical device with a presentation engine can present swapchain images from any physical device in its presentMask.

- **VKDEVICEGROUP_PRESENT_MODE_SUM_BIT_KHR** specifies that any physical device with a presentation engine can present the sum of swapchain images from any physical devices in its presentMask.

- **VKDEVICEGROUP_PRESENT_MODE_LOCAL_MULTI_DEVICE_BIT_KHR** specifies that multiple physical devices with a presentation engine can each present their own swapchain images.

```c
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain
typedef VkFlags VkDeviceGroupPresentModeFlagsKHR;
```
 VkDeviceGroupPresentModeFlagsKHR is a bitmask type for setting a mask of zero or more VkDeviceGroupPresentModeFlagBitsKHR.

Some surfaces may not be capable of using all the device group present modes.

To query the supported device group present modes for a particular surface, call:

```cpp
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain
VkResult vkGetDeviceGroupSurfacePresentModesKHR(
    VkDevice device,
    VkSurfaceKHR surface,
    VkDeviceGroupPresentModeFlagsKHR* pModes);
```

- **device** is the logical device.
- **surface** is the surface.
- **pModes** is a pointer to a VkDeviceGroupPresentModeFlagsKHR in which the supported device group present modes for the surface are returned.

The modes returned by this command are not invariant, and may change in response to the surface being moved, resized, or occluded. These modes must be a subset of the modes returned by vkGetDeviceGroupPresentCapabilitiesKHR.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkGetDeviceGroupSurfacePresentModesKHR must not return VK_ERROR_OUT_OF_HOST_MEMORY.

### Valid Usage

- VUID-vkGetDeviceGroupSurfacePresentModesKHR-surface-06212
  surface must be supported by all physical devices associated with device, as reported by vkGetPhysicalDeviceSurfaceSupportKHR or an equivalent platform-specific mechanism

### Valid Usage (Implicit)

- VUID-vkGetDeviceGroupSurfacePresentModesKHR-device-parameter
device must be a valid VkDevice handle
- VUID-vkGetDeviceGroupSurfacePresentModesKHR-surface-parameter
  surface must be a valid VkSurfaceKHR handle
- VUID-vkGetDeviceGroupSurfacePresentModesKHR-pModes-parameter
  pModes must be a valid pointer to a VkDeviceGroupPresentModeFlagsKHR value
- VUID-vkGetDeviceGroupSurfacePresentModesKHR-commonparent
  Both of device, and surface must have been created, allocated, or retrieved from the same VkInstance
Host Synchronization

- Host access to surface must be externally synchronized

Return Codes

Success
- VK_SUCCESS

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_SURFACE_LOST_KHR

When using `VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_MULTI_DEVICE_BIT_KHR`, the application may need to know which regions of the surface are used when presenting locally on each physical device. Presentation of swapchain images to this surface need only have valid contents in the regions returned by this command.

To query a set of rectangles used in presentation on the physical device, call:

```c
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain
VkResult vkGetPhysicalDevicePresentRectanglesKHR(
    VkPhysicalDevice physicalDevice,
    VkSurfaceKHR surface,
    uint32_t* pRectCount,
    VkRect2D* pRects);
```

- `physicalDevice` is the physical device.
- `surface` is the surface.
- `pRectCount` is a pointer to an integer related to the number of rectangles available or queried, as described below.
- `pRects` is either NULL or a pointer to an array of `VkRect2D` structures.

If `pRects` is NULL, then the number of rectangles used when presenting the given `surface` is returned in `pRectCount`. Otherwise, `pRectCount` must point to a variable set by the user to the number of elements in the `pRects` array, and on return the variable is overwritten with the number of structures actually written to `pRects`. If the value of `pRectCount` is less than the number of rectangles, at most `pRectCount` structures will be written, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available rectangles were returned.

The values returned by this command are not invariant, and may change in response to the surface being moved, resized, or occluded.
The rectangles returned by this command **must** not overlap.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetPhysicalDevicePresentRectanglesKHR` **must** not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage

- **VUID-vkGetPhysicalDevicePresentRectanglesKHR-surface-06523**
  
  `surface` **must** be a valid `VkSurfaceKHR` handle

- **VUID-vkGetPhysicalDevicePresentRectanglesKHR-surface-06211**
  
  `surface` **must** be supported by `physicalDevice`, as reported by `vkGetPhysicalDeviceSurfaceSupportKHR` or an equivalent platform-specific mechanism

### Valid Usage (Implicit)

- **VUID-vkGetPhysicalDevicePresentRectanglesKHR-physicalDevice-parameter**
  
  `physicalDevice` **must** be a valid `VkPhysicalDevice` handle

- **VUID-vkGetPhysicalDevicePresentRectanglesKHR-surface-parameter**
  
  `surface` **must** be a valid `VkSurfaceKHR` handle

- **VUID-vkGetPhysicalDevicePresentRectanglesKHR-pRectCount-parameter**
  
  `pRectCount` **must** be a valid pointer to a `uint32_t` value

- **VUID-vkGetPhysicalDevicePresentRectanglesKHR-pRects-parameter**
  
  If the value referenced by `pRectCount` is not `0`, and `pRects` is not `NULL`, `pRects` **must** be a valid pointer to an array of `pRectCount` `VkRect2D` structures

- **VUID-vkGetPhysicalDevicePresentRectanglesKHR-commonparent**
  
  Both of `physicalDevice`, and `surface` **must** have been created, allocated, or retrieved from the same `VkInstance`

### Host Synchronization

- Host access to `surface` **must** be externally synchronized

### Return Codes

**Success**

- `VK_SUCCESS`
- `VK_INCOMPLETE`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
30.7. WSI Swapchain

A swapchain object (a.k.a. swapchain) provides the ability to present rendering results to a surface. Swapchain objects are represented by `VkSwapchainKHR` handles:

```c
// Provided by VK_KHR_swapchain
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkSwapchainKHR)
```

A swapchain is an abstraction for an array of presentable images that are associated with a surface. The presentable images are represented by `VkImage` objects created by the platform. One image (which can be an array image for multiview/stereoscopic-3D surfaces) is displayed at a time, but multiple images can be queued for presentation. An application renders to the image, and then queues the image for presentation to the surface.

A native window cannot be associated with more than one non-retired swapchain at a time. Further, swapchains cannot be created for native windows that have a non-Vulkan graphics API surface associated with them.

```
Note
The presentation engine is an abstraction for the platform's compositor or display engine.

The presentation engine may be synchronous or asynchronous with respect to the application and/or logical device.

Some implementations may use the device's graphics queue or dedicated presentation hardware to perform presentation.
```

The presentable images of a swapchain are owned by the presentation engine. An application can acquire use of a presentable image from the presentation engine. Use of a presentable image must occur only after the image is returned by `vkAcquireNextImageKHR`, and before it is released by `vkQueuePresentKHR`. This includes transitioning the image layout and rendering commands.

An application can acquire use of a presentable image with `vkAcquireNextImageKHR`. After acquiring a presentable image and before modifying it, the application must use a synchronization primitive to ensure that the presentation engine has finished reading from the image. The application can then transition the image's layout, queue rendering commands to it, etc. Finally, the application presents the image with `vkQueuePresentKHR`, which releases the acquisition of the image.

The presentation engine controls the order in which presentable images are acquired for use by the application.

```
Note
This allows the platform to handle situations which require out-of-order return of images after presentation. At the same time, it allows the application to generate command buffers referencing all of the images in the swapchain at initialization.
```
time, rather than in its main loop.

How this all works is described below.

If a swapchain is created with `presentMode` set to either `VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR` or `VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR`, a single presentable image can be acquired, referred to as a shared presentable image. A shared presentable image may be concurrently accessed by the application and the presentation engine, without transitioning the image's layout after it is initially presented.

- With `VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR`, the presentation engine is only required to update to the latest contents of a shared presentable image after a present. The application must call `vkQueuePresentKHR` to guarantee an update. However, the presentation engine may update from it at any time.

- With `VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR`, the presentation engine will automatically present the latest contents of a shared presentable image during every refresh cycle. The application is only required to make one initial call to `vkQueuePresentKHR`, after which the presentation engine will update from it without any need for further present calls. The application can indicate the image contents have been updated by calling `vkQueuePresentKHR`, but this does not guarantee the timing of when updates will occur.

The presentation engine may access a shared presentable image at any time after it is first presented. To avoid tearing, an application should coordinate access with the presentation engine. This requires presentation engine timing information through platform-specific mechanisms and ensuring that color attachment writes are made available during the portion of the presentation engine's refresh cycle they are intended for.

**Note**

The `VK_KHR_shared_presentable_image` extension does not provide functionality for determining the timing of the presentation engine's refresh cycles.

In order to query a swapchain's status when rendering to a shared presentable image, call:

```c
// Provided by VK_KHR_shared_presentable_image
VkResult vkGetSwapchainStatusKHR(
    VkDevice device,
    VkSwapchainKHR swapchain);
```

- `device` is the device associated with `swapchain`.
- `swapchain` is the swapchain to query.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetSwapchainStatusKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

**Valid Usage (Implicit)**

- VUID-vkGetSwapchainStatusKHR-device-parameter
device must be a valid VkDevice handle

- VUID-vkGetSwapchainStatusKHR-swapchain-parameter
  swapchain must be a valid VkSwapchainKHR handle
- VUID-vkGetSwapchainStatusKHR-swapchain-parent
  swapchain must have been created, allocated, or retrieved from device

**Host Synchronization**

- Host access to swapchain must be externally synchronized

**Return Codes**

**Success**

- VK_SUCCESS
- VK_SUBOPTIMAL_KHR

**Failure**

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_DEVICE_LOST
- VK_ERROR_OUT_OF_DATE_KHR
- VK_ERROR_SURFACE_LOST_KHR

The possible return values for vkGetSwapchainStatusKHR should be interpreted as follows:

- **VK_SUCCESS** specifies the presentation engine is presenting the contents of the shared presentable image, as per the swapchain's VkPresentModeKHR.
- **VK_SUBOPTIMAL_KHR** the swapchain no longer matches the surface properties exactly, but the presentation engine is presenting the contents of the shared presentable image, as per the swapchain's VkPresentModeKHR.
- **VK_ERROR_OUT_OF_DATE_KHR** the surface has changed in such a way that it is no longer compatible with the swapchain.
- **VK_ERROR_SURFACE_LOST_KHR** the surface is no longer available.

**Note**

The swapchain state may be cached by implementations, so applications should regularly call vkGetSwapchainStatusKHR when using a swapchain with VkPresentModeKHR set to VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR.

To create a swapchain, call:
Provided by VK_KHR_swapchain

```c
VkResult vkCreateSwapchainKHR(
    VkDevice device,
    const VkSwapchainCreateInfoKHR* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkSwapchainKHR* pSwapchain);
```

- `device` is the device to create the swapchain for.
- `pCreateInfo` is a pointer to a `VkSwapchainCreateInfoKHR` structure specifying the parameters of the created swapchain.
- `pAllocator` is the allocator used for host memory allocated for the swapchain object when there is no more specific allocator available (see Memory Allocation).
- `pSwapchain` is a pointer to a `VkSwapchainKHR` handle in which the created swapchain object will be returned.

As mentioned above, if `vkCreateSwapchainKHR` succeeds, it will return a handle to a swapchain containing an array of at least `pCreateInfo->minImageCount` presentable images.

While acquired by the application, presentable images can be used in any way that equivalent non-presentable images can be used. A presentable image is equivalent to a non-presentable image created with the following `VkImageCreateInfo` parameters:

<table>
<thead>
<tr>
<th><code>VkImageCreateInfo</code> Field</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>flags</td>
<td><code>VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT</code> is set if <code>VK_SWAPCHAIN_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT_KHR</code> is set</td>
</tr>
<tr>
<td></td>
<td><code>VK_IMAGE_CREATE_PROTECTED_BIT</code> is set if <code>VK_SWAPCHAIN_CREATE_PROTECTED_BIT_KHR</code> is set</td>
</tr>
<tr>
<td></td>
<td><code>VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT</code> and <code>VK_IMAGE_CREATE_EXTENDED_USAGE_BIT_KHR</code> are both set if <code>VK_SWAPCHAIN_CREATE_MUTABLE_FORMAT_BIT_KHR</code> is set</td>
</tr>
<tr>
<td></td>
<td>all other bits are unset</td>
</tr>
<tr>
<td>imageType</td>
<td><code>VK_IMAGE_TYPE_2D</code></td>
</tr>
<tr>
<td>format</td>
<td><code>pCreateInfo-&gt;imageFormat</code></td>
</tr>
<tr>
<td>extent</td>
<td><code>{pCreateInfo-&gt;imageExtent.width, pCreateInfo-&gt;imageExtent.height, 1}</code></td>
</tr>
<tr>
<td>mipLevels</td>
<td>1</td>
</tr>
<tr>
<td>arrayLayers</td>
<td><code>pCreateInfo-&gt;imageArrayLayers</code></td>
</tr>
<tr>
<td>VkImageCreateInfo Field</td>
<td>Value</td>
</tr>
<tr>
<td>-------------------------</td>
<td>-------</td>
</tr>
<tr>
<td>samples</td>
<td>VK_SAMPLE_COUNT_1_BIT</td>
</tr>
<tr>
<td>tiling</td>
<td>VK_IMAGE_TILING_OPTIMAL</td>
</tr>
<tr>
<td>usage</td>
<td>pCreateInfo-&gt;imageUsage</td>
</tr>
<tr>
<td>sharingMode</td>
<td>pCreateInfo-&gt;imageSharingMode</td>
</tr>
<tr>
<td>queueFamilyIndexCount</td>
<td>pCreateInfo-&gt;queueFamilyIndexCount</td>
</tr>
<tr>
<td>pQueueFamilyIndices</td>
<td>pCreateInfo-&gt;pQueueFamilyIndices</td>
</tr>
<tr>
<td>initialLayout</td>
<td>VK_IMAGE_LAYOUT_UNDEFINED</td>
</tr>
</tbody>
</table>

The `pCreateInfo->surface` must not be destroyed until after the swapchain is destroyed.

If the native window referred to by `pCreateInfo->surface` is already associated with a Vulkan swapchain, `VK_ERROR_NATIVE_WINDOW_IN_USE_KHR` must be returned.

If the native window referred to by `pCreateInfo->surface` is already associated with a non-Vulkan graphics API surface, `VK_ERROR_NATIVE_WINDOW_IN_USE_KHR` must be returned.

The native window referred to by `pCreateInfo->surface` must not become associated with a non-Vulkan graphics API surface before all associated Vulkan swapchains have been destroyed.

`vkCreateSwapchainKHR` will return `VK_ERROR_DEVICE_LOST` if the logical device was lost. However, `VkSurfaceKHR` is not a child of any `VkDevice` and is not affected by the lost device. After successfully recreating a `VkDevice`, the same `VkSurfaceKHR` can be used to create a new `VkSwapchainKHR`, provided the previous one was destroyed.

When the `VkSurfaceKHR` in `VkSwapchainCreateInfoKHR` is a display surface, then the `VkDisplayModeKHR` in display surface’s `VkDisplaySurfaceCreateInfoKHR` is associated with a particular `VkDisplayKHR`. Swapchain creation may fail if that `VkDisplayKHR` is not acquired by the application. In this scenario `VK_ERROR_INITIALIZATION_FAILED` is returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkCreateSwapchainKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage

- **VUID-vkCreateSwapchainKHR-device-05068**
  The number of swapchains currently allocated from `device` plus 1 must be less than or equal to the total number of swapchains requested via `VkDeviceObjectReservationCreateInfo::swapchainRequestCount` specified when `device` was created.

### Valid Usage (Implicit)

- **VUID-vkCreateSwapchainKHR-device-parameter**
  `device` must be a valid `VkDevice` handle
- **VUID-vkCreateSwapchainKHR-pCreateInfo-parameter**
**Host Synchronization**

- Host access to `pCreateInfo->surface` must be externally synchronized.

**Return Codes**

**Success**
- `VK_SUCCESS`

**Failure**
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_DEVICE_LOST`
- `VK_ERROR_SURFACE_LOST_KHR`
- `VK_ERROR_NATIVE_WINDOW_IN_USE_KHR`
- `VK_ERROR_INITIALIZATION_FAILED`

The `VkSwapchainCreateInfoKHR` structure is defined as:
typedef struct VkSwapchainCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkSwapchainCreateFlagsKHR flags;
    VkSurfaceKHR surface;
    uint32_t minImageCount;
    VkFormat imageFormat;
    VkColorSpaceKHR imageColorSpace;
    VkExtent2D imageExtent;
    uint32_t imageArrayLayers;
    VkImageUsageFlags imageUsage;
    VkSharingMode imageSharingMode;
    uint32_t queueFamilyIndexCount;
    const uint32_t* pQueueFamilyIndices;
    VkSurfaceTransformFlagBitsKHR preTransform;
    VkCompositeAlphaFlagBitsKHR compositeAlpha;
    VkPresentModeKHR presentMode;
    VkBool32 clipped;
    VkSwapchainKHR oldSwapchain;
} VkSwapchainCreateInfoKHR;

• **sType** is a VkStructureType value identifying this structure.

• **pNext** is NULL or a pointer to a structure extending this structure.

• **flags** is a bitmask of VkSwapchainCreateFlagBitsKHR indicating parameters of the swapchain creation.

• **surface** is the surface onto which the swapchain will present images. If the creation succeeds, the swapchain becomes associated with surface.

• **minImageCount** is the minimum number of presentable images that the application needs. The implementation will either create the swapchain with at least that many images, or it will fail to create the swapchain.

• **imageFormat** is a VkFormat value specifying the format the swapchain image(s) will be created with.

• **imageColorSpace** is a VkColorSpaceKHR value specifying the way the swapchain interprets image data.

• **imageExtent** is the size (in pixels) of the swapchain image(s). The behavior is platform-dependent if the image extent does not match the surface’s currentExtent as returned by vkGetPhysicalDeviceSurfaceCapabilitiesKHR.

---

**Note**

On some platforms, it is normal that maxImageExtent may become (0, 0), for example when the window is minimized. In such a case, it is not possible to create a swapchain due to the Valid Usage requirements.

• **imageArrayLayers** is the number of views in a multiview/stereo surface. For non-stereoscopic-3D
• **imageUsage** is a bitmask of *VkImageUsageFlagBits* describing the intended usage of the (acquired) swapchain images.

• **imageSharingMode** is the sharing mode used for the image(s) of the swapchain.

• **queueFamilyIndexCount** is the number of queue families having access to the image(s) of the swapchain when **imageSharingMode** is **VK_SHARING_MODE_CONCURRENT**.

• **pNextFamilyIndices** is a pointer to an array of queue family indices having access to the image(s) of the swapchain when **imageSharingMode** is **VK_SHARING_MODE_CONCURRENT**.

• **preTransform** is a *VkSurfaceTransformFlagBitsKHR* value describing the transform, relative to the presentation engine's natural orientation, applied to the image content prior to presentation. If it does not match the **currentTransform** value returned by *vkGetPhysicalDeviceSurfaceCapabilitiesKHR*, the presentation engine will transform the image content as part of the presentation operation.

• **compositeAlpha** is a *VkCompositeAlphaFlagBitsKHR* value indicating the alpha compositing mode to use when this surface is composited together with other surfaces on certain window systems.

• **presentMode** is the presentation mode the swapchain will use. A swapchain's present mode determines how incoming present requests will be processed and queued internally.

• **clipped** specifies whether the Vulkan implementation is allowed to discard rendering operations that affect regions of the surface that are not visible.
  ◦ If set to **VK_TRUE**, the presentable images associated with the swapchain *may* not own all of their pixels. Pixels in the presentable images that correspond to regions of the target surface obscured by another window on the desktop, or subject to some other clipping mechanism will have undefined content when read back. Fragment shaders *may* not execute for these pixels, and thus any side effects they would have had will not occur. Setting **VK_TRUE** does not guarantee any clipping will occur, but allows more efficient presentation methods to be used on some platforms.
  ◦ If set to **VK_FALSE**, presentable images associated with the swapchain will own all of the pixels they contain.

  **Note**
  Applications should set this value to **VK_TRUE** if they do not expect to read back the content of presentable images before presenting them or after reacquiring them, and if their fragment shaders do not have any side effects that require them to run for all pixels in the presentable image.

• **oldSwapchain** must be **VK_NULL_HANDLE** in Vulkan SC [SCID-4].

---

**Valid Usage**

• VUID-VkSwapchainCreateInfoKHR-surface-01270
  surface must be a surface that is supported by the device as determined using *vkGetPhysicalDeviceSurfaceSupportKHR*

• VUID-VkSwapchainCreateInfoKHR-minImageCount-01272
\textbf{minImageCount} must be less than or equal to the value returned in the \textbf{maxImageCount} member of the \texttt{VkSurfaceCapabilitiesKHR} structure returned by \texttt{vkGetPhysicalDeviceSurfaceCapabilitiesKHR} for the surface if the returned \textbf{maxImageCount} is not zero

- \textbf{VUID-VkSwapchainCreateInfoKHR-presentMode-02839}
  If \texttt{presentMode} is not \texttt{VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR} nor \texttt{VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR}, then \textbf{minImageCount} must be greater than or equal to the value returned in the \textbf{minImageCount} member of the \texttt{VkSurfaceCapabilitiesKHR} structure returned by \texttt{vkGetPhysicalDeviceSurfaceCapabilitiesKHR} for the surface

- \textbf{VUID-VkSwapchainCreateInfoKHR-minImageCount-01383}
  \textbf{minImageCount} must be 1 if \texttt{presentMode} is either \texttt{VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR} or \texttt{VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR}

- \textbf{VUID-VkSwapchainCreateInfoKHR-imageFormat-01273}
  \texttt{imageFormat} and \texttt{imageColorSpace} must match the \texttt{format} and \texttt{colorSpace} members, respectively, of one of the \texttt{VkSurfaceFormatKHR} structures returned by \texttt{vkGetPhysicalDeviceSurfaceFormatsKHR} for the surface

- \textbf{VUID-VkSwapchainCreateInfoKHR-pNext-07781}
  \texttt{imageExtent} must be between \textbf{minImageExtent} and \textbf{maxImageExtent}, inclusive, where \textbf{minImageExtent} and \textbf{maxImageExtent} are members of the \texttt{VkSurfaceCapabilitiesKHR} structure returned by \texttt{vkGetPhysicalDeviceSurfaceCapabilitiesKHR} for the surface

- \textbf{VUID-VkSwapchainCreateInfoKHR-imageExtent-01689}
  \texttt{imageExtent} members width and height must both be non-zero

- \textbf{VUID-VkSwapchainCreateInfoKHR-imageArrayLayers-01275}
  \texttt{imageArrayLayers} must be greater than 0 and less than or equal to the \textbf{maxImageArrayLayers} member of the \texttt{VkSurfaceCapabilitiesKHR} structure returned by \texttt{vkGetPhysicalDeviceSurfaceCapabilitiesKHR} for the surface

- \textbf{VUID-VkSwapchainCreateInfoKHR-presentMode-01427}
  If \texttt{presentMode} is \texttt{VK_PRESENT_MODE_IMMEDIATE_KHR}, \texttt{VK_PRESENT_MODE_MAILBOX_KHR}, \texttt{VK_PRESENT_MODE_FIFO_KHR} or \texttt{VK_PRESENT_MODE_FIFO_RELAXED_KHR}, \texttt{imageUsage} must be a subset of the supported usage flags present in the \texttt{supportedUsageFlags} member of the \texttt{VkSurfaceCapabilitiesKHR} structure returned by \texttt{vkGetPhysicalDeviceSurfaceCapabilitiesKHR} for the surface

- \textbf{VUID-VkSwapchainCreateInfoKHR-imageUsage-01384}
  If \texttt{presentMode} is \texttt{VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR} or \texttt{VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR}, \texttt{imageUsage} must be a subset of the supported usage flags present in the \texttt{sharedPresentSupportedUsageFlags} member of the \texttt{VkSharedPresentSurfaceCapabilitiesKHR} structure returned by \texttt{vkGetPhysicalDeviceSurfaceCapabilities2KHR} for surface

- \textbf{VUID-VkSwapchainCreateInfoKHR-imageSharingMode-01277}
  If \texttt{imageSharingMode} is \texttt{VK_SHARING_MODE_CONCURRENT}, \texttt{pQueueFamilyIndices} must be a valid pointer to an array of \texttt{queueFamilyIndexCount uint32_t} values

- \textbf{VUID-VkSwapchainCreateInfoKHR-imageSharingMode-01278}
If `imageSharingMode` is `VK_SHARING_MODE_CONCURRENT`, `queueFamilyIndexCount` must be greater than 1

- VUID-VkSwapchainCreateInfoKHR-imageSharingMode-01428
  If `imageSharingMode` is `VK_SHARING_MODE_CONCURRENT`, each element of `pQueueFamilyIndices` must be unique and must be less than `pQueueFamilyPropertyCount` returned by either `vkGetPhysicalDeviceQueueFamilyProperties` or `vkGetPhysicalDeviceQueueFamilyProperties2` for the `physicalDevice` that was used to create device

- VUID-VkSwapchainCreateInfoKHR-preTransform-01279
  `preTransform` must be one of the bits present in the `supportedTransforms` member of the `VkSurfaceCapabilitiesKHR` structure returned by `vkGetPhysicalDeviceSurfaceCapabilitiesKHR` for the surface

- VUID-VkSwapchainCreateInfoKHR-compositeAlpha-01280
  `compositeAlpha` must be one of the bits present in the `supportedCompositeAlpha` member of the `VkSurfaceCapabilitiesKHR` structure returned by `vkGetPhysicalDeviceSurfaceCapabilitiesKHR` for the surface

- VUID-VkSwapchainCreateInfoKHR-presentMode-01281
  `presentMode` must be one of the `VkPresentModeKHR` values returned by `vkGetPhysicalDeviceSurfacePresentModesKHR` for the surface

- VUID-VkSwapchainCreateInfoKHR-physicalDeviceCount-01429
  `flags` must not contain `VK_SWAPCHAIN_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT_KHR`

- VUID-VkSwapchainCreateInfoKHR-oldSwapchain-05073
  `oldSwapchain` must be `VK_NULL_HANDLE`

- VUID-VkSwapchainCreateInfoKHR-imageFormat-01778
  The implied image creation parameters of the swapchain must be supported as reported by `vkGetPhysicalDeviceImageFormatProperties`

- VUID-VkSwapchainCreateInfoKHR-flags-03168
  If `flags` contains `VK_SWAPCHAIN_CREATE_MUTABLE_FORMAT_BIT_KHR` then the `pNext` chain must include a `VkImageFormatListCreateInfo` structure with a `viewFormatCount` greater than zero and `pViewFormats` must have an element equal to `imageFormat`

- VUID-VkSwapchainCreateInfoKHR-pNext-04099
  If a `VkImageFormatListCreateInfo` structure was included in the `pNext` chain and `VkImageFormatListCreateInfo::viewFormatCount` is not zero then all of the formats in `VkImageFormatListCreateInfo::pViewFormats` must be compatible with the `format` as described in the compatibility table

- VUID-VkSwapchainCreateInfoKHR-flags-04100
  If `flags` does not contain `VK_SWAPCHAIN_CREATE_MUTABLE_FORMAT_BIT_KHR` and the `pNext` chain include a `VkImageFormatListCreateInfo` structure then `VkImageFormatListCreateInfo::viewFormatCount` must be 0 or 1

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**Valid Usage (Implicit)**

- VUID-VkSwapchainCreateInfoKHR-sType-sType
The `sType` must be `VK_STRUCTURE_TYPE_SWAPCHAIN_CREATE_INFO_KHR`.

- **VID-VkSwapchainCreateInfoKHR-pNext-pNext**
  Each `pNext` member of any structure (including this one) in the `pNext` chain must be either `NULL` or a pointer to a valid instance of `VkDeviceGroupSwapchainCreateInfoKHR`, `VkImageFormatListCreateInfo`, or `VkSwapchainCounterCreateInfoEXT`.

- **VID-VkSwapchainCreateInfoKHR-sType-unique**
  The `sType` value of each struct in the `pNext` chain must be unique.

- **VID-VkSwapchainCreateInfoKHR-flags-parameter**
  The `flags` must be a valid combination of `VkSwapchainCreateFlagBitsKHR` values.

- **VID-VkSwapchainCreateInfoKHR-surface-parameter**
  The `surface` must be a valid `VkSurfaceKHR` handle.

- **VID-VkSwapchainCreateInfoKHR-imageFormat-parameter**
  The `imageFormat` must be a valid `VkFormat` value.

- **VID-VkSwapchainCreateInfoKHR-imageColorSpace-parameter**
  The `imageColorSpace` must be a valid `VkColorSpaceKHR` value.

- **VID-VkSwapchainCreateInfoKHR-imageUsage-parameter**
  The `imageUsage` must be a valid combination of `VkImageUsageFlagBits` values.

- **VID-VkSwapchainCreateInfoKHR-imageUsage-required bitmask**
  The `imageUsage` must not be `0`.

- **VID-VkSwapchainCreateInfoKHR-imageSharingMode-parameter**
  The `imageSharingMode` must be a valid `VkSharingMode` value.

- **VID-VkSwapchainCreateInfoKHR-preTransform-parameter**
  The `preTransform` must be a valid `VkSurfaceTransformFlagBitsKHR` value.

- **VID-VkSwapchainCreateInfoKHR-compositeAlpha-parameter**
  The `compositeAlpha` must be a valid `VkCompositeAlphaFlagBitsKHR` value.

- **VID-VkSwapchainCreateInfoKHR-presentMode-parameter**
  The `presentMode` must be a valid `VkPresentModeKHR` value.

- **VID-VkSwapchainCreateInfoKHR-commonparent**
  Both of `oldSwapchain`, and `surface` that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same `VkInstance`.

Bits which can be set in `VkSwapchainCreateInfoKHR::flags`, specifying parameters of swapchain creation, are:
// Provided by VK_KHR_swapchain
typedef enum VkSwapchainCreateFlagBitsKHR {
    // Provided by VK_VERSION_1_1 with VK_KHR_swapchain
    VK_SWAPCHAIN_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT_KHR = 0x00000001,
    // Provided by VK_VERSION_1_1 with VK_KHR_swapchain
    VK_SWAPCHAIN_CREATE_PROTECTED_BIT_KHR = 0x00000002,
    // Provided by VK_KHR_swapchain_mutable_format
    VK_SWAPCHAIN_CREATE_MUTABLE_FORMAT_BIT_KHR = 0x00000004,
} VkSwapchainCreateFlagBitsKHR;

• VK_SWAPCHAIN_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT_KHR specifies that images created from the swapchain (i.e. with the swapchain member of VkImageSwapchainCreateInfoKHR set to this swapchain's handle) must use VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT. This flag is not supported in Vulkan SC [SCID-8].

• VK_SWAPCHAIN_CREATE_PROTECTED_BIT_KHR specifies that images created from the swapchain are protected images.

• VK_SWAPCHAIN_CREATE_MUTABLE_FORMAT_BIT_KHR specifies that the images of the swapchain can be used to create a VkImageView with a different format than what the swapchain was created with. The list of allowed image view formats is specified by adding a VkImageFormatListCreateInfo structure to the pNext chain of VkSwapchainCreateInfoKHR. In addition, this flag also specifies that the swapchain can be created with usage flags that are not supported for the format the swapchain is created with but are supported for at least one of the allowed image view formats.

// Provided by VK_KHR_swapchain
typedef VkFlags VkSwapchainCreateFlagsKHR;

VkSwapchainCreateFlagsKHR is a bitmask type for setting a mask of zero or more VkSwapchainCreateFlagBitsKHR.

If the pNext chain of VkSwapchainCreateInfoKHR includes a VkDeviceGroupSwapchainCreateInfoKHR structure, then that structure includes a set of device group present modes that the swapchain can be used with.

The VkDeviceGroupSwapchainCreateInfoKHR structure is defined as:

// Provided by VK_VERSION_1_1 with VK_KHR_swapchain
typedef struct VkDeviceGroupSwapchainCreateInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkDeviceGroupPresentModeFlagsKHR modes;
} VkDeviceGroupSwapchainCreateInfoKHR;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• modes is a bitfield of modes that the swapchain can be used with.
If this structure is not present, modes is considered to be VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_BIT_KHR.

Valid Usage (Implicit)

- VUID-VkDeviceGroupSwapchainCreateInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_DEVICE_GROUP_SWAPCHAIN_CREATE_INFO_KHR

- VUID-VkDeviceGroupSwapchainCreateInfoKHR-modes-parameter
  modes must be a valid combination of VkDeviceGroupPresentModeFlagBitsKHR values

- VUID-VkDeviceGroupSwapchainCreateInfoKHR-modes-requiredbitmask
  modes must not be 0

To enable surface counters when creating a swapchain, add a VkSwapchainCounterCreateInfoEXT structure to the pNext chain of VkSwapchainCreateInfoKHR. VkSwapchainCounterCreateInfoEXT is defined as:

```c
// Provided by VK_EXT_display_control
typedef struct VkSwapchainCounterCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkSurfaceCounterFlagsEXT surfaceCounters;
} VkSwapchainCounterCreateInfoEXT;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- surfaceCounters is a bitmask of VkSurfaceCounterFlagBitsEXT specifying surface counters to enable for the swapchain.

Valid Usage

- VUID-VkSwapchainCounterCreateInfoEXT-surfaceCounters-01244
  The bits in surfaceCounters must be supported by VkSwapchainCreateInfoKHR:surface, as reported by vkGetPhysicalDeviceSurfaceCapabilities2EXT

Valid Usage (Implicit)

- VUID-VkSwapchainCounterCreateInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_SWAPCHAIN_COUNTER_CREATE_INFO_EXT

- VUID-VkSwapchainCounterCreateInfoEXT-surfaceCounters-parameter
  surfaceCounters must be a valid combination of VkSurfaceCounterFlagBitsEXT values

The requested counters become active when the first presentation command for the associated
swapchain is processed by the presentation engine. To query the value of an active counter, use:

```c
// Provided by VK_EXT_display_control
VkResult vkGetSwapchainCounterEXT(
    VkDevice device,  // VkDevice associated with swapchain.
    VkSwapchainKHR swapchain,  // swapchain from which to query the counter value.
    VkSurfaceCounterFlagBitsEXT counter,  // VkSurfaceCounterFlagBitsEXT value specifying the counter to query.
    uint64_t* pCounterValue);  // pCounterValue will return the current value of the counter.
```

- `device` is the `VkDevice` associated with `swapchain`.
- `swapchain` is the swapchain from which to query the counter value.
- `counter` is a `VkSurfaceCounterFlagBitsEXT` value specifying the counter to query.
- `pCounterValue` will return the current value of the counter.

If a counter is not available because the swapchain is out of date, the implementation may return `VK_ERROR_OUT_OF_DATE_KHR`.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetSwapchainCounterEXT` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage

- VUID-vkGetSwapchainCounterEXT-swapchain-01245: One or more present commands on `swapchain` must have been processed by the presentation engine.

### Valid Usage (Implicit)

- VUID-vkGetSwapchainCounterEXT-device-parameter: `device` must be a valid `VkDevice` handle.
- VUID-vkGetSwapchainCounterEXT-swapchain-parameter: `swapchain` must be a valid `VkSwapchainKHR` handle.
- VUID-vkGetSwapchainCounterEXT-counter-parameter: `counter` must be a valid `VkSurfaceCounterFlagBitsEXT` value.
- VUID-vkGetSwapchainCounterEXT-pCounterValue-parameter: `pCounterValue` must be a valid pointer to a `uint64_t` value.
- VUID-vkGetSwapchainCounterEXT-swapchain-parent: `swapchain` must have been created, allocated, or retrieved from `device`. 
Return Codes

Success
• VK_SUCCESS

Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_DEVICE_LOST
• VK_ERROR_OUT_OF_DATE_KHR

Swapchains **cannot** be destroyed [SCID-4]. If VkPhysicalDeviceVulkanSC10Properties::deviceDestroyFreesMemory is VK_TRUE, the memory for swapchain images is returned to the system when the device is destroyed.

When the **VK_KHR_display_swapchain** extension is enabled, multiple swapchains that share presentable images are created by calling:

```c
// Provided by VK_KHR_display_swapchain
VkResult vkCreateSharedSwapchainsKHR(
    VkDevice device,
    uint32_t swapchainCount,
    const VkSwapchainCreateInfoKHR* pCreateInfos,
    const VkAllocationCallbacks* pAllocator,
    VkSwapchainKHR* pSwapchains);
```

- **device** is the device to create the swapchains for.
- **swapchainCount** is the number of swapchains to create.
- **pCreateInfos** is a pointer to an array of VkSwapchainCreateInfoKHR structures specifying the parameters of the created swapchains.
- **pAllocator** is the allocator used for host memory allocated for the swapchain objects when there is no more specific allocator available (see Memory Allocation).
- **pSwapchains** is a pointer to an array of VkSwapchainKHR handles in which the created swapchain objects will be returned.

vkCreateSharedSwapchainsKHR is similar to vkCreateSwapchainKHR, except that it takes an array of VkSwapchainCreateInfoKHR structures, and returns an array of swapchain objects.

The swapchain creation parameters that affect the properties and number of presentable images **must** match between all the swapchains. If the displays used by any of the swapchains do not use the same presentable image layout or are incompatible in a way that prevents sharing images, swapchain creation will fail with the result code VK_ERROR_INCOMPATIBLE_DISPLAY_KHR. If any error occurs, no swapchains will be created. Images presented to multiple swapchains **must** be re-acquired from all of them before being modified. After destroying one or more of the swapchains, the remaining swapchains and the presentable images **can** continue to be used.
If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkCreateSharedSwapchainsKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage

- **VUID-vkCreateSharedSwapchainsKHR-device-05068**
  The number of swapchains currently allocated from `device` plus `swapchainCount` must be less than or equal to the total number of swapchains requested via `VkDeviceObjectReservationCreateInfo::swapchainRequestCount` specified when `device` was created.

### Valid Usage (Implicit)

- **VUID-vkCreateSharedSwapchainsKHR-device-parameter**
  `device` must be a valid `VkDevice` handle.

- **VUID-vkCreateSharedSwapchainsKHR-pCreateInfos-parameter**
  `pCreateInfos` must be a valid pointer to an array of `swapchainCount` valid `VkSwapchainCreateInfoKHR` structures.

- **VUID-vkCreateSharedSwapchainsKHR-pAllocator-null**
  `pAllocator` must be `NULL`.

- **VUID-vkCreateSharedSwapchainsKHR-pSwapchains-parameter**
  `pSwapchains` must be a valid pointer to an array of `swapchainCount` `VkSwapchainKHR` handles.

- **VUID-vkCreateSharedSwapchainsKHR-swapchainCount-arraylength**
  `swapchainCount` must be greater than 0.

### Host Synchronization

- Host access to `pCreateInfos[].surface` must be externally synchronized.

### Return Codes

**Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_INCOMPATIBLE_DISPLAY_KHR`
- `VK_ERROR_DEVICE_LOST`
- `VK_ERROR_SURFACE_LOST_KHR`
To obtain the array of presentable images associated with a swapchain, call:

```c
// Provided by VK_KHR_swapchain
VkResult vkGetSwapchainImagesKHR(
    VkDevice device,
    VkSwapchainKHR swapchain,
    uint32_t* pSwapchainImageCount,
    VkImage* pSwapchainImages);
```

- `device` is the device associated with `swapchain`.
- `swapchain` is the swapchain to query.
- `pSwapchainImageCount` is a pointer to an integer related to the number of presentable images available or queried, as described below.
- `pSwapchainImages` is either `NULL` or a pointer to an array of `VkImage` handles.

If `pSwapchainImages` is `NULL`, then the number of presentable images for `swapchain` is returned in `pSwapchainImageCount`. Otherwise, `pSwapchainImageCount` must point to a variable set by the user to the number of elements in the `pSwapchainImages` array, and on return the variable is overwritten with the number of structures actually written to `pSwapchainImages`. If the value of `pSwapchainImageCount` is less than the number of presentable images for `swapchain`, at most `pSwapchainImageCount` structures will be written, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available presentable images were returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetSwapchainImagesKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage (Implicit)

- **VUID-vkGetSwapchainImagesKHR-device-parameter**
  - `device` must be a valid `VkDevice` handle

- **VUID-vkGetSwapchainImagesKHR-swapchain-parameter**
  - `swapchain` must be a valid `VkSwapchainKHR` handle

- **VUID-vkGetSwapchainImagesKHR-pSwapchainImageCount-parameter**
  - `pSwapchainImageCount` must be a valid pointer to a `uint32_t` value

- **VUID-vkGetSwapchainImagesKHR-pSwapchainImages-parameter**
  - If the value referenced by `pSwapchainImageCount` is not `0`, and `pSwapchainImages` is not `NULL`, `pSwapchainImages` must be a valid pointer to an array of `pSwapchainImageCount` `VkImage` handles

- **VUID-vkGetSwapchainImagesKHR-swapchain-parent**
  - `swapchain` must have been created, allocated, or retrieved from `device`
Return Codes

**Success**
- **VK_SUCCESS**
- **VK_INCOMPLETE**

**Failure**
- **VK_ERROR_OUT_OF_HOST_MEMORY**
- **VK_ERROR_OUT_OF_DEVICE_MEMORY**

---

**Note**
By knowing all presentable images used in the swapchain, the application can create command buffers that reference these images prior to entering its main rendering loop.

Images returned by `vkGetSwapchainImagesKHR` are fully backed by memory before they are passed to the application, as if they are each bound completely and contiguously to a single `VkDeviceMemory` object. All presentable images are initially in the `VK_IMAGE_LAYOUT_UNDEFINED` layout, thus before using presentable images, the application must transition them to a valid layout for the intended use.

Images can also be created by using `vkCreateImage` with `VkImageSwapchainCreateInfoKHR` and bound to swapchain memory using `vkBindImageMemory2` with `VkBindImageMemorySwapchainInfoKHR`. These images can be used anywhere swapchain images are used, and are useful in logical devices with multiple physical devices to create peer memory bindings of swapchain memory. These images and bindings have no effect on what memory is presented. Unlike images retrieved from `vkGetSwapchainImagesKHR`, these images must be destroyed with `vkDestroyImage`.

To acquire an available presentable image to use, and retrieve the index of that image, call:

```c
// Provided by VK_KHR_swapchain
VkResult vkAcquireNextImageKHR(
    VkDevice device,
    VkSwapchainKHR swapchain,
    uint64_t timeout,
    VkSemaphore semaphore,
    VkFence fence,
    uint32_t* pImageIndex);
```

- **device** is the device associated with **swapchain**.
- **swapchain** is the non-retired swapchain from which an image is being acquired.
- **timeout** specifies how long the function waits, in nanoseconds, if no image is available.
- **semaphore** is **VK_NULL_HANDLE** or a semaphore to signal.
• fence is VK_NULL_HANDLE or a fence to signal.

• pImageIndex is a pointer to a uint32_t in which the index of the next image to use (i.e. an index into the array of images returned by vkGetSwapchainImagesKHR) is returned.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkAcquireNextImageKHR must not return VK_ERROR_OUT_OF_HOST_MEMORY.

### Valid Usage

- **VUID-vkAcquireNextImageKHR-swapchain-01285**
  swapchain must not be in the retired state

- **VUID-vkAcquireNextImageKHR-semaphore-01286**
  If semaphore is not VK_NULL_HANDLE it must be unsignaled

- **VUID-vkAcquireNextImageKHR-semaphore-01779**
  If semaphore is not VK_NULL_HANDLE it must not have any uncompleted signal or wait operations pending

- **VUID-vkAcquireNextImageKHR-fence-01287**
  If fence is not VK_NULL_HANDLE it must be unsignaled and must not be associated with any other queue command that has not yet completed execution on that queue

- **VUID-vkAcquireNextImageKHR-semaphore-01780**
  semaphore and fence must not both be equal to VK_NULL_HANDLE

- **VUID-vkAcquireNextImageKHR-surface-07783**
  If forward progress cannot be guaranteed for the surface used to create the swapchain member of pAcquireInfo, the timeout member of pAcquireInfo must not be UINT64_MAX

- **VUID-vkAcquireNextImageKHR-semaphore-03265**
  semaphore must have a VkSemaphoreType of VK_SEMAPHORE_TYPE_BINARY

### Valid Usage (Implicit)

- **VUID-vkAcquireNextImageKHR-device-parameter**
  device must be a valid VkDevice handle

- **VUID-vkAcquireNextImageKHR-swapchain-parameter**
  swapchain must be a valid VkSwapchainKHR handle

- **VUID-vkAcquireNextImageKHR-semaphore-parameter**
  If semaphore is not VK_NULL_HANDLE, semaphore must be a valid VkSemaphore handle

- **VUID-vkAcquireNextImageKHR-fence-parameter**
  If fence is not VK_NULL_HANDLE, fence must be a valid VkFence handle

- **VUID-vkAcquireNextImageKHR-pImageIndex-parameter**
  pImageIndex must be a valid pointer to a uint32_t value

- **VUID-vkAcquireNextImageKHR-swapchain-parent**
  swapchain must have been created, allocated, or retrieved from device
If semaphore is a valid handle, it **must** have been created, allocated, or retrieved from device.

If fence is a valid handle, it **must** have been created, allocated, or retrieved from device.

### Host Synchronization

- Host access to swapchain **must** be externally synchronized
- Host access to semaphore **must** be externally synchronized
- Host access to fence **must** be externally synchronized

### Return Codes

**Success**
- VK_SUCCESS
- VK_TIMEOUT
- VK_NOT_READY
- VK_SUBOPTIMAL_KHR

**Failure**
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_DEVICE_LOST
- VK_ERROR_OUT_OF_DATE_KHR
- VK_ERROR_SURFACE_LOST_KHR

If an image is acquired successfully, `vkAcquireNextImageKHR` **must** either return VK_SUCCESS or VK_SUBOPTIMAL_KHR. The implementation **may** return VK_SUBOPTIMAL_KHR if the swapchain no longer matches the surface properties exactly, but **can** still be used for presentation.

When successful, `vkAcquireNextImageKHR` acquires a presentable image from swapchain that an application **can** use, and sets pImageIndex to the index of that image within the swapchain. The presentation engine **may** not have finished reading from the image at the time it is acquired, so the application **must** use semaphore and/or fence to ensure that the image layout and contents are not modified until the presentation engine reads have completed. Once `vkAcquireNextImageKHR` successfully acquires an image, the semaphore signal operation referenced by semaphore, if not VK_NULL_HANDLE, and the fence signal operation referenced by fence, if not VK_NULL_HANDLE, are submitted for execution. If `vkAcquireNextImageKHR` does not successfully acquire an image, semaphore and fence are unaffected. The order in which images are acquired is implementation-dependent, and **may** be different than the order the images were presented.
If `timeout` is zero, then `vkAcquireNextImageKHR` does not wait, and will either successfully acquire an image, or fail and return `VK_NOT_READY` if no image is available.

If the specified timeout period expires before an image is acquired, `vkAcquireNextImageKHR` returns `VK_TIMEOUT`. If `timeout` is `UINT64_MAX`, the timeout period is treated as infinite, and `vkAcquireNextImageKHR` will block until an image is acquired or an error occurs.

Let $S$ be the number of images in `swapchain`. Let $M$ be the value of `VkSurfaceCapabilitiesKHR::minImageCount`.

`vkAcquireNextImageKHR` **should not** be called if the number of images that the application has currently acquired is greater than $S-M$. If `vkAcquireNextImageKHR` is called when the number of images that the application has currently acquired is less than or equal to $S-M$, `vkAcquireNextImageKHR` **must** return in finite time with an allowed `VkResult` code.

**Note**

Returning a result in finite time guarantees that the implementation cannot deadlock an application, or suspend its execution indefinitely with correct API usage. Acquiring too many images at once may block indefinitely, which is covered by valid usage when attempting to use `UINT64_MAX`. For example, a scenario here is when a compositor holds on to images which are currently being presented, and there are not any vacant images left to be acquired.

If the swapchain images no longer match native surface properties, either `VK_SUBOPTIMAL_KHR` or `VK_ERROR_OUT_OF_DATE_KHR` **must** be returned. If `VK_ERROR_OUT_OF_DATE_KHR` is returned, no image is acquired and attempts to present previously acquired images to the swapchain will also fail with `VK_ERROR_OUT_OF_DATE_KHR`. Applications need to create a new swapchain for the surface to continue presenting if `VK_ERROR_OUT_OF_DATE_KHR` is returned.

**Note**

`VK_SUBOPTIMAL_KHR` *may* happen, for example, if the platform surface has been resized but the platform is able to scale the presented images to the new size to produce valid surface updates. It is up to the application to decide whether it prefers to continue using the current swapchain in this state, or to re-create the swapchain to better match the platform surface properties.

If device loss occurs (see Lost Device) before the timeout has expired, `vkAcquireNextImageKHR` **must** return in finite time with either one of the allowed success codes, or `VK_ERROR_DEVICE_LOST`.

If `semaphore` is not `VK_NULL_HANDLE`, the semaphore **must** be unsignaled, with no signal or wait operations pending. It will become signaled when the application **can** use the image.

**Note**

Use of `semaphore` allows rendering operations to be recorded and submitted before the presentation engine has completed its use of the image.

If `fence` is not equal to `VK_NULL_HANDLE`, the fence **must** be unsignaled, with no signal operations pending. It will become signaled when the application **can** use the image.
Applications **should** not rely on `vkAcquireNextImageKHR` blocking in order to meter their rendering speed. The implementation **may** return from this function immediately regardless of how many presentation requests are queued, and regardless of when queued presentation requests will complete relative to the call. Instead, applications **can** use `fence` to meter their frame generation work to match the presentation rate.

An application **must** wait until either the `semaphore` or `fence` is signaled before accessing the image’s data.

When the presentable image will be accessed by some stage S, the recommended idiom for ensuring correct synchronization is:

- The `VkSubmitInfo` used to submit the image layout transition for execution includes `vkAcquireNextImageKHR::semaphore` in its `pWaitSemaphores` member, with the corresponding element of `pWaitDstStageMask` including S.
- The synchronization command that performs any necessary image layout transition includes S in both the `srcStageMask` and `dstStageMask`.

After a successful return, the image indicated by `pImageIndex` and its data will be unmodified compared to when it was presented.

Exclusive ownership of presentable images corresponding to a swapchain created with `VK_SHARING_MODE_EXCLUSIVE` as defined in Resource Sharing is not altered by a call to `vkAcquireNextImageKHR`. That means upon the first acquisition from such a swapchain presentable images are not owned by any queue family, while at subsequent acquisitions the presentable images remain owned by the queue family the image was previously presented on.

The possible return values for `vkAcquireNextImageKHR` depend on the `timeout` provided:

- **VK_SUCCESS** is returned if an image became available.
- **VK_ERROR_SURFACE_LOST_KHR** is returned if the surface becomes no longer available.
- **VK_NOT_READY** is returned if `timeout` is zero and no image was available.
- **VK_TIMEOUT** is returned if `timeout` is greater than zero and less than `UINT64_MAX`, and no image became available within the time allowed.
- **VK_SUBOPTIMAL_KHR** is returned if an image became available, and the swapchain no longer matches the surface properties exactly, but **can** still be used to present to the surface successfully.

This **may** happen, for example, if the platform surface has been resized but the
platform is able to scale the presented images to the new size to produce valid surface updates. It is up to the application to decide whether it prefers to continue using the current swapchain indefinitely or temporarily in this state, or to re-create the swapchain to better match the platform surface properties.

- **VK_ERROR_OUT_OF_DATE_KHR** is returned if the surface has changed in such a way that it is no longer compatible with the swapchain, and further presentation requests using the swapchain will fail. Applications **must** query the new surface properties and recreate their swapchain if they wish to continue presenting to the surface.

If the native surface and presented image sizes no longer match, presentation **may** fail. If presentation does succeed, the mapping from the presented image to the native surface is implementation-defined. It is the application's responsibility to detect surface size changes and react appropriately. If presentation fails because of a mismatch in the surface and presented image sizes, a **VK_ERROR_OUT_OF_DATE_KHR** error will be returned.

**Note**
For example, consider a 4x3 window/surface that gets resized to be 3x4 (taller than wider). On some window systems, the portion of the window/surface that was previously and still is visible (the 3x3 part) will contain the same contents as before, while the remaining parts of the window will have undefined contents. Other window systems **may** squash/stretch the image to fill the new window size without any undefined contents, or apply some other mapping.

To acquire an available presentable image to use, and retrieve the index of that image, call:

```c
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain
VkResult vkAcquireNextImage2KHR(
    VkDevice device,
    const VkAcquireNextImageInfoKHR* pAcquireInfo,
    uint32_t* pImageIndex);
```

- **device** is the device associated with **swapchain**.
- **pAcquireInfo** is a pointer to a **VkAcquireNextImageInfoKHR** structure containing parameters of the acquire.
- **pImageIndex** is a pointer to a **uint32_t** that is set to the index of the next image to use.

If **VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations** is **VK_TRUE**, **vkAcquireNextImage2KHR** must not return **VK_ERROR_OUT_OF_HOST_MEMORY**.

**Valid Usage**

- **VUID-vkAcquireNextImage2KHR-surface-07784**
  If **forward progress** cannot be guaranteed for the **surface** used to create **swapchain**, the **timeout** member of **pAcquireInfo** must not be **UINT64_MAX**
Valid Usage (Implicit)

- **VUID-vkAcquireNextImage2KHR-device-parameter**
  
  *device must* be a valid *VkDevice* handle

- **VUID-vkAcquireNextImage2KHR-pAcquireInfo-parameter**
  
  *pAcquireInfo must* be a valid pointer to a valid *VkAcquireNextImageInfoKHR* structure

- **VUID-vkAcquireNextImage2KHR-pImageIndex-parameter**
  
  *pImageIndex must* be a valid pointer to a **uint32_t** value

Return Codes

**Success**

- **VK_SUCCESS**
- **VK_TIMEOUT**
- **VK_NOT_READY**
- **VK_SUBOPTIMAL_KHR**

**Failure**

- **VK_ERROR_OUT_OF_HOST_MEMORY**
- **VK_ERROR_OUT_OF_DEVICE_MEMORY**
- **VK_ERROR_DEVICE_LOST**
- **VK_ERROR_OUT_OF_DATE_KHR**
- **VK_ERROR_SURFACE_LOST_KHR**

The *VkAcquireNextImageInfoKHR* structure is defined as:

```c
// Provided by VK_VERSION_1_1 with VK_KHR_swapchain
typedef struct VkAcquireNextImageInfoKHR {
    VkStructureType     sType;
    const void*         pNext;
    VkSwapchainKHR      swapchain;
    uint64_t             timeout;
    VkSemaphore          semaphore;
    VkFence              fence;
    uint32_t             deviceMask;
} VkAcquireNextImageInfoKHR;
```

- **sType** is a *VkStructureType* value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **swapchain** is a non-retired swapchain from which an image is acquired.
- **timeout** specifies how long the function waits, in nanoseconds, if no image is available.
• `semaphore` is `VK_NULL_HANDLE` or a semaphore to signal.

• `fence` is `VK_NULL_HANDLE` or a fence to signal.

• `deviceMask` is a mask of physical devices for which the swapchain image will be ready to use when the semaphore or fence is signaled.

If `vkAcquireNextImageKHR` is used, the device mask is considered to include all physical devices in the logical device.

**Note**

`vkAcquireNextImage2KHR` signals at most one semaphore, even if the application requests waiting for multiple physical devices to be ready via the `deviceMask`. However, only a single physical device can wait on that semaphore, since the semaphore becomes unsignaled when the wait succeeds. For other physical devices to wait for the image to be ready, it is necessary for the application to submit semaphore signal operation(s) to that first physical device to signal additional semaphore(s) after the wait succeeds, which the other physical device(s) can wait upon.

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**Valid Usage**

- VUID-VkAcquireNextImageInfoKHR-swapchain-01675
  
  `swapchain` must not be in the retired state

- VUID-VkAcquireNextImageInfoKHR-semaphore-01288
  
  If `semaphore` is not `VK_NULL_HANDLE` it must be unsignaled

- VUID-VkAcquireNextImageInfoKHR-semaphore-01781
  
  If `semaphore` is not `VK_NULL_HANDLE` it must not have any uncompleted signal or wait operations pending

- VUID-VkAcquireNextImageInfoKHR-fence-01289
  
  If `fence` is not `VK_NULL_HANDLE` it must be unsignaled and must not be associated with any other queue command that has not yet completed execution on that queue

- VUID-VkAcquireNextImageInfoKHR-semaphore-01782
  
  `semaphore` and `fence` must not both be equal to `VK_NULL_HANDLE`

- VUID-VkAcquireNextImageInfoKHR-deviceMask-01290
  
  `deviceMask` must be a valid device mask

- VUID-VkAcquireNextImageInfoKHR-deviceMask-01291
  
  `deviceMask` must not be zero

- VUID-VkAcquireNextImageInfoKHR-semaphore-03266
  
  `semaphore` must have a `VkSemaphoreType` of `VK_SEMAPHORE_TYPE_BINARY`

---

**Valid Usage (Implicit)**

- VUID-VkAcquireNextImageInfoKHR-sType-sType
sType must be VK_STRUCTURE_TYPE_ACQUIRE_NEXT_IMAGE_INFO_KHR

- VUID-VkAcquireNextImageInfoKHR-pNext-pNext
  pNext must be NULL

- VUID-VkAcquireNextImageInfoKHR-swapchain-parameter
  swapchain must be a valid VkSwapchainKHR handle

- VUID-VkAcquireNextImageInfoKHR-semaphore-parameter
  If semaphore is not VK_NULL_HANDLE, semaphore must be a valid VkSemaphore handle

- VUID-VkAcquireNextImageInfoKHR-fence-parameter
  If fence is not VK_NULL_HANDLE, fence must be a valid VkFence handle

- VUID-VkAcquireNextImageInfoKHR-commonparent
  Each of fence, semaphore, and swapchain that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same VkDevice

Host Synchronization

- Host access to swapchain must be externally synchronized
- Host access to semaphore must be externally synchronized
- Host access to fence must be externally synchronized

After queueing all rendering commands and transitioning the image to the correct layout, to queue an image for presentation, call:

```c
// Provided by VK_KHR_swapchain
VkResult vkQueuePresentKHR(
    VkQueue queue, 
    const VkPresentInfoKHR* pPresentInfo);
```

- queue is a queue that is capable of presentation to the target surface's platform on the same device as the image's swapchain.
- pPresentInfo is a pointer to a VkPresentInfoKHR structure specifying parameters of the presentation.

**Note**

There is no requirement for an application to present images in the same order that they were acquired - applications can arbitrarily present any image that is currently acquired.

**Note**

The origin of the native orientation of the surface coordinate system is not specified in the Vulkan specification; it depends on the platform. For most platforms the origin is by default upper-left, meaning the pixel of the presented VkImage at coordinates (0,0) would appear at the upper left pixel of the platform.
surface (assuming VK_SURFACE_TRANSFORM_IDENTITY_BIT_KHR, and the display standing the right way up).

The result codes VK_ERROR_OUT_OF_DATE_KHR and VK_SUBOPTIMAL_KHR have the same meaning when returned by vkQueuePresentKHR as they do when returned by vkAcquireNextImageKHR. If multiple swapchains are presented, the result code is determined by applying the following rules in order:

- If the device is lost, VK_ERROR_DEVICE_LOST is returned.
- If any of the target surfaces are no longer available the error VK_ERROR_SURFACE_LOST_KHR is returned.
- If any of the presents would have a result of VK_ERROR_OUT_OF_DATE_KHR if issued separately then VK_ERROR_OUT_OF_DATE_KHR is returned.
- If any of the presents would have a result of VK_SUBOPTIMAL_KHR if issued separately then VK_SUBOPTIMAL_KHR is returned.
- Otherwise VK_SUCCESS is returned.

Any writes to memory backing the images referenced by the pImageIndices and pSwapchains members of pPresentInfo, that are available before vkQueuePresentKHR is executed, are automatically made visible to the read access performed by the presentation engine. This automatic visibility operation for an image happens-after the semaphore signal operation, and happens-before the presentation engine accesses the image.

Presentation is a read-only operation that will not affect the content of the presentable images. Upon reacquiring the image and transitioning it away from the VK_IMAGE_LAYOUT_PRESENT_SRC_KHR layout, the contents will be the same as they were prior to transitioning the image to the present source layout and presenting it. However, if a mechanism other than Vulkan is used to modify the platform window associated with the swapchain, the content of all presentable images in the swapchain becomes undefined.

Calls to vkQueuePresentKHR may block, but must return in finite time. The processing of the presentation happens in issue order with other queue operations, but semaphores must be used to ensure that prior rendering and other commands in the specified queue complete before the presentation begins. The presentation command itself does not delay processing of subsequent commands on the queue. However, presentation requests sent to a particular queue are always performed in order. Exact presentation timing is controlled by the semantics of the presentation engine and native platform in use.

If an image is presented to a swapchain created from a display surface, the mode of the associated display will be updated, if necessary, to match the mode specified when creating the display surface. The mode switch and presentation of the specified image will be performed as one atomic operation.

Queueing an image for presentation defines a set of queue operations, including waiting on the semaphores and submitting a presentation request to the presentation engine. However, the scope of this set of queue operations does not include the actual processing of the image by the presentation engine.

If vkQueuePresentKHR fails to enqueue the corresponding set of queue operations, it may return
VK_ERROR_OUT_OF_HOST_MEMORY or VK_ERROR_OUT_OF_DEVICE_MEMORY. If it does, the implementation must ensure that the state and contents of any resources or synchronization primitives referenced is unaffected by the call or its failure.

If vkQueuePresentKHR fails in such a way that the implementation is unable to make that guarantee, the implementation must return VK_ERROR_DEVICE_LOST.

However, if the presentation request is rejected by the presentation engine with an error VK_ERROR_OUT_OF_DATE_KHR, or VK_ERROR_SURFACE_LOST_KHR, the set of queue operations are still considered to be enqueued and thus any semaphore wait operation specified in VkPresentInfoKHR will execute when the corresponding queue operation is complete.

vkQueuePresentKHR releases the acquisition of the images referenced by imageIndices. The queue family corresponding to the queue vkQueuePresentKHR is executed on must have ownership of the presented images as defined in Resource Sharing. vkQueuePresentKHR does not alter the queue family ownership, but the presented images must not be used again before they have been reacquired using vkAcquireNextImageKHR.

Note
The application can continue to present any acquired images from a retired swapchain as long as the swapchain has not entered a state that causes vkQueuePresentKHR to return VK_ERROR_OUT_OF_DATE_KHR.

If VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations is VK_TRUE, vkQueuePresentKHR must not return VK_ERROR_OUT_OF_HOST_MEMORY.

Valid Usage

- VUID-vkQueuePresentKHR-pSwapchains-01292
  Each element of pSwapchains member of pPresentInfo must be a swapchain that is created for a surface for which presentation is supported from queue as determined using a call to vkGetPhysicalDeviceSurfaceSupportKHR

- VUID-vkQueuePresentKHR-pSwapchains-01293
  If more than one member of pSwapchains was created from a display surface, all display surfaces referenced that refer to the same display must use the same display mode

- VUID-vkQueuePresentKHR-pWaitSemaphores-01294
  When a semaphore wait operation referring to a binary semaphore defined by the elements of the pWaitSemaphores member of pPresentInfo executes on queue, there must be no other queues waiting on the same semaphore

- VUID-vkQueuePresentKHR-pWaitSemaphores-03267
  All elements of the pWaitSemaphores member of pPresentInfo must be created with a VkSemaphoreType of VK_SEMAPHORE_TYPE_BINARY

- VUID-vkQueuePresentKHR-pWaitSemaphores-03268
  All elements of the pWaitSemaphores member of pPresentInfo must reference a semaphore signal operation that has been submitted for execution and any semaphore signal operations on which it depends must have also been submitted for execution
Valid Usage (Implicit)

- VUID-vkQueuePresentKHR-queue-parameter
  queue must be a valid VkQueue handle
- VUID-vkQueuePresentKHR-pPresentInfo-parameter
  pPresentInfo must be a valid pointer to a valid VkPresentInfoKHR structure

Host Synchronization

- Host access to queue must be externally synchronized
- Host access to pPresentInfo->pWaitSemaphores[] must be externally synchronized
- Host access to pPresentInfo->pSwapchains[] must be externally synchronized

Command Properties

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Return Codes

Success
- VK_SUCCESS
- VK_SUBOPTIMAL_KHR

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_DEVICE_LOST
- VK_ERROR_OUT_OF_DATE_KHR
- VK_ERROR_SURFACE_LOST_KHR

The VkPresentInfoKHR structure is defined as:
// Provided by VK_KHR_swapchain

typedef struct VkPresentInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t waitSemaphoreCount;
    const VkSemaphore* pWaitSemaphores;
    uint32_t swapchainCount;
    const VkSwapchainKHR* pSwapchains;
    const uint32_t* pImageIndices;
    VkResult* pResults;
} VkPresentInfoKHR;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• waitSemaphoreCount is the number of semaphores to wait for before issuing the present request. The number may be zero.
• pWaitSemaphores is NULL or a pointer to an array of VkSemaphore objects with waitSemaphoreCount entries, and specifies the semaphores to wait for before issuing the present request.
• swapchainCount is the number of swapchains being presented to by this command.
• pSwapchains is a pointer to an array of VkSwapchainKHR objects with swapchainCount entries.
• pImageIndices is a pointer to an array of indices into the array of each swapchain’s presentable images, with swapchainCount entries. Each entry in this array identifies the image to present on the corresponding entry in the pSwapchains array.
• pResults is a pointer to an array of VkResult typed elements with swapchainCount entries. Applications that do not need per-swapchain results can use NULL for pResults. If non-NULL, each entry in pResults will be set to the VkResult for presenting the swapchain corresponding to the same index in pSwapchains.

Before an application can present an image, the image’s layout must be transitioned to the VK_IMAGE_LAYOUT_PRESENT_SRC_KHR layout, or for a shared presentable image the VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR layout.

Note

When transitioning the image to VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR or VK_IMAGE_LAYOUT_PRESENT_SRC_KHR, there is no need to delay subsequent processing, or perform any visibility operations (as vkQueuePresentKHR performs automatic visibility operations). To achieve this, the dstAccessMask member of the VkImageMemoryBarrier should be set to 0, and the dstStageMask parameter should be set to VK_PIPELINE_STAGE_BOTTOM_OF_PIPE_BIT.

Valid Usage

• VUID-VkPresentInfoKHR-pSwapchain-09231
  Elements of pSwapchain must be unique
Each element of `pImageIndices` must be the index of a presentable image acquired from the swapchain specified by the corresponding element of the `pSwapchains` array, and the presented image subresource must be in the `VK_IMAGE_LAYOUT_PRESENT_SRC_KHR` or `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR` layout at the time the operation is executed on a `VkDevice`.

### Valid Usage (Implicit)

- **VUID-VkPresentInfoKHR-sType-sType**
  
  The `sType` must be `VK_STRUCTURE_TYPE_PRESENT_INFO_KHR`.

- **VUID-VkPresentInfoKHR-pNext-pNext**
  
  Each `pNext` member of any structure (including this one) in the `pNext` chain must be either `NULL` or a pointer to a valid instance of `VkDeviceGroupPresentInfoKHR`, `VkDisplayPresentInfoKHR`, or `VkPresentRegionsKHR`.

- **VUID-VkPresentInfoKHR-sType-unique**
  
  The `sType` value of each struct in the `pNext` chain must be unique.

- **VUID-VkPresentInfoKHR-pWaitSemaphores-parameter**
  
  If `waitSemaphoreCount` is not 0, `pWaitSemaphores` must be a valid pointer to an array of `waitSemaphoreCount` valid `VkSemaphore` handles.

- **VUID-VkPresentInfoKHR-pSwapchains-parameter**
  
  `pSwapchains` must be a valid pointer to an array of `swapchainCount` valid `VkSwapchainKHR` handles.

- **VUID-VkPresentInfoKHR-pImageIndices-parameter**
  
  `pImageIndices` must be a valid pointer to an array of `swapchainCount` `uint32_t` values.

- **VUID-VkPresentInfoKHR-pResults-parameter**
  
  If `pResults` is not `NULL`, `pResults` must be a valid pointer to an array of `swapchainCount` `VkResult` values.

- **VUID-VkPresentInfoKHR-swapchainCount-arraylength**
  
  `swapchainCount` must be greater than 0.

- **VUID-VkPresentInfoKHR-commonparent**
  
  Both of the elements of `pSwapchains`, and the elements of `pWaitSemaphores` that are valid handles of non-ignored parameters must have been created, allocated, or retrieved from the same `VkDevice`.

When the `VK_KHR_incremental_present` extension is enabled, additional fields can be specified that allow an application to specify that only certain rectangular regions of the presentable images of a swapchain are changed. This is an optimization hint that a presentation engine may use to only update the region of a surface that is actually changing. The application still must ensure that all pixels of a presented image contain the desired values, in case the presentation engine ignores this hint. An application can provide this hint by adding a `VkPresentRegionsKHR` structure to the `pNext` chain of the `VkPresentInfoKHR` structure.
The `VkPresentRegionsKHR` structure is defined as:

```c
// Provided by VK_KHR_incremental_present
typedef struct VkPresentRegionsKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t swapchainCount;
    const VkPresentRegionKHR* pRegions;
} VkPresentRegionsKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `swapchainCount` is the number of swapchains being presented to by this command.
- `pRegions` is `NULL` or a pointer to an array of `VkPresentRegionKHR` elements with `swapchainCount` entries. If not `NULL`, each element of `pRegions` contains the region that has changed since the last present to the swapchain in the corresponding entry in the `VkPresentInfoKHR::pSwapchains` array.

### Valid Usage

- **VUID-VkPresentRegionsKHR-swapchainCount-01260**
  - `swapchainCount` must be the same value as `VkPresentInfoKHR::swapchainCount`, where `VkPresentInfoKHR` is included in the `pNext` chain of this `VkPresentRegionsKHR` structure

### Valid Usage (Implicit)

- **VUID-VkPresentRegionsKHR-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_PRESENT_REGIONS_KHR`
- **VUID-VkPresentRegionsKHR-pRegions-parameter**
  - If `pRegions` is not `NULL`, `pRegions` must be a valid pointer to an array of `swapchainCount` valid `VkPresentRegionKHR` structures
- **VUID-VkPresentRegionsKHR-swapchainCount-arraylength**
  - `swapchainCount` must be greater than `0`

For a given image and swapchain, the region to present is specified by the `VkPresentRegionKHR` structure, which is defined as:

```c
// Provided by VK_KHR_incremental_present
typedef struct VkPresentRegionKHR {
    uint32_t rectangleCount;
    const VkRectLayerKHR* pRectangles;
} VkPresentRegionKHR;
```

- `rectangleCount` is the number of rectangles in `pRectangles`, or zero if the entire image has
changed and should be presented.

- `pRectangles` is either `NULL` or a pointer to an array of `VkRectLayerKHR` structures. The `VkRectLayerKHR` structure is the framebuffer coordinates, plus layer, of a portion of a presentable image that has changed and must be presented. If non-`NULL`, each entry in `pRectangles` is a rectangle of the given image that has changed since the last image was presented to the given swapchain. The rectangles must be specified relative to `VkSurfaceCapabilitiesKHR::currentTransform`, regardless of the swapchain's `preTransform`. The presentation engine will apply the `preTransform` transformation to the rectangles, along with any further transformation it applies to the image content.

### Valid Usage (Implicit)

- **VUID-VkPresentRegionKHR-pRectangles-parameter**
  
  If `rectangleCount` is not 0, and `pRectangles` is not `NULL`, `pRectangles` must be a valid pointer to an array of `rectangleCount` valid `VkRectLayerKHR` structures.

The `VkRectLayerKHR` structure is defined as:

```c
// Provided by VK_KHR_incremental_present
typedef struct VkRectLayerKHR {
    VkOffset2D offset;
    VkExtent2D extent;
    uint32_t layer;
} VkRectLayerKHR;
```

- `offset` is the origin of the rectangle, in pixels.
- `extent` is the size of the rectangle, in pixels.
- `layer` is the layer of the image. For images with only one layer, the value of `layer` must be 0.

Some platforms allow the size of a surface to change, and then scale the pixels of the image to fit the surface. `VkRectLayerKHR` specifies pixels of the swapchain's image(s), which will be constant for the life of the swapchain.

### Valid Usage

- **VUID-VkRectLayerKHR-offset-04864**
  
  The sum of `offset` and `extent`, after being transformed according to the `preTransform` member of the `VkSwapchainCreateInfoKHR` structure, must be no greater than the `imageExtent` member of the `VkSwapchainCreateInfoKHR` structure passed to `vkCreateSwapchainKHR`.

- **VUID-VkRectLayerKHR-layer-01262**
  
  `layer` must be less than the `imageArrayLayers` member of the `VkSwapchainCreateInfoKHR` structure passed to `vkCreateSwapchainKHR`.
When the VK_KHR_display_swapchain extension is enabled, additional fields can be specified when presenting an image to a swapchain by setting VkPresentInfoKHR::pNext to point to a VkDisplayPresentInfoKHR structure.

The VkDisplayPresentInfoKHR structure is defined as:

```c
// Provided by VK_KHR_display_swapchain
typedef struct VkDisplayPresentInfoKHR {
    VkStructureType sType;
    const void* pNext;
    VkRect2D srcRect;
    VkRect2D dstRect;
    VkBool32 persistent;
} VkDisplayPresentInfoKHR;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **srcRect** is a rectangular region of pixels to present. It must be a subset of the image being presented. If VkDisplayPresentInfoKHR is not specified, this region will be assumed to be the entire presentable image.
- **dstRect** is a rectangular region within the visible region of the swapchain's display mode. If VkDisplayPresentInfoKHR is not specified, this region will be assumed to be the entire visible region of the swapchain's mode. If the specified rectangle is a subset of the display mode's visible region, content from display planes below the swapchain's plane will be visible outside the rectangle. If there are no planes below the swapchain's, the area outside the specified rectangle will be black. If portions of the specified rectangle are outside of the display's visible region, pixels mapping only to those portions of the rectangle will be discarded.
- **persistent**: If this is VK_TRUE, the display engine will enable buffered mode on displays that support it. This allows the display engine to stop sending content to the display until a new image is presented. The display will instead maintain a copy of the last presented image. This allows less power to be used, but may increase presentation latency. If VkDisplayPresentInfoKHR is not specified, persistent mode will not be used.

If the extent of the srcRect and dstRect are not equal, the presented pixels will be scaled accordingly.

**Valid Usage**

- VUID-VkDisplayPresentInfoKHR-srcRect-01257
  srcRect must specify a rectangular region that is a subset of the image being presented
- VUID-VkDisplayPresentInfoKHR-dstRect-01258
  dstRect must specify a rectangular region that is a subset of the visibleRegion parameter of the display mode the swapchain being presented uses
- VUID-VkDisplayPresentInfoKHR-persistentContent-01259
  If the persistentContent member of the VkDisplayPropertiesKHR structure returned by
vkGetPhysicalDeviceDisplayPropertiesKHR for the display the present operation targets is VK_FALSE, then persistent must be VK_FALSE

Valid Usage (Implicit)

- VUID-VkDisplayPresentInfoKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_DISPLAY_PRESENT_INFO_KHR

If thepNext chain of VkPresentInfoKHR includes a VkDeviceGroupPresentInfoKHR structure, then that structure includes an array of device masks and a device group present mode.

The VkDeviceGroupPresentInfoKHR structure is defined as:

```c
typedef struct VkDeviceGroupPresentInfoKHR {
    VkStructureType sType;
    const void* pNext;
    uint32_t swapchainCount;
    const uint32_t* pDeviceMasks;
    VkDeviceGroupPresentModeFlagBitsKHR mode;
} VkDeviceGroupPresentInfoKHR;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- swapchainCount is zero or the number of elements in pDeviceMasks.
- pDeviceMasks is a pointer to an array of device masks, one for each element of VkPresentInfoKHR::pSwapchains.
- mode is a VkDeviceGroupPresentModeFlagBitsKHR value specifying the device group present mode that will be used for this present.

If mode is VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_BIT_KHR, then each element of pDeviceMasks selects which instance of the swapchain image is presented. Each element of pDeviceMasks must have exactly one bit set, and the corresponding physical device must have a presentation engine as reported by VkDeviceGroupPresentCapabilitiesKHR.

If mode is VK_DEVICE_GROUP_PRESENT_MODE_REMOTE_BIT_KHR, then each element of pDeviceMasks selects which instance of the swapchain image is presented. Each element of pDeviceMasks must have exactly one bit set, and some physical device in the logical device must include that bit in its VkDeviceGroupPresentCapabilitiesKHR::presentMask.

If mode is VK_DEVICE_GROUP_PRESENT_MODE_SUM_BIT_KHR, then each element of pDeviceMasks selects which instances of the swapchain image are component-wise summed and the sum of those images is presented. If the sum in any component is outside the representable range, the value of that component is undefined. Each element of pDeviceMasks must have a value for which all set bits are set in one of the elements of VkDeviceGroupPresentCapabilitiesKHR::presentMask.
If `mode` is `VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_MULTI_DEVICE_BIT_KHR`, then each element of `pDeviceMasks` selects which instance(s) of the swapchain images are presented. For each bit set in each element of `pDeviceMasks`, the corresponding physical device must have a presentation engine as reported by `VkDeviceGroupPresentCapabilitiesKHR`.

If `VkDeviceGroupPresentInfoKHR` is not provided or `swapchainCount` is zero then the masks are considered to be 1. If `VkDeviceGroupPresentInfoKHR` is not provided, `mode` is considered to be `VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_BIT_KHR`.

### Valid Usage

- **VUID-VkDeviceGroupPresentInfoKHR-swapchainCount-01297**
  swapchainCount must equal 0 or `VkPresentInfoKHR::swapchainCount`

- **VUID-VkDeviceGroupPresentInfoKHR-mode-01298**
  If `mode` is `VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_BIT_KHR`, then each element of `pDeviceMasks` must have exactly one bit set, and the corresponding element of `VkDeviceGroupPresentCapabilitiesKHR::presentMask` must be non-zero

- **VUID-VkDeviceGroupPresentInfoKHR-mode-01299**
  If `mode` is `VK_DEVICE_GROUP_PRESENT_MODE_REMOTE_BIT_KHR`, then each element of `pDeviceMasks` must have exactly one bit set, and some physical device in the logical device must include that bit in its `VkDeviceGroupPresentCapabilitiesKHR::presentMask`

- **VUID-VkDeviceGroupPresentInfoKHR-mode-01300**
  If `mode` is `VK_DEVICE_GROUP_PRESENT_MODE_SUM_BIT_KHR`, then each element of `pDeviceMasks` must have a value for which all set bits are set in one of the elements of `VkDeviceGroupPresentCapabilitiesKHR::presentMask`

- **VUID-VkDeviceGroupPresentInfoKHR-mode-01301**
  If `mode` is `VK_DEVICE_GROUP_PRESENT_MODE_LOCAL_MULTI_DEVICE_BIT_KHR`, then for each bit set in each element of `pDeviceMasks`, the corresponding element of `VkDeviceGroupPresentCapabilitiesKHR::presentMask` must be non-zero

- **VUID-VkDeviceGroupPresentInfoKHR-pDeviceMasks-01302**
  The value of each element of `pDeviceMasks` must be equal to the device mask passed in `VkAcquireNextImageInfoKHR::deviceMask` when the image index was last acquired

- **VUID-VkDeviceGroupPresentInfoKHR-mode-01303**
  mode must have exactly one bit set, and that bit must have been included in `VkDeviceGroupSwapchainCreateInfoKHR::modes`

### Valid Usage (Implicit)

- **VUID-VkDeviceGroupPresentInfoKHR-sType-sType**
  sType must be `VK_STRUCTURE_TYPEDEVICEGROUPPRESENTINFOKHR`

- **VUID-VkDeviceGroupPresentInfoKHR-pDeviceMasks-parameter**
  If `swapchainCount` is not 0, `pDeviceMasks` must be a valid pointer to an array of `swapchainCount uint32_t` values
30.8. Hdr Metadata

This section describes how to improve color reproduction of content to better reproduce colors as seen on the reference monitor. Definitions below are from the associated SMPTE 2086, CTA 861.3 and CIE 15:2004 specifications.

To provide Hdr metadata to an implementation, call:

```c
// Provided by VK_EXT_hdr_metadata
typedef void (*vkGetHdrMetadataEXT) (VkDevice device, uint32_t swapchainCount, const VkSwapchainKHR* pSwapchains, const VkHdrMetadataEXT* pMetadata);
```

- `device` is the logical device where the swapchain(s) were created.
- `swapchainCount` is the number of swapchains included in `pSwapchains`.
- `pSwapchains` is a pointer to an array of `swapchainCount` `VkSwapchainKHR` handles.
- `pMetadata` is a pointer to an array of `swapchainCount` `VkHdrMetadataEXT` structures.

The metadata will be applied to the specified `VkSwapchainKHR` objects at the next `vkQueuePresentKHR` call using that `VkSwapchainKHR` object. The metadata will persist until a subsequent `vkSetHdrMetadataEXT` changes it.

**Valid Usage (Implicit)**

- VUID-vkSetHdrMetadataEXT-device-parameter
  `device` must be a valid `VkDevice` handle
- VUID-vkSetHdrMetadataEXT-pSwapchains-parameter
  `pSwapchains` must be a valid pointer to an array of `swapchainCount` valid `VkSwapchainKHR` handles
- VUID-vkSetHdrMetadataEXT-pMetadata-parameter
  `pMetadata` must be a valid pointer to an array of `swapchainCount` valid `VkHdrMetadataEXT` structures
- VUID-vkSetHdrMetadataEXT-swapchainCount-arraylength
  `swapchainCount` must be greater than 0
- VUID-vkSetHdrMetadataEXT-pSwapchains-parent
  Each element of `pSwapchains` must have been created, allocated, or retrieved from `device`

The `VkHdrMetadataEXT` structure is defined as:
typedef struct VkHdrMetadataEXT {
    VkStructureType sType;
    const void* pNext;
    VkXYColorEXT displayPrimaryRed;
    VkXYColorEXT displayPrimaryGreen;
    VkXYColorEXT displayPrimaryBlue;
    VkXYColorEXT whitePoint;
    float maxLuminance;
    float minLuminance;
    float maxContentLightLevel;
    float maxFrameAverageLightLevel;
} VkHdrMetadataEXT;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• displayPrimaryRed is a VkXYColorEXT structure specifying the reference monitor’s red primary in chromaticity coordinates
• displayPrimaryGreen is a VkXYColorEXT structure specifying the reference monitor’s green primary in chromaticity coordinates
• displayPrimaryBlue is a VkXYColorEXT structure specifying the reference monitor’s blue primary in chromaticity coordinates
• whitePoint is a VkXYColorEXT structure specifying the reference monitor’s white-point in chromaticity coordinates
• maxLuminance is the maximum luminance of the reference monitor in nits
• minLuminance is the minimum luminance of the reference monitor in nits
• maxContentLightLevel is content’s maximum luminance in nits
• maxFrameAverageLightLevel is the maximum frame average light level in nits

Valid Usage (Implicit)

• VUID-VkHdrMetadataEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_HDR_METADATA_EXT
• VUID-VkHdrMetadataEXT-pNext-pNext
  pNext must be NULL

Note
The validity and use of this data is outside the scope of Vulkan.

The VkXYColorEXT structure is defined as:
// Provided by VK_EXT_hdr_metadata
typedef struct VkXYColorEXT {
    float x;
    float y;
} VkXYColorEXT;

- x is the x chromaticity coordinate.
- y is the y chromaticity coordinate.

Chromaticity coordinates are as specified in CIE 15:2004 “Calculation of chromaticity coordinates” (Section 7.3) and are limited to between 0 and 1 for real colors for the reference monitor.
Chapter 31. Extending Vulkan

New functionality may be added to Vulkan via either new extensions or new versions of the core, or new versions of an extension in some cases.

This chapter describes how Vulkan is versioned, how compatibility is affected between different versions, and compatibility rules that are followed by the Vulkan Working Group.

31.1. Instance and Device Functionality

Commands that enumerate instance properties, or that accept a `VkInstance` object as a parameter, are considered instance-level functionality.

Commands that dispatch from a `VkDevice` object or a child object of a `VkDevice`, or take any of them as a parameter, are considered device-level functionality. Types defined by a `device extension` are also considered device-level functionality.

Commands that dispatch from `VkPhysicalDevice`, or accept a `VkPhysicalDevice` object as a parameter, are considered either instance-level or device-level functionality depending if the functionality is specified by an `instance extension` or `device extension` respectively.

Additionally, commands that enumerate physical device properties are considered device-level functionality.

*Note*
Applications usually interface to Vulkan using a loader that implements only instance-level functionality, passing device-level functionality to implementations of the full Vulkan API on the system. In some circumstances, as these may be implemented independently, it is possible that the loader and device implementations on a given installation will support different versions. To allow for this and call out when it happens, the Vulkan specification enumerates device and instance level functionality separately - they have independent version queries.

*Note*
Vulkan 1.0 initially specified new physical device enumeration functionality as instance-level, requiring it to be included in an instance extension. As the capabilities of device-level functionality require discovery via physical device enumeration, this led to the situation where many device extensions required an instance extension as well. To alleviate this extra work, `VK_KHR_get_physical_device_properties2` (and subsequently Vulkan 1.1) redefined device-level functionality to include physical device enumeration.

31.2. Core Versions

The Vulkan Specification is regularly updated with bug fixes and clarifications. Occasionally new
functionality is added to the core and at some point it is expected that there will be a desire to perform a large, breaking change to the API. In order to indicate to developers how and when these changes are made to the specification, and to provide a way to identify each set of changes, the Vulkan API maintains a version number.

31.2.1. Version Numbers

The Vulkan version number comprises four parts indicating the variant, major, minor and patch version of the Vulkan API Specification.

The *variant* indicates the variant of the Vulkan API supported by the implementation. This is always 1 for the Vulkan SC API. The Base Vulkan API is variant 0.

```
Note
A non-zero variant indicates the API is a variant of the Vulkan API and applications will typically need to be modified to run against it. The variant field was a later addition to the version number, added in version 1.2.175 of the Base Vulkan Specification.
```

The *major version* indicates a significant change in the API, which will encompass a wholly new version of the specification.

The *minor version* indicates the incorporation of new functionality into the core specification.

The *patch version* indicates bug fixes, clarifications, and language improvements have been incorporated into the specification.

Compatibility guarantees made about versions of the API sharing any of the same version numbers are documented in Core Versions

The version number is used in several places in the API. In each such use, the version numbers are packed into a 32-bit integer as follows:

- The variant is a 3-bit integer packed into bits 31-29.
- The major version is a 7-bit integer packed into bits 28-22.
- The minor version number is a 10-bit integer packed into bits 21-12.
- The patch version number is a 12-bit integer packed into bits 11-0.

`VK_API_VERSION_VARIANT` extracts the API variant number from a packed version number:

```c
// Provided by VK_VERSION_1_0
#define VK_API_VERSION_VARIANT(version) ((uint32_t)(version) >> 29U)
```

`VK_API_VERSION_MAJOR` extracts the API major version number from a packed version number:

```c
// Provided by VK_VERSION_1_0
#define VK_API_VERSION_MAJOR(version) ((uint32_t)(version) >> 22U)
```
VK_API_VERSION_MAJOR extracts the API minor version number from a packed version number:

```
// Provided by VK_VERSION_1_0
#define VK_API_VERSION_MAJOR(version) (((uint32_t)(version) >> 22U) & 0x7FU)
```

VK_API_VERSION_MINOR extracts the API patch version number from a packed version number:

```
// Provided by VK_VERSION_1_0
#define VK_API_VERSION_MINOR(version) (((uint32_t)(version) >> 12U) & 0x3FFU)
```

VK_API_VERSION_PATCH extracts the API patch version number from a packed version number:

```
// Provided by VK_VERSION_1_0
#define VK_API_VERSION_PATCH(version) ((uint32_t)(version) & 0xFFFU)
```

VK_MAKE_API_VERSION constructs an API version number.

```
// Provided by VK_VERSION_1_0
#define VK_MAKE_API_VERSION(variant, major, minor, patch) \  
    (((uint32_t)(variant)) << 29U) | (((uint32_t)(major)) << 22U) | \  
    (((uint32_t)(minor)) << 12U) | ((uint32_t)(patch))
```

- variant is the variant number.
- major is the major version number.
- minor is the minor version number.
- patch is the patch version number.

VK_API_VERSION_1_0 returns the API version number for Vulkan 1.0.0.

```
// Provided by VK_VERSION_1_0
// Vulkan 1.0 version number
#define VK_API_VERSION_1_0 VK_MAKE_API_VERSION(0, 1, 0, 0) // Patch version should always be set to 0
```

VK_API_VERSION_1_1 returns the API version number for Vulkan 1.1.0.

```
// Provided by VK_VERSION_1_1
// Vulkan 1.1 version number
#define VK_API_VERSION_1_1 VK_MAKE_API_VERSION(0, 1, 1, 0) // Patch version should always be set to 0
```

VK_API_VERSION_1_2 returns the API version number for Vulkan 1.2.0.
31.2.2. Querying Version Support

The version of instance-level functionality can be queried by calling `vkEnumerateInstanceVersion`.

The version of device-level functionality can be queried by calling `vkGetPhysicalDeviceProperties` or `vkGetPhysicalDeviceProperties2`, and is returned in `VkPhysicalDeviceProperties::apiVersion`, encoded as described in `Version Numbers`.

31.3. Layers

When a layer is enabled, it inserts itself into the call chain for Vulkan commands the layer is interested in. Layers can be used for a variety of tasks that extend the base behavior of Vulkan beyond what is required by the specification - such as call logging, tracing, validation, or providing additional extensions.

**Note**

For example, an implementation is not expected to check that the value of enums used by the application fall within allowed ranges. Instead, a validation layer would do those checks and flag issues. This avoids a performance penalty during production use of the application because those layers would not be enabled in production.

**Note**

Vulkan layers may wrap object handles (i.e. return a different handle value to the application than that generated by the implementation). This is generally discouraged, as it increases the probability of incompatibilities with new...
extensions. The validation layers wrap handles in order to track the proper use and destruction of each object. See the “Architecture of the Vulkan Loader Interfaces” document for additional information.

To query the available layers, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkEnumerateInstanceLayerProperties(
    uint32_t* pPropertyCount,
    VkLayerProperties* pProperties);
```

- `pPropertyCount` is a pointer to an integer related to the number of layer properties available or queried, as described below.
- `pProperties` is either NULL or a pointer to an array of `VkLayerProperties` structures.

If `pProperties` is NULL, then the number of layer properties available is returned in `pPropertyCount`. Otherwise, `pPropertyCount` must point to a variable set by the user to the number of elements in the `pProperties` array, and on return the variable is overwritten with the number of structures actually written to `pProperties`. If `pPropertyCount` is less than the number of layer properties available, at most `pPropertyCount` structures will be written, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available properties were returned.

The list of available layers may change at any time due to actions outside of the Vulkan implementation, so two calls to `vkEnumerateInstanceLayerProperties` with the same parameters may return different results, or retrieve different `pPropertyCount` values or `pProperties` contents. Once an instance has been created, the layers enabled for that instance will continue to be enabled and valid for the lifetime of that instance, even if some of them become unavailable for future instances.

### Valid Usage (Implicit)

- VUID-vkEnumerateInstanceLayerProperties-pPropertyCount-parameter  
  `pPropertyCount` must be a valid pointer to a `uint32_t` value

- VUID-vkEnumerateInstanceLayerProperties-pProperties-parameter  
  If the value referenced by `pPropertyCount` is not 0 and `pProperties` is not NULL, `pProperties` must be a valid pointer to an array of `pPropertyCount` `VkLayerProperties` structures

### Return Codes

**Success**

- `VK_SUCCESS`
- `VK_INCOMPLETE`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
The `VkLayerProperties` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkLayerProperties {
    char       layerName[VK_MAX_EXTENSION_NAME_SIZE];
    uint32_t   specVersion;
    uint32_t   implementationVersion;
    char       description[VK_MAX_DESCRIPTION_SIZE];
} VkLayerProperties;
```

- `layerName` is an array of `VK_MAX_EXTENSION_NAME_SIZE` `char` containing a null-terminated UTF-8 string which is the name of the layer. Use this name in the `ppEnabledLayerNames` array passed in the `VkInstanceCreateInfo` structure to enable this layer for an instance.
- `specVersion` is the Vulkan version the layer was written to, encoded as described in Version Numbers.
- `implementationVersion` is the version of this layer. It is an integer, increasing with backward compatible changes.
- `description` is an array of `VK_MAX_DESCRIPTION_SIZE` `char` containing a null-terminated UTF-8 string which provides additional details that can be used by the application to identify the layer.

`VK_MAX_EXTENSION_NAME_SIZE` is the length in `char` values of an array containing a layer or extension name string, as returned in `VkLayerProperties::layerName`, `VkExtensionProperties::extensionName`, and other queries.

```
#define VK_MAX_EXTENSION_NAME_SIZE     256U
```

`VK_MAX_DESCRIPTION_SIZE` is the length in `char` values of an array containing a string with additional descriptive information about a query, as returned in `VkLayerProperties::description` and other queries.

```
#define VK_MAX_DESCRIPTION_SIZE     256U
```

To enable a layer, the name of the layer **should** be added to the `ppEnabledLayerNames` member of `VkInstanceCreateInfo` when creating a `VkInstance`.

Loader implementations **may** provide mechanisms outside the Vulkan API for enabling specific layers. Layers enabled through such a mechanism are *implicitly enabled*, while layers enabled by including the layer name in the `ppEnabledLayerNames` member of `VkInstanceCreateInfo` are *explicitly enabled*. Implicitly enabled layers are loaded before explicitly enabled layers, such that implicitly enabled layers are closer to the application, and explicitly enabled layers are closer to the driver. Except where otherwise specified, implicitly enabled and explicitly enabled layers differ only in the way they are enabled, and the order in which they are loaded. Explicitly enabling a layer that is
implicitly enabled results in this layer being loaded as an implicitly enabled layer; it has no additional effect.

### 31.3.1. Device Layer Deprecation

Previous versions of this specification distinguished between instance and device layers. Instance layers were only able to intercept commands that operate on `VkInstance` and `VkPhysicalDevice`, except they were not able to intercept `vkCreateDevice`. Device layers were enabled for individual devices when they were created, and could only intercept commands operating on that device or its child objects.

Device-only layers are now deprecated, and this specification no longer distinguishes between instance and device layers. Layers are enabled during instance creation, and are able to intercept all commands operating on that instance or any of its child objects. At the time of deprecation there were no known device-only layers and no compelling reason to create one.

To enumerate device layers, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkEnumerateDeviceLayerProperties(
    VkPhysicalDevice physicalDevice,  // Provided by VK_VERSION_1_0
    uint32_t* pPropertyCount,         // Provided by VK_VERSION_1_0
    VkLayerProperties* pProperties); // Provided by VK_VERSION_1_0
```

- `physicalDevice` is the physical device that will be queried.
- `pPropertyCount` is a pointer to an integer related to the number of layer properties available or queried.
- `pProperties` is either `NULL` or a pointer to an array of `VkLayerProperties` structures.

Physical device layers are not supported. `pPropertyCount` is set to 0 and `VK_SUCCESS` is returned.

---

**Valid Usage (Implicit)**

- **VUID-vkEnumerateDeviceLayerProperties-physicalDevice-parameter** `physicalDevice` must be a valid `VkPhysicalDevice` handle
- **VUID-vkEnumerateDeviceLayerProperties-pPropertyCount-parameter** `pPropertyCount` must be a valid pointer to a `uint32_t` value
- **VUID-vkEnumerateDeviceLayerProperties-pProperties-parameter** If the value referenced by `pPropertyCount` is not 0, and `pProperties` is not `NULL`, `pProperties` must be a valid pointer to an array of `pPropertyCount` `VkLayerProperties` structures

---

**Return Codes**

**Success**

- `VK_SUCCESS`
The `ppEnabledLayerNames` and `enabledLayerCount` members of `VkDeviceCreateInfo` are deprecated and their values **must** be ignored by implementations.

The sequence of layers active for a device will be exactly the sequence of layers enabled when the parent instance was created.

### 31.4. Extensions

Extensions **may** define new Vulkan commands, structures, and enumerants. For compilation purposes, the interfaces defined by registered extensions, including new structures and enumerants as well as function pointer types for new commands, are defined in the Khronos-supplied `vulkan_sc_core.h` together with the core API. However, commands defined by extensions **may** not be available for static linking - in which case function pointers to these commands **should** be queried at runtime as described in [Command Function Pointers](#). Extensions **may** be provided by layers as well as by a Vulkan implementation.

Because extensions **may** extend or change the behavior of the Vulkan API, extension authors **should** add support for their extensions to the Khronos validation layers. This is especially important for new commands whose parameters have been wrapped by the validation layers. See the “Architecture of the Vulkan Loader Interfaces” document for additional information.

**Note**

To enable an instance extension, the name of the extension **can** be added to the `ppEnabledExtensionNames` member of `VkInstanceCreateInfo` when creating a `VkInstance`.

To enable a device extension, the name of the extension **can** be added to the `ppEnabledExtensionNames` member of `VkDeviceCreateInfo` when creating a `VkDevice`.

Physical-Device-Level functionality does not have any enabling mechanism and **can** be used as long as the `VkPhysicalDevice` supports the device extension as determined by `vkEnumerateDeviceExtensionProperties`.

Enabling an extension (with no further use of that extension) does not change the behavior of functionality exposed by the core Vulkan API or any other extension, other than making valid the use of the commands, enums and structures defined by that extension.

Valid Usage sections for individual commands and structures do not currently contain which extensions have to be enabled in order to make their use valid, although they might do so in the future. It is defined only in the **Valid Usage for Extensions** section.
31.4.1. Instance Extensions

Instance extensions add new instance-level functionality to the API, outside of the core specification.

To query the available instance extensions, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkEnumerateInstanceExtensionProperties(
    const char* pLayerName,
    uint32_t* pPropertyCount,
    VkExtensionProperties* pProperties);
```

- **pLayerName** is either NULL or a pointer to a null-terminated UTF-8 string naming the layer to retrieve extensions from.
- **pPropertyCount** is a pointer to an integer related to the number of extension properties available or queried, as described below.
- **pProperties** is either NULL or a pointer to an array of `VkExtensionProperties` structures.

When **pLayerName** parameter is NULL, only extensions provided by the Vulkan implementation or by implicitly enabled layers are returned. When **pLayerName** is the name of a layer, the instance extensions provided by that layer are returned.

If **pProperties** is NULL, then the number of extensions properties available is returned in **pPropertyCount**. Otherwise, **pPropertyCount** must point to a variable set by the user to the number of elements in the **pProperties** array, and on return the variable is overwritten with the number of structures actually written to **pProperties**. If **pPropertyCount** is less than the number of extension properties available, at most **pPropertyCount** structures will be written, and **VK_INCOMPLETE** will be returned instead of **VK_SUCCESS**, to indicate that not all the available properties were returned.

Because the list of available layers may change externally between calls to `vkEnumerateInstanceExtensionProperties`, two calls may retrieve different results if a **pLayerName** is available in one call but not in another. The extensions supported by a layer may also change between two calls, e.g. if the layer implementation is replaced by a different version between those calls.

Implementations must not advertise any pair of extensions that cannot be enabled together due to behavioral differences, or any extension that cannot be enabled against the advertised version.

**Valid Usage (Implicit)**

- **VUID-vkEnumerateInstanceExtensionProperties-pLayerName-parameter**
  If **pLayerName** is not NULL, **pLayerName** must be a null-terminated UTF-8 string

- **VUID-vkEnumerateInstanceExtensionProperties-pPropertyCount-parameter**
  **pPropertyCount** must be a valid pointer to a `uint32_t` value

- **VUID-vkEnumerateInstanceExtensionProperties-pProperties-parameter**
  If the value referenced by **pPropertyCount** is not 0, and **pProperties** is not NULL, **pProperties**
must be a valid pointer to an array of pPropertyCount VkExtensionProperties structures

Return Codes

Success
- VK_SUCCESS
- VK_INCOMPLETE

Failure
- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY
- VK_ERROR_LAYER_NOT_PRESENT

31.4.2. Device Extensions

Device extensions add new device-level functionality to the API, outside of the core specification.

To query the extensions available to a given physical device, call:

```c
// Provided by VK_VERSION_1_0
VkResult vkEnumerateDeviceExtensionProperties(  
    VkPhysicalDevice physicalDevice,  
    const char* pLayerName,  
    uint32_t* pPropertyCount,  
    VkExtensionProperties* pProperties);
```

- `physicalDevice` is the physical device that will be queried.
- `pLayerName` is either NULL or a pointer to a null-terminated UTF-8 string naming the layer to retrieve extensions from.
- `pPropertyCount` is a pointer to an integer related to the number of extension properties available or queried, and is treated in the same fashion as the `vkEnumerateInstanceExtensionProperties`::`pPropertyCount` parameter.
- `pProperties` is either NULL or a pointer to an array of `VkExtensionProperties` structures.

When `pLayerName` parameter is NULL, only extensions provided by the Vulkan implementation or by implicitly enabled layers are returned. When `pLayerName` is the name of a layer, the device extensions provided by that layer are returned.

Implementations must not advertise any pair of extensions that cannot be enabled together due to behavioral differences, or any extension that cannot be enabled against the advertised version.

Note
Due to platform details on Android, `vkEnumerateDeviceExtensionProperties` may be called with `physicalDevice` equal to NULL during layer discovery. This behavior will
only be observed by layer implementations, and not the underlying Vulkan driver.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkEnumerateDeviceExtensionProperties` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage (Implicit)

- VUID-vkEnumerateDeviceExtensionProperties-physicalDevice-parameter
  physicalDevice must be a valid `VkPhysicalDevice` handle
- VUID-vkEnumerateDeviceExtensionProperties-pLayerName-parameter
  If `pLayerName` is not `NULL`, `pLayerName` must be a null-terminated UTF-8 string
- VUID-vkEnumerateDeviceExtensionProperties-pPropertyCount-parameter
  `pPropertyCount` must be a valid pointer to a `uint32_t` value
- VUID-vkEnumerateDeviceExtensionProperties-pProperties-parameter
  If the value referenced by `pPropertyCount` is not 0, and `pProperties` is not `NULL`, `pProperties` must be a valid pointer to an array of `pPropertyCount` `VkExtensionProperties` structures

### Return Codes

**Success**

- `VK_SUCCESS`
- `VK_INCOMPLETE`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_LAYER_NOT_PRESENT`

The `VkExtensionProperties` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkExtensionProperties {
    char    extensionName[VK_MAX_EXTENSION_NAME_SIZE];
    uint32_t specVersion;
} VkExtensionProperties;
```

- `extensionName` is an array of `VK_MAX_EXTENSION_NAME_SIZE` `char` containing a null-terminated UTF-8 string which is the name of the extension.
- `specVersion` is the version of this extension. It is an integer, incremented with backward compatible changes.
Accessing Device-Level Functionality From a \texttt{VkPhysicalDevice}

Some device extensions also add support for physical-device-level functionality. Physical-device-level functionality \textbf{can} be used, if the required extension is supported as advertised by \texttt{vkEnumerateDeviceExtensionProperties} for a given \texttt{VkPhysicalDevice}.

Accessing Device-Level Functionality From a \texttt{VkDevice}

For commands that are dispatched from a \texttt{VkDevice}, or from a child object of a \texttt{VkDevice}, device extensions \textbf{must} be enabled in \texttt{vkCreateDevice}.

\section*{31.5. Extension Dependencies}

Some extensions are dependent on other extensions, or on specific core API versions, to function. To enable extensions with dependencies, any \textit{required extensions} \textbf{must} also be enabled through the same API mechanisms when creating an instance with \texttt{vkCreateInstance} or a device with \texttt{vkCreateDevice}. Each extension which has such dependencies documents them in the appendix summarizing that extension.

If an extension is supported (as queried by \texttt{vkEnumerateInstanceExtensionProperties} or \texttt{vkEnumerateDeviceExtensionProperties}), then \textit{required extensions} of that extension \textbf{must} also be supported for the same instance or physical device.

Any device extension that has an instance extension dependency that is not enabled by \texttt{vkCreateInstance} is considered to be unsupported, hence it \textbf{must} not be returned by \texttt{vkEnumerateDeviceExtensionProperties} for any \texttt{VkPhysicalDevice} child of the instance. Instance extensions do not have dependencies on device extensions.

If a required extension has been \textit{promoted} to another extension or to a core API version, then as a general rule, the dependency is also satisfied by the promoted extension or core version. This will be true so long as any features required by the original extension are also required or enabled by the promoted extension or core version. However, in some cases an extension is promoted while making some of its features optional in the promoted extension or core version. In this case, the dependency \textbf{may} not be satisfied. The only way to be certain is to look at the descriptions of the original dependency and the promoted version in the Layers & Extensions and Core Revisions appendices.

\textbf{Note}

There is metadata in \texttt{vk.xml} describing some aspects of promotion, especially \texttt{requires}, \texttt{promotedto} and \texttt{deprecatedby} attributes of \texttt{<extension>} tags. However, the metadata does not yet fully describe this scenario. In the future, we may extend the XML schema to describe the full set of extensions and versions satisfying a dependency. As discussed in more detail for Promotion below, when an extension is promoted it does not mean that a mechanical substitution of an extension API by the corresponding promoted API will work in exactly the same fashion; be supported at runtime; or even exist.
31.6. Compatibility Guarantees (Informative)

This section is marked as informal as there is no binding responsibility on implementations of the Vulkan API - these guarantees are however a contract between the Vulkan Working Group and developers using this Specification.

31.6.1. Core Versions

Each of the major, minor, and patch versions of the Vulkan specification provide different compatibility guarantees.

Patch Versions

A difference in the patch version indicates that a set of bug fixes or clarifications have been made to the Specification. Informative enums returned by Vulkan commands that will not affect the runtime behavior of a valid application may be added in a patch version (e.g. \texttt{VkVendorId}).

The specification's patch version is strictly increasing for a given major version of the specification; any change to a specification as described above will result in the patch version being increased by 1. Patch versions are applied to all minor versions, even if a given minor version is not affected by the provoking change.

Specifications with different patch versions but the same major and minor version are fully compatible with each other - such that a valid application written against one will work with an implementation of another.

\begin{itemize}
\item \textbf{Note} \hfill
\begin{itemize}
\item If a patch version includes a bug fix or clarification that could have a significant impact on developer expectations, these will be highlighted in the change log. Generally the Vulkan Working Group tries to avoid these kinds of changes, instead fixing them in either an extension or core version.
\end{itemize}
\end{itemize}

Minor Versions

Changes in the minor version of the specification indicate that new functionality has been added to the core specification. This will usually include new interfaces in the header, and may also include behavior changes and bug fixes. Core functionality may be deprecated in a minor version, but will not be obsoleted or removed.

The specification's minor version is strictly increasing for a given major version of the specification; any change to a specification as described above will result in the minor version being increased by 1. Changes that can be accommodated in a patch version will not increase the minor version.

Specifications with a lower minor version are backwards compatible with an implementation of a specification with a higher minor version for core functionality and extensions issued with the KHR vendor tag. Vendor and multi-vendor extensions are not guaranteed to remain functional across minor versions, though in general they are with few exceptions - see Obsoletion for more information.
Major Versions

A difference in the major version of specifications indicates a large set of changes which will likely include interface changes, behavioral changes, removal of deprecated functionality, and the modification, addition, or replacement of other functionality.

The specification’s major version is monotonically increasing; any change to the specification as described above will result in the major version being increased. Changes that can be accommodated in a patch or minor version will not increase the major version.

The Vulkan Working Group intends to only issue a new major version of the Specification in order to realize significant improvements to the Vulkan API that will necessarily require breaking compatibility.

A new major version will likely include a wholly new version of the specification to be issued - which could include an overhaul of the versioning semantics for the minor and patch versions. The patch and minor versions of a specification are therefore not meaningful across major versions. If a major version of the specification includes similar versioning semantics, it is expected that the patch and the minor version will be reset to 0 for that major version.

31.6.2. Extensions

A KHR extension must be able to be enabled alongside any other KHR extension, and for any minor or patch version of the core Specification beyond the minimum version it requires. A multi-vendor extension should be able to be enabled alongside any KHR extension or other multi-vendor extension, and for any minor or patch version of the core Specification beyond the minimum version it requires. A vendor extension should be able to be enabled alongside any KHR extension, multi-vendor extension, or other vendor extension from the same vendor, and for any minor or patch version of the core Specification beyond the minimum version it requires. A vendor extension may be able to be enabled alongside vendor extensions from another vendor.

The one other exception to this is if a vendor or multi-vendor extension is made obsolete by either a core version or another extension, which will be highlighted in the extension appendix.

Promotion

Extensions, or features of an extension, may be promoted to a new core version of the API, or a newer extension which an equal or greater number of implementors are in favor of.

When extension functionality is promoted, minor changes may be introduced, limited to the following:

- Naming
- Non-intrusive parameter changes
- Feature advertisement/enablement
- Combining structure parameters into larger structures
- Author ID suffixes changed or removed
Note
If extension functionality is promoted, there is no guarantee of direct compatibility, however it should require little effort to port code from the original feature to the promoted one.

The Vulkan Working Group endeavors to ensure that larger changes are marked as either deprecated or obsoleted as appropriate, and can do so retroactively if necessary.

Extensions that are promoted are listed as being promoted in their extension appendices, with reference to where they were promoted to.

When an extension is promoted, any backwards compatibility aliases which exist in the extension will not be promoted.

Note
As a hypothetical example, if the VK_KHR_surface extension were promoted to part of a future core version, the VK_COLOR_SPACE_SRGB_NONLINEAR_KHR token defined by that extension would be promoted to VK_COLOR_SPACE_SRGB_NONLINEAR. However, the VK_COLORSPACE_SRGB_NONLINEAR_KHR token aliases VK_COLOR_SPACE_SRGB_NONLINEAR_KHR. The VK_COLORSPACE_SRGB_NONLINEAR_KHR would not be promoted, because it is a backwards compatibility alias that exists only due to a naming mistake when the extension was initially published.

Deprecation
Extensions may be marked as deprecated when the intended use cases either become irrelevant or can be solved in other ways. Generally, a new feature will become available to solve the use case in another extension or core version of the API, but it is not guaranteed.

Note
Features that are intended to replace deprecated functionality have no guarantees of compatibility, and applications may require drastic modification in order to make use of the new features.

Extensions that are deprecated are listed as being deprecated in their extension appendices, with an explanation of the deprecation and any features that are relevant.

Obsoletion
Occasionally, an extension will be marked as obsolete if a new version of the core API or a new extension is fundamentally incompatible with it. An obsoleted extension must not be used with the extension or core version that obsoleted it.

Extensions that are obsoleted are listed as being obsoleted in their extension appendices, with reference to what they were obsoleted by.
Aliases

When an extension is promoted or deprecated by a newer feature, some or all of its functionality may be replicated into the newer feature. Rather than duplication of all the documentation and definitions, the specification instead identifies the identical commands and types as aliases of one another. Each alias is mentioned together with the definition it aliases, with the older aliases marked as “equivalents”. Each alias of the same command has identical behavior, and each alias of the same type has identical meaning - they can be used interchangeably in an application with no compatibility issues.

Note

For promoted types, the aliased extension type is semantically identical to the new core type. The C99 headers simply typedef the older aliases to the promoted types.

For promoted command aliases, however, there are two separate entry point definitions, due to the fact that the C99 ABI has no way to alias command definitions without resorting to macros. Calling via either entry point definition will produce identical behavior within the bounds of the specification, and should still invoke the same entry point in the implementation. Debug tools may use separate entry points with different debug behavior; to write the appropriate command name to an output log, for instance.

Special Use Extensions

Some extensions exist only to support a specific purpose or specific class of application. These are referred to as “special use extensions”. Use of these extensions in applications not meeting the special use criteria is not recommended.

Special use cases are restricted, and only those defined below are used to describe extensions:

<table>
<thead>
<tr>
<th>Special Use</th>
<th>XML Tag</th>
<th>Full Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAD support</td>
<td>cadsupport</td>
<td>Extension is intended to support specialized functionality used by CAD/CAM apps.</td>
</tr>
<tr>
<td>D3D support</td>
<td>d3demulation</td>
<td>Extension is intended to support D3D emulation layers, and apps ported from D3D,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>by adding functionality specific to D3D.</td>
</tr>
<tr>
<td>Developer tools</td>
<td>devtools</td>
<td>Extension is intended to support developer tools such as capture-replay libraries.</td>
</tr>
<tr>
<td>Debugging tools</td>
<td>debugging</td>
<td>Extension is intended for use by apps when debugging.</td>
</tr>
<tr>
<td>OpenGL / ES support</td>
<td>glemination</td>
<td>Extension is intended to support OpenGL and/or OpenGL ES emulation layers, and</td>
</tr>
<tr>
<td></td>
<td></td>
<td>apps ported from those APIs, by adding functionality specific to those APIs.</td>
</tr>
</tbody>
</table>

Special use extensions are identified in the metadata for each such extension in the Layers &
Extensions appendix, using the name in the “Special Use” column above.

Special use extensions are also identified in vk.xml with the short name in “XML Tag” column above, as described in the “API Extensions (extension tag)” section of the registry schema documentation.
Chapter 32. Features

Features describe functionality which is not supported on all implementations. Features are properties of the physical device. Features are optional, and must be explicitly enabled before use. Support for features is reported and enabled on a per-feature basis.

Note
Features are reported via the basic 
VkPhysicalDeviceFeatures structure, as well as the extensible structureVkPhysicalDeviceFeatures2, which was added in the 
VK_KHR_get_physical_device_properties2 extension and included in Vulkan 1.1. When new features are added in future Vulkan versions or extensions, each extension should introduce one new feature structure, if needed. This structure can be added to the pNext chain of the VkPhysicalDeviceFeatures2 structure.

For convenience, new core versions of Vulkan may introduce new unified feature structures for features promoted from extensions. At the same time, the extension’s original feature structure (if any) is also promoted to the core API, and is an alias of the extension’s structure. This results in multiple names for the same feature: in the original extension’s feature structure and the promoted structure alias, in the unified feature structure. When a feature was implicitly supported and enabled in the extension, but an explicit name was added during promotion, then the extension itself acts as an alias for the feature as listed in the table below.

All aliases of the same feature in the core API must be reported consistently: either all must be reported as supported, or none of them. When a promoted extension is available, any corresponding feature aliases must be supported.

Table 44. Extension Feature Aliases

<table>
<thead>
<tr>
<th>Extension</th>
<th>Feature(s)</th>
</tr>
</thead>
</table>

To query supported features, call:

```c
// Provided by VK_VERSION_1_0
void vkGetPhysicalDeviceFeatures(
    VkPhysicalDevice physicalDevice, 
    VkPhysicalDeviceFeatures* pFeatures);
```

- `physicalDevice` is the physical device from which to query the supported features.
- `pFeatures` is a pointer to a VkPhysicalDeviceFeatures structure in which the physical device features are returned. For each feature, a value of VK_TRUE specifies that the feature is supported on this physical device, and VK_FALSE specifies that the feature is not supported.

Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceFeatures-physicalDevice-parameter
  physicalDevice **must** be a valid VkPhysicalDevice handle
Fine-grained features used by a logical device must be enabled at VkDevice creation time. If a feature is enabled that the physical device does not support, VkDevice creation will fail and return VK_ERROR_FEATURE_NOT_PRESENT.

The fine-grained features are enabled by passing a pointer to the VkPhysicalDeviceFeatures structure via the pEnabledFeatures member of the VkDeviceCreateInfo structure that is passed into the vkCreateDevice call. If a member of pEnabledFeatures is set to VK_TRUE or VK_FALSE, then the device will be created with the indicated feature enabled or disabled, respectively. Features can also be enabled by using the VkPhysicalDeviceFeatures2 structure.

If an application wishes to enable all features supported by a device, it can simply pass in the VkPhysicalDeviceFeatures structure that was previously returned by vkGetPhysicalDeviceFeatures. To disable an individual feature, the application can set the desired member to VK_FALSE in the same structure. Setting pEnabledFeatures to NULL and not including a VkPhysicalDeviceFeatures2 in the pNext chain of VkDeviceCreateInfo is equivalent to setting all members of the structure to VK_FALSE.

Note
Some features, such as robustBufferAccess, may incur a runtime performance cost. Application writers should carefully consider the implications of enabling all supported features.

To query supported features defined by the core or extensions, call:

```c
// Provided by VK_VERSION_1_1
void vkGetPhysicalDeviceFeatures2(
    VkPhysicalDevice physicalDevice,
    VkPhysicalDeviceFeatures2* pFeatures);
```

- physicalDevice is the physical device from which to query the supported features.
- pFeatures is a pointer to a VkPhysicalDeviceFeatures2 structure in which the physical device features are returned.

Each structure in pFeatures and its pNext chain contains members corresponding to fine-grained features. vkGetPhysicalDeviceFeatures2 writes each member to a boolean value indicating whether that feature is supported.

Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceFeatures2-physicalDevice-parameter
  physicalDevice must be a valid VkPhysicalDevice handle
- VUID-vkGetPhysicalDeviceFeatures2-pFeatures-parameter
  pFeatures must be a valid pointer to a VkPhysicalDeviceFeatures2 structure
The `VkPhysicalDeviceFeatures2` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceFeatures2 {
    VkStructureType sType;
    void* pNext;
    VkPhysicalDeviceFeatures features;
} VkPhysicalDeviceFeatures2;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **features** is a `VkPhysicalDeviceFeatures` structure describing the fine-grained features of the Vulkan 1.0 API.

The `pNext` chain of this structure is used to extend the structure with features defined by extensions. This structure can be used in `vkGetPhysicalDeviceFeatures2` or can be included in the `pNext` chain of a `VkDeviceCreateInfo` structure, in which case it controls which features are enabled on the device in lieu of `pEnabledFeatures`.

### Valid Usage (Implicit)

- `VUID-VkPhysicalDeviceFeatures2-sType-sType`

  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FEATURES_2`

The `VkPhysicalDeviceFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPhysicalDeviceFeatures {
    VkBool32 robustBufferAccess;
    VkBool32 fullDrawIndexUint32;
    VkBool32 imageCubeArray;
    VkBool32 independentBlend;
    VkBool32 geometryShader;
    VkBool32 tessellationShader;
    VkBool32 sampleRateShading;
    VkBool32 dualSrcBlend;
    VkBool32 logicOp;
    VkBool32 multiDrawIndirect;
    VkBool32 drawIndirectFirstInstance;
    VkBool32 depthClamp;
    VkBool32 depthBiasClamp;
    VkBool32 fillModeNonSolid;
    VkBool32 depthBounds;
    VkBool32 wideLines;
    VkBool32 largePoints;
    VkBool32 alphaToOne;
    VkBool32 multiViewport;
```
This structure describes the following features:

- **robustBufferAccess** specifies that accesses to buffers are bounds-checked against the range of the buffer descriptor (as determined by `VkDescriptorBufferInfo::range`, `VkBufferViewCreateInfo::range`, or the size of the buffer). Out of bounds accesses must not cause application termination, and the effects of shader loads, stores, and atomics must conform to an implementation-dependent behavior as described below.

  A buffer access is considered to be out of bounds if any of the following are true:
  
  - The pointer was formed by `OpImageTexelPointer` and the coordinate is less than zero or greater than or equal to the number of whole elements in the bound range.
  - The pointer was not formed by `OpImageTexelPointer` and the object pointed to is not
wholly contained within the bound range. This includes accesses performed via variable pointers where the buffer descriptor being accessed cannot be statically determined. Uninitialized pointers and pointers equal to OpConstantNull are treated as pointing to a zero-sized object, so all accesses through such pointers are considered to be out of bounds. Buffer accesses through buffer device addresses are not bounds-checked.

Note
If a SPIR-V OpLoad instruction loads a structure and the tail end of the structure is out of bounds, then all members of the structure are considered out of bounds even if the members at the end are not statically used.

• If robustBufferAccess2 is not enabled and any buffer access is determined to be out of bounds, then any other access of the same type (load, store, or atomic) to the same buffer that accesses an address less than 16 bytes away from the out of bounds address may also be considered out of bounds.

• If the access is a load that reads from the same memory locations as a prior store in the same shader invocation, with no other intervening accesses to the same memory locations in that shader invocation, then the result of the load may be the value stored by the store instruction, even if the access is out of bounds. If the load is Volatile, then an out of bounds load must return the appropriate out of bounds value.

Accesses to descriptors written with a VK_NULL_HANDLE resource or view are not considered to be out of bounds. Instead, each type of descriptor access defines a specific behavior for accesses to a null descriptor.

Out-of-bounds buffer loads will return any of the following values:

• If the access is to a uniform buffer and robustBufferAccess2 is enabled, loads of offsets between the end of the descriptor range and the end of the descriptor range rounded up to a multiple of robustUniformBufferAccessSizeAlignment bytes must return either zero values or the contents of the memory at the offset being loaded. Loads of offsets past the descriptor range rounded up to a multiple of robustUniformBufferAccessSizeAlignment bytes must return zero values.

• If the access is to a storage buffer and robustBufferAccess2 is enabled, loads of offsets between the end of the descriptor range and the end of the descriptor range rounded up to a multiple of robustStorageBufferAccessSizeAlignment bytes must return either zero values or the contents of the memory at the offset being loaded. Loads of offsets past the descriptor range rounded up to a multiple of robustStorageBufferAccessSizeAlignment bytes must return zero values. Similarly, stores to addresses between the end of the descriptor range and the end of the descriptor range rounded up to a multiple of robustStorageBufferAccessSizeAlignment bytes may be discarded.

• Non-atomic accesses to storage buffers that are a multiple of 32 bits may be decomposed into 32-bit accesses that are individually bounds-checked.

• If the access is to an index buffer and robustBufferAccess2 is enabled, zero values must be returned.

• If the access is to a uniform texel buffer or storage texel buffer and robustBufferAccess2
is enabled, zero values **must** be returned, and then **Conversion to RGBA** is applied based on the buffer view’s format.

- Values from anywhere within the memory range(s) bound to the buffer (possibly including bytes of memory past the end of the buffer, up to the end of the bound range).
- Zero values, or \((0,0,0,x)\) vectors for vector reads where \(x\) is a valid value represented in the type of the vector components and **may** be any of:
  - 0, 1, or the maximum representable positive integer value, for signed or unsigned integer components
  - 0.0 or 1.0, for floating-point components

  Out-of-bounds writes **may** modify values within the memory range(s) bound to the buffer, but **must** not modify any other memory.
  - If robustBufferAccess2 is enabled, out of bounds writes **must** not modify any memory.
  - Out-of-bounds atomics **may** modify values within the memory range(s) bound to the buffer, but **must** not modify any other memory, and return an undefined value.
    - If robustBufferAccess2 is enabled, out of bounds atomics **must** not modify any memory, and return an undefined value.
  - If robustBufferAccess2 is disabled, vertex input attributes are considered out of bounds if the offset of the attribute in the bound vertex buffer range plus the size of the attribute is greater than either:
    - \(\text{vertexBufferRangeSize}\), if \(\text{bindingStride} == 0\); or
    - \((\text{vertexBufferRangeSize} - (\text{vertexBufferRangeSize} \% \text{bindingStride}))\)

  where \(\text{vertexBufferRangeSize}\) is the byte size of the memory range bound to the vertex buffer binding and \(\text{bindingStride}\) is the byte stride of the corresponding vertex input binding. Further, if any vertex input attribute using a specific vertex input binding is out of bounds, then all vertex input attributes using that vertex input binding for that vertex shader invocation are considered out of bounds.

  - If a vertex input attribute is out of bounds, it will be assigned one of the following values:
    - Values from anywhere within the memory range(s) bound to the buffer, converted according to the format of the attribute.
    - Zero values, format converted according to the format of the attribute.
    - Zero values, or \((0,0,0,x)\) vectors, as described above.
  - If robustBufferAccess2 is enabled, vertex input attributes are considered out of bounds if the offset of the attribute in the bound vertex buffer range plus the size of the attribute is greater than the byte size of the memory range bound to the vertex buffer binding.
    - If a vertex input attribute is out of bounds, the raw data extracted are zero values, and missing G, B, or A components are **filled with** \((0,0,1)\).
  - If robustBufferAccess is not enabled, applications **must** not perform out of bounds accesses.

- **fullDrawIndexUint32** specifies the full 32-bit range of indices is supported for indexed draw calls
when using a `VkIndexType` of `VK_INDEX_TYPE_UINT32`. `maxDrawIndexedIndexValue` is the maximum index value that may be used (aside from the primitive restart index, which is always $2^{32} - 1$ when the `VkIndexType` is `VK_INDEX_TYPE_UINT32`). If this feature is supported, `maxDrawIndexedIndexValue` must be $2^{32} - 1$; otherwise it must be no smaller than $2^{24} - 1$. See `maxDrawIndexedIndexValue`.

- `imageCubeArray` specifies whether image views with a `VkImageViewType` of `VK_IMAGE_VIEW_TYPE_CUBE_ARRAY` can be created, and that the corresponding `SampledCubeArray` and `ImageCubeArray` SPIR-V capabilities can be used in shader code.

- `independentBlend` specifies whether the `VkPipelineColorBlendAttachmentState` settings are controlled independently per-attachment. If this feature is not enabled, the `VkPipelineColorBlendAttachmentState` settings for all color attachments must be identical. Otherwise, a different `VkPipelineColorBlendAttachmentState` can be provided for each bound color attachment.

- `geometryShader` specifies whether geometry shaders are supported. If this feature is not enabled, the `VK_SHADER_STAGE_GEOMETRY_BIT` and `VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT` enum values must not be used. This also specifies whether shader modules can declare the Geometry capability.

- `tessellationShader` specifies whether tessellation control and evaluation shaders are supported. If this feature is not enabled, the `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT`, `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`, `VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT`, `VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT`, and `VK_STRUCTURE_TYPE_PIPELINE_TESSELLATION_STATE_CREATE_INFO` enum values must not be used. This also specifies whether shader modules can declare the Tessellation capability.

- `sampleRateShading` specifies whether Sample Shading and multisample interpolation are supported. If this feature is not enabled, the `sampleShadingEnable` member of the `VkPipelineMultisampleStateCreateInfo` structure must be set to `VK_FALSE` and the `minSampleShading` member is ignored. This also specifies whether shader modules can declare the SampleRateShading capability.

- `dualSrcBlend` specifies whether blend operations which take two sources are supported. If this feature is not enabled, the `VK_BLEND_FACTOR_SRC1_COLOR`, `VK_BLEND_FACTOR_ONE_MINUS_SRC1_COLOR`, `VK_BLEND_FACTOR_SRC1_ALPHA`, and `VK_BLEND_FACTOR_ONE_MINUS_SRC1_ALPHA` enum values must not be used as source or destination blending factors. See Dual-Source Blending.

- `logicOp` specifies whether logic operations are supported. If this feature is not enabled, the `logicOpEnable` member of the `VkPipelineColorBlendStateCreateInfo` structure must be set to `VK_FALSE`, and the `logicOp` member is ignored.

- `multiDrawIndirect` specifies whether multiple draw indirect is supported. If this feature is not enabled, the `drawCount` parameter to the `vkCmdDrawIndirect` and `vkCmdDrawIndexedIndirect` commands must be 0 or 1. The `maxDrawIndirectCount` member of the `VkPhysicalDeviceLimits` structure must also be 1 if this feature is not supported. See `maxDrawIndirectCount`.

- `drawIndirectFirstInstance` specifies whether indirect drawing calls support the `firstInstance` parameter. If this feature is not enabled, the `firstInstance` member of all `VkDrawIndirectCommand` and `VkDrawIndexedIndirectCommand` structures that are provided to the `vkCmdDrawIndirect` and `vkCmdDrawIndexedIndirect` commands must be 0.

- `depthClamp` specifies whether depth clamping is supported. If this feature is not enabled, the
depthClampEnable member of the VkPipelineRasterizationStateCreateInfo structure must be set to VK_FALSE. Otherwise, setting depthClampEnable to VK_TRUE will enable depth clamping.

- depthBiasClamp specifies whether depth bias clamping is supported. If this feature is not enabled, the depthBiasClamp member of the VkPipelineRasterizationStateCreateInfo structure must be set to 0.0 unless the VK_DYNAMIC_STATE_DEPTH_BIAS dynamic state is enabled, and the depthBiasClamp parameter to vkCmdSetDepthBias must be set to 0.0.

- fillModeNonSolid specifies whether point and wireframe fill modes are supported. If this feature is not enabled, the VK_POLYGON_MODE_POINT and VK_POLYGON_MODE_LINE enum values must not be used.

- depthBounds specifies whether depth bounds tests are supported. If this feature is not enabled, the depthBoundsTestEnable member of the VkPipelineDepthStencilStateCreateInfo structure must be set to VK_FALSE. When depthBoundsTestEnable is set to VK_FALSE, the minDepthBounds and maxDepthBounds members of the VkPipelineDepthStencilStateCreateInfo structure are ignored.

- wideLines specifies whether lines with width other than 1.0 are supported. If this feature is not enabled, the lineWidth member of the VkPipelineRasterizationStateCreateInfo structure must be set to 1.0 unless the VK_DYNAMIC_STATE_LINE_WIDTH dynamic state is enabled, and the lineWidth parameter to vkCmdSetLineWidth must be set to 1.0. When this feature is supported, the range and granularity of supported line widths are indicated by the lineWidthRange and lineWidthGranularity members of the VkPhysicalDeviceLimits structure, respectively.

- largePoints specifies whether points with size greater than 1.0 are supported. If this feature is not enabled, only a point size of 1.0 written by a shader is supported. The range and granularity of supported point sizes are indicated by the pointSizeRange and pointSizeGranularity members of the VkPhysicalDeviceLimits structure, respectively.

- alphaToOne specifies whether the implementation is able to replace the alpha value of the fragment shader color output in the Multisample Coverage fragment operation. If this feature is not enabled, then the alphaToOneEnable member of the VkPipelineMultisampleStateCreateInfo structure must be set to VK_FALSE. Otherwise setting alphaToOneEnable to VK_TRUE will enable alpha-to-one behavior.

- multiViewport specifies whether more than one viewport is supported. If this feature is not enabled:
  ◦ The viewportCount and scissorCount members of the VkPipelineViewportStateCreateInfo structure must be set to 1.
  ◦ The firstViewport and viewportCount parameters to the vkCmdSetViewport command must be set to 0 and 1, respectively.
  ◦ The firstScissor and scissorCount parameters to the vkCmdSetScissor command must be set to 0 and 1, respectively.

- samplerAnisotropy specifies whether anisotropic filtering is supported. If this feature is not enabled, the anisotropyEnable member of the VkSamplerCreateInfo structure must be VK_FALSE.

- textureCompressionETC2 specifies whether all of the ETC2 and EAC compressed texture formats are supported. If this feature is enabled, then the VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT, VK_FORMAT_FEATURE_BLIT_SRC_BIT and VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT features must be supported in optimalTilingFeatures for the following formats:
• **VK_FORMAT_ETC2_R8G8B8_UNORM_BLOCK**
• **VK_FORMAT_ETC2_R8G8B8_SRGB_BLOCK**
• **VK_FORMAT_ETC2_R8G8B8A1_UNORM_BLOCK**
• **VK_FORMAT_ETC2_R8G8B8A1_SRGB_BLOCK**
• **VK_FORMAT_ETC2_R8G8B8A8_UNORM_BLOCK**
• **VK_FORMAT_ETC2_R8G8B8A8_SRGB_BLOCK**
• **VK_FORMAT_EAC_R11_UNORM_BLOCK**
• **VK_FORMAT_EAC_R11_SNORM_BLOCK**
• **VK_FORMAT_EAC_R11G11_UNORM_BLOCK**
• **VK_FORMAT_EAC_R11G11_SNORM_BLOCK**

To query for additional properties, or if the feature is not enabled, `vkGetPhysicalDeviceFormatProperties` and `vkGetPhysicalDeviceImageFormatProperties` can be used to check for supported properties of individual formats as normal.

• **textureCompressionASTC_LDR** specifies whether all of the ASTC LDR compressed texture formats are supported. If this feature is enabled, then the **VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT**, **VK_FORMAT_FEATURE_BLIT_SRC_BIT** and **VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT** features must be supported in `optimalTilingFeatures` for the following formats:

  • **VK_FORMAT_ASTC_4x4_UNORM_BLOCK**
  • **VK_FORMAT_ASTC_4x4_SRGB_BLOCK**
  • **VK_FORMAT_ASTC_5x4_UNORM_BLOCK**
  • **VK_FORMAT_ASTC_5x4_SRGB_BLOCK**
  • **VK_FORMAT_ASTC_5x5_UNORM_BLOCK**
  • **VK_FORMAT_ASTC_5x5_SRGB_BLOCK**
  • **VK_FORMAT_ASTC_6x5_UNORM_BLOCK**
  • **VK_FORMAT_ASTC_6x5_SRGB_BLOCK**
  • **VK_FORMAT_ASTC_6x6_UNORM_BLOCK**
  • **VK_FORMAT_ASTC_6x6_SRGB_BLOCK**
  • **VK_FORMAT_ASTC_8x5_UNORM_BLOCK**
  • **VK_FORMAT_ASTC_8x5_SRGB_BLOCK**
  • **VK_FORMAT_ASTC_8x6_UNORM_BLOCK**
  • **VK_FORMAT_ASTC_8x6_SRGB_BLOCK**
  • **VK_FORMAT_ASTC_8x8_UNORM_BLOCK**
  • **VK_FORMAT_ASTC_8x8_SRGB_BLOCK**
  • **VK_FORMAT_ASTC_10x5_UNORM_BLOCK**
  • **VK_FORMAT_ASTC_10x5_SRGB_BLOCK**
• `VK_FORMAT_ASTC_10x6_UNORM_BLOCK`
• `VK_FORMAT_ASTC_10x6_SRGB_BLOCK`
• `VK_FORMAT_ASTC_10x8_UNORM_BLOCK`
• `VK_FORMAT_ASTC_10x8_SRGB_BLOCK`
• `VK_FORMAT_ASTC_10x10_UNORM_BLOCK`
• `VK_FORMAT_ASTC_10x10_SRGB_BLOCK`
• `VK_FORMAT_ASTC_12x10_UNORM_BLOCK`
• `VK_FORMAT_ASTC_12x10_SRGB_BLOCK`
• `VK_FORMAT_ASTC_12x12_UNORM_BLOCK`
• `VK_FORMAT_ASTC_12x12_SRGB_BLOCK`

To query for additional properties, or if the feature is not enabled, `vkGetPhysicalDeviceFormatProperties` and `vkGetPhysicalDeviceImageFormatProperties` can be used to check for supported properties of individual formats as normal.

• `textureCompressionBC` specifies whether all of the BC compressed texture formats are supported. If this feature is enabled, then the `VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT`, `VK_FORMAT_FEATURE_BLIT_SRC_BIT` and `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT` features must be supported in `optimalTilingFeatures` for the following formats:

  • `VK_FORMAT_BC1_RGB_UNORM_BLOCK`
  • `VK_FORMAT_BC1_RGB_SRGB_BLOCK`
  • `VK_FORMAT_BC1_RGBA_UNORM_BLOCK`
  • `VK_FORMAT_BC1_RGBA_SRGB_BLOCK`
  • `VK_FORMAT_BC2_UNORM_BLOCK`
  • `VK_FORMAT_BC2_SRGB_BLOCK`
  • `VK_FORMAT_BC3_UNORM_BLOCK`
  • `VK_FORMAT_BC3_SRGB_BLOCK`
  • `VK_FORMAT_BC4_UNORM_BLOCK`
  • `VK_FORMAT_BC4_SNORM_BLOCK`
  • `VK_FORMAT_BC5_UNORM_BLOCK`
  • `VK_FORMAT_BC5_SNORM_BLOCK`
  • `VK_FORMAT_BC6H_UFLOAT_BLOCK`
  • `VK_FORMAT_BC6H_SFLOAT_BLOCK`
  • `VK_FORMAT_BC7_UNORM_BLOCK`
  • `VK_FORMAT_BC7_SRGB_BLOCK`

To query for additional properties, or if the feature is not enabled, `vkGetPhysicalDeviceFormatProperties` and `vkGetPhysicalDeviceImageFormatProperties` can be used to check for supported properties of individual formats as normal.
• **occlusionQueryPrecise** specifies whether occlusion queries returning actual sample counts are supported. Occlusion queries are created in a `VkQueryPool` by specifying the `queryType` of `VK_QUERY_TYPE_OCCLUSION` in the `VkQueryPoolCreateInfo` structure which is passed to `vkCreateQueryPool`. If this feature is enabled, queries of this type **can** enable `VK_QUERY_CONTROL_PRECISE_BIT` in the `flags` parameter to `vkCmdBeginQuery`. If this feature is not supported, the implementation supports only boolean occlusion queries. When any samples are passed, boolean queries will return a non-zero result value, otherwise a result value of zero is returned. When this feature is enabled and `VK_QUERY_CONTROL_PRECISE_BIT` is set, occlusion queries will report the actual number of samples passed.

• **pipelineStatisticsQuery** specifies whether the pipeline statistics queries are supported. If this feature is not enabled, queries of type `VK_QUERY_TYPE_PIPELINE_STATISTICS` **cannot** be created, and none of the `VkQueryPipelineStatisticFlagBits` bits **can** be set in the `pipelineStatistics` member of the `VkQueryPoolCreateInfo` structure.

• **vertexPipelineStoresAndAtomics** specifies whether storage buffers and images support stores and atomic operations in the vertex, tessellation, and geometry shader stages. If this feature is not enabled, all storage image, storage texel buffer, and storage buffer variables used by these stages in shader modules **must** be decorated with the `NonWritable` decoration (or the `readonly` memory qualifier in GLSL).

• **fragmentStoresAndAtomics** specifies whether storage buffers and images support stores and atomic operations in the fragment shader stage. If this feature is not enabled, all storage image, storage texel buffer, and storage buffer variables used by the fragment stage in shader modules **must** be decorated with the `NonWritable` decoration (or the `readonly` memory qualifier in GLSL).

• **shaderTessellationAndGeometryPointSize** specifies whether the `PointSize` built-in decoration is available in the tessellation control, tessellation evaluation, and geometry shader stages. If this feature is not enabled, members decorated with the `PointSize` built-in decoration **must** not be read from or written to and all points written from a tessellation or geometry shader will have a size of 1.0. This also specifies whether shader modules **can** declare the `TessellationPointSize` capability for tessellation control and evaluation shaders, or if the shader modules **can** declare the `GeometryPointSize` capability for geometry shaders. An implementation supporting this feature **must** also support one or both of the `tessellationShader` or `geometryShader` features.

• **shaderImageGatherExtended** specifies whether the extended set of image gather instructions are available in shader code. If this feature is not enabled, the `OpImage*Gather` instructions do not support the `Offset` and `ConstOffsets` operands. This also specifies whether shader modules **can** declare the `ImageGatherExtended` capability.

• **shaderStorageImageExtendedFormats** specifies whether all the “storage image extended formats” below are supported; if this feature is supported, then the `VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT` **must** be supported in `optimalTilingFeatures` for the following formats:

  - `VK_FORMAT_R16G16_SFLOAT`
  - `VK_FORMAT_B10G11R11_UFLOAT_PACK32`
  - `VK_FORMAT_R16_SFLOAT`
  - `VK_FORMAT_R16G16B16A16_UNORM`
  - `VK_FORMAT_A2B10G10R10_UNORM_PACK32`
  - `VK_FORMAT_R16G16_UNORM`
• **VK_FORMAT_R8G8_UNORM**
• **VK_FORMAT_R16_UNORM**
• **VK_FORMAT_R8_UNORM**
• **VK_FORMAT_R16G16B16A16_SNORM**
• **VK_FORMAT_R16G16_SNORM**
• **VK_FORMAT_R8G8_SNORM**
• **VK_FORMAT_R16_SINT**
• **VK_FORMAT_R8_SINT**
• **VK_FORMAT_A2B10G10R10_UINT_PACK32**
• **VK_FORMAT_R16G16_UINT**
• **VK_FORMAT_R8G8_UINT**
• **VK_FORMAT_R16_UINT**
• **VK_FORMAT_R8_UINT**

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**Note**

**shaderStorageImageExtendedFormats** feature only adds a guarantee of format support, which is specified for the whole physical device. Therefore enabling or disabling the feature via **vkCreateDevice** has no practical effect.

To query for additional properties, or if the feature is not supported, **vkGetPhysicalDeviceFormatProperties** and **vkGetPhysicalDeviceImageFormatProperties** can be used to check for supported properties of individual formats, as usual rules allow.

**VK_FORMAT_R32G32_UINT, VK_FORMAT_R32G32_SINT, and VK_FORMAT_R32G32_SFLOAT** from **StorageImageExtendedFormats** SPIR-V capability, are already covered by core Vulkan **mandatory format support**.

• **shaderStorageImageMultisample** specifies whether multisampled storage images are supported. If this feature is not enabled, images that are created with a **usage** that includes **VK_IMAGE_USAGE_STORAGE_BIT** must be created with **samples** equal to **VK_SAMPLE_COUNT_1_BIT**. This also specifies whether shader modules can declare the **StorageImageMultisample** and **ImageMSArray** capabilities.

• **shaderStorageImageReadWithoutFormat** specifies whether storage images and storage texel buffers require a format qualifier to be specified when reading.

• **shaderStorageImageWriteWithoutFormat** specifies whether storage images and storage texel buffers require a format qualifier to be specified when writing.
• shaderUniformBufferArrayDynamicIndexing specifies whether arrays of uniform buffers can be indexed by dynamically uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER or VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC must be indexed only by constant integral expressions when aggregated into arrays in shader code. This also specifies whether shader modules can declare the UniformBufferArrayDynamicIndexing capability.

• shaderSampledImageArrayDynamicIndexing specifies whether arrays of samplers or sampled images can be indexed by dynamically uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_SAMPLER, VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER, or VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE must be indexed only by constant integral expressions when aggregated into arrays in shader code. This also specifies whether shader modules can declare the SampledImageArrayDynamicIndexing capability.

• shaderStorageBufferArrayDynamicIndexing specifies whether arrays of storage buffers can be indexed by dynamically uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_STORAGE_BUFFER or VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC must be indexed only by constant integral expressions when aggregated into arrays in shader code. This also specifies whether shader modules can declare the StorageBufferArrayDynamicIndexing capability.

• shaderStorageImageArrayDynamicIndexing specifies whether arrays of storage images can be indexed by dynamically uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_STORAGE_IMAGE must be indexed only by constant integral expressions when aggregated into arrays in shader code. This also specifies whether shader modules can declare the StorageImageArrayDynamicIndexing capability.

• shaderClipDistance specifies whether clip distances are supported in shader code. If this feature is not enabled, any members decorated with the ClipDistance built-in decoration must not be read from or written to in shader modules. This also specifies whether shader modules can declare the ClipDistance capability.

• shaderCullDistance specifies whether cull distances are supported in shader code. If this feature is not enabled, any members decorated with the CullDistance built-in decoration must not be read from or written to in shader modules. This also specifies whether shader modules can declare the CullDistance capability.

• shaderFloat64 specifies whether 64-bit floats (doubles) are supported in shader code. If this feature is not enabled, 64-bit floating-point types must not be used in shader code. This also specifies whether shader modules can declare the Float64 capability. Declaring and using 64-bit floats is enabled for all storage classes that SPIR-V allows with the Float64 capability.

• shaderInt64 specifies whether 64-bit integers (signed and unsigned) are supported in shader code. If this feature is not enabled, 64-bit integer types must not be used in shader code. This also specifies whether shader modules can declare the Int64 capability. Declaring and using 64-bit integers is enabled for all storage classes that SPIR-V allows with the Int64 capability.

• shaderInt16 specifies whether 16-bit integers (signed and unsigned) are supported in shader code. If this feature is not enabled, 16-bit integer types must not be used in shader code. This also specifies whether shader modules can declare the Int16 capability. However, this only enables a subset of the storage classes that SPIR-V allows for the Int16 SPIR-V capability: Declaring and using 16-bit integers in the Private, Workgroup, and Function storage classes is
enabled, while declaring them in the interface storage classes (e.g., UniformConstant, Uniform, StorageBuffer, Input, Output, and PushConstant) is not enabled.

- **shaderResourceResidency** specifies whether image operations that return resource residency information are supported in shader code. If this feature is not enabled, the OpImageSparse* instructions must not be used in shader code. This also specifies whether shader modules can declare the SparseResidency capability. The feature requires at least one of the sparseResidency* features to be supported. This must be VK_FALSE in Vulkan SC [SCID-8].

- **shaderResourceMinLod** specifies whether image operations specifying the minimum resource LOD are supported in shader code. If this feature is not enabled, the MinLod image operand must not be used in shader code. This also specifies whether shader modules can declare the MinLod capability.

- **sparseBinding** specifies whether resource memory can be managed at opaque sparse block level instead of at the object level. If this feature is not enabled, resource memory must be bound only on a per-object basis using the vkBindBufferMemory and vkBindImageMemory commands. In this case, buffers and images must not be created with VK_BUFFER_CREATE_SPARSE_BINDING_BIT and VK_IMAGE_CREATE_SPARSE_BINDING_BIT set in the flags member of the VkBufferCreateInfo and VkImageCreateInfo structures, respectively. Otherwise resource memory can be managed as described in Sparse Resource Features. This must be VK_FALSE in Vulkan SC [SCID-8].

- **sparseResidencyBuffer** specifies whether the device can access partially resident buffers. If this feature is not enabled, buffers must not be created with VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT set in the flags member of the VkBufferCreateInfo structure. This must be VK_FALSE in Vulkan SC [SCID-8].

- **sparseResidencyImage2D** specifies whether the device can access partially resident 2D images with 1 sample per pixel. If this feature is not enabled, images with an imageType of VK_IMAGE_TYPE_2D and samples set to VK_SAMPLE_COUNT_1_BIT must not be created with VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT set in the flags member of the VkImageCreateInfo structure. This must be VK_FALSE in Vulkan SC [SCID-8].

- **sparseResidencyImage3D** specifies whether the device can access partially resident 3D images. If this feature is not enabled, images with an imageType of VK_IMAGE_TYPE_3D must not be created with VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT set in the flags member of the VkImageCreateInfo structure. This must be VK_FALSE in Vulkan SC [SCID-8].

- **sparseResidency2Samples** specifies whether the physical device can access partially resident 2D images with 2 samples per pixel. If this feature is not enabled, images with an imageType of VK_IMAGE_TYPE_2D and samples set to VK_SAMPLE_COUNT_2_BIT must not be created with VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT set in the flags member of the VkImageCreateInfo structure. This must be VK_FALSE in Vulkan SC [SCID-8].

- **sparseResidency4Samples** specifies whether the physical device can access partially resident 2D images with 4 samples per pixel. If this feature is not enabled, images with an imageType of VK_IMAGE_TYPE_2D and samples set to VK_SAMPLE_COUNT_4_BIT must not be created with VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT set in the flags member of the VkImageCreateInfo structure. This must be VK_FALSE in Vulkan SC [SCID-8].

- **sparseResidency8Samples** specifies whether the physical device can access partially resident 2D images with 8 samples per pixel. If this feature is not enabled, images with an imageType of VK_IMAGE_TYPE_2D and samples set to VK_SAMPLE_COUNT_8_BIT must not be created with
VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT set in the flags member of the VkImageCreateInfo structure. This must be VK_FALSE in Vulkan SC [SCID-8].

- **sparseResidency16Samples** specifies whether the physical device can access partially resident 2D images with 16 samples per pixel. If this feature is not enabled, images with an `imageType` of VK_IMAGE_TYPE_2D and `samples` set to VK_SAMPLE_COUNT_16_BIT must not be created with VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT set in the `flags` member of the VkImageCreateInfo structure. This must be VK_FALSE in Vulkan SC [SCID-8].

- **sparseResidencyAliased** specifies whether the physical device can correctly access data aliased into multiple locations. If this feature is not enabled, the VK_BUFFER_CREATE_SPARSE_ALIASED_BIT and VK_IMAGE_CREATE_SPARSE_ALIASED_BIT enum values must not be used in `flags` members of the VkBufferCreateInfo and VkImageCreateInfo structures, respectively. This must be VK_FALSE in Vulkan SC [SCID-8].

- **variableMultisampleRate** specifies whether all pipelines that will be bound to a command buffer during a subpass which uses no attachments must have the same value for VkPipelineMultisampleStateCreateInfo::rasterizationSamples. If set to VK_TRUE, the implementation supports variable multisample rates in a subpass which uses no attachments. If set to VK_FALSE, then all pipelines bound in such a subpass must have the same multisample rate. This has no effect in situations where a subpass uses any attachments.

- **inheritedQueries** specifies whether a secondary command buffer may be executed while a query is active.

The **VkPhysicalDeviceVulkan11Features** structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceVulkan11Features {
    VkStructureType sType;
    void* pNext;
    VkBool32 storageBuffer16BitAccess;
    VkBool32 uniformAndStorageBuffer16BitAccess;
    VkBool32 storagePushConstant16;
    VkBool32 storageInputOutput16;
    VkBool32 multiview;
    VkBool32 multiviewGeometryShader;
    VkBool32 multiviewTessellationShader;
    VkBool32 variablePointersStorageBuffer;
    VkBool32 variablePointers;
    VkBool32 protectedMemory;
    VkBool32 samplerYcbcrConversion;
    VkBool32 shaderDrawParameters;
} VkPhysicalDeviceVulkan11Features;
```

This structure describes the following features:

- **sType** is a VkStructureType value identifying this structure.

- **pNext** is NULL or a pointer to a structure extending this structure.

- **storageBuffer16BitAccess** specifies whether objects in the StorageBuffer, or
PhysicalStorageBuffer storage class with the Block decoration can have 16-bit integer and 16-bit floating-point members. If this feature is not enabled, 16-bit integer or 16-bit floating-point members must not be used in such objects. This also specifies whether shader modules can declare the StorageBuffer16BitAccess capability.

- uniformAndStorageBuffer16BitAccess specifies whether objects in the Uniform storage class with the Block decoration can have 16-bit integer and 16-bit floating-point members. If this feature is not enabled, 16-bit integer or 16-bit floating-point members must not be used in such objects. This also specifies whether shader modules can declare the UniformAndStorageBuffer16BitAccess capability.

- storagePushConstant16 specifies whether objects in the PushConstant storage class can have 16-bit integer and 16-bit floating-point members. If this feature is not enabled, 16-bit integer or floating-point members must not be used in such objects. This also specifies whether shader modules can declare the StoragePushConstant16 capability.

- storageInputOutput16 specifies whether objects in the Input and Output storage classes can have 16-bit integer and 16-bit floating-point members. If this feature is not enabled, 16-bit integer or 16-bit floating-point members must not be used in such objects. This also specifies whether shader modules can declare the StorageInputOutput16 capability.

- multiview specifies whether the implementation supports multiview rendering within a render pass. If this feature is not enabled, the view mask of each subpass must always be zero.

- multiviewGeometryShader specifies whether the implementation supports multiview rendering within a render pass, with geometry shaders. If this feature is not enabled, then a pipeline compiled against a subpass with a non-zero view mask must not include a geometry shader.

- multiviewTessellationShader specifies whether the implementation supports multiview rendering within a render pass, with tessellation shaders. If this feature is not enabled, then a pipeline compiled against a subpass with a non-zero view mask must not include any tessellation shaders.

- variablePointersStorageBuffer specifies whether the implementation supports the SPIR-V VariablePointersStorageBuffer capability. When this feature is not enabled, shader modules must not declare the SPV_KHR_variable_pointers extension or the VariablePointersStorageBuffer capability.

- variablePointers specifies whether the implementation supports the SPIR-V VariablePointers capability. When this feature is not enabled, shader modules must not declare the VariablePointers capability.

- protectedMemory specifies whether protected memory is supported.

- samplerYcbcrConversion specifies whether the implementation supports sampler Y’C_bC_r conversion. If samplerYcbcrConversion is VK_FALSE, sampler Y’C_bC_r conversion is not supported, and samplers using sampler Y’C_bC_r conversion must not be used.

- shaderDrawParameters specifies whether the implementation supports the SPIR-V DrawParameters capability. When this feature is not enabled, shader modules must not declare the SPV_KHR_shader_draw_parameters extension or the DrawParameters capability.

If the VkPhysicalDeviceVulkan11Features structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported.
also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

**Valid Usage (Implicit)**

- `VUID-VkPhysicalDeviceVulkan11Features-sType-sType`
  
  `sType` **must** be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_1_FEATURES`

The `VkPhysicalDeviceVulkan12Features` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceVulkan12Features {
    VkStructureType sType;
    void* pNext;
    VkBool32 samplerMirrorClampToEdge;
    VkBool32 drawIndirectCount;
    VkBool32 storageBuffer8BitAccess;
    VkBool32 uniformAndStorageBuffer8BitAccess;
    VkBool32 storagePushConstant8;
    VkBool32 shaderBufferInt64Atomics;
    VkBool32 shaderSharedInt64Atomics;
    VkBool32 shaderFloat16;
    VkBool32 shaderInt8;
    VkBool32 descriptorIndexing;
    VkBool32 shaderInputAttachmentArrayDynamicIndexing;
    VkBool32 shaderUniformTexelBufferArrayDynamicIndexing;
    VkBool32 shaderStorageTexelBufferArrayDynamicIndexing;
    VkBool32 shaderUniformBufferArrayNonUniformIndexing;
    VkBool32 shaderSampledImageArrayNonUniformIndexing;
    VkBool32 shaderStorageBufferArrayNonUniformIndexing;
    VkBool32 shaderStorageImageArrayNonUniformIndexing;
    VkBool32 shaderInputAttachmentArrayNonUniformIndexing;
    VkBool32 shaderUniformTexelBufferArrayNonUniformIndexing;
    VkBool32 shaderStorageTexelBufferArrayNonUniformIndexing;
    VkBool32 descriptorBindingUniformBufferUpdateAfterBind;
    VkBool32 descriptorBindingSampledImageUpdateAfterBind;
    VkBool32 descriptorBindingStorageImageUpdateAfterBind;
    VkBool32 descriptorBindingStorageBufferUpdateAfterBind;
    VkBool32 descriptorBindingUniformTexelBufferUpdateAfterBind;
    VkBool32 descriptorBindingStorageTexelBufferUpdateAfterBind;
    VkBool32 descriptorBindingUpdateUnusedWhilePending;
    VkBool32 descriptorBindingPartiallyBound;
    VkBool32 descriptorBindingVariableDescriptorCount;
    VkBool32 runtimeDescriptorArray;
    VkBool32 samplerFilterMinmax;
    VkBool32 scalarBlockLayout;
    VkBool32 imagelessFramebuffer;
    VkBool32 uniformBufferStandardLayout;
    VkBool32 shaderSubgroupExtendedTypes;
    VkBool32 separateDepthStencilLayouts;
} VkPhysicalDeviceVulkan12Features;
```
This structure describes the following features:

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **samplerMirrorClampToEdge** indicates whether the implementation supports the VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE sampler address mode. If this feature is not enabled, the VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE sampler address mode must not be used.
- **drawIndirectCount** indicates whether the implementation supports the vkCmdDrawIndirectCount and vkCmdDrawIndexedIndirectCount functions. If this feature is not enabled, these functions must not be used.
- **storageBuffer8BitAccess** indicates whether objects in the StorageBuffer, or PhysicalStorageBuffer storage class with the Block decoration can have 8-bit integer members. If this feature is not enabled, 8-bit integer members must not be used in such objects. This also indicates whether shader modules can declare the StorageBuffer8BitAccess capability.
- **uniformAndStorageBuffer8BitAccess** indicates whether objects in the Uniform storage class with the Block decoration can have 8-bit integer members. If this feature is not enabled, 8-bit integer members must not be used in such objects. This also indicates whether shader modules can declare the UniformAndStorageBuffer8BitAccess capability.
- **storagePushConstant8** indicates whether objects in the PushConstant storage class can have 8-bit integer members. If this feature is not enabled, 8-bit integer members must not be used in such objects. This also indicates whether shader modules can declare the StoragePushConstant8 capability.
- **shaderBufferInt64Atomics** indicates whether shaders can perform 64-bit unsigned and signed integer atomic operations on buffers.
- **shaderSharedInt64Atomics** indicates whether shaders can perform 64-bit unsigned and signed integer atomic operations on shared memory.
- **shaderFloat16** indicates whether 16-bit floats (halves) are supported in shader code. This also indicates whether shader modules can declare the Float16 capability. However, this only enables a subset of the storage classes that SPIR-V allows for the Float16 SPIR-V capability: Declaring and using 16-bit floats in the Private, Workgroup, and Function storage classes is
enabled, while declaring them in the interface storage classes (e.g., UniformConstant, Uniform, StorageBuffer, Input, Output, and PushConstant) is not enabled.

- **shaderInt8** indicates whether 8-bit integers (signed and unsigned) are supported in shader code. This also indicates whether shader modules can declare the Int8 capability. However, this only enables a subset of the storage classes that SPIR-V allows for the Int8 SPIR-V capability: Declaring and using 8-bit integers in the Private, Workgroup, and Function storage classes is enabled, while declaring them in the interface storage classes (e.g., UniformConstant, Uniform, StorageBuffer, Input, Output, and PushConstant) is not enabled.

- **descriptorIndexing** indicates whether the implementation supports the minimum set of descriptor indexing features as described in the Feature Requirements section. Enabling the descriptorIndexing member when vkCreateDevice is called does not imply the other minimum descriptor indexing features are also enabled. Those other descriptor indexing features must be enabled individually as needed by the application.

- **shaderInputAttachmentArrayDynamicIndexing** indicates whether arrays of input attachments can be indexed by dynamically uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT must be indexed only by constant integral expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the InputAttachmentArrayDynamicIndexing capability.

- **shaderUniformTexelBufferArrayDynamicIndexing** indicates whether arrays of uniform texel buffers can be indexed by dynamically uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER must be indexed only by constant integral expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the UniformTexelBufferArrayDynamicIndexing capability.

- **shaderStorageTexelBufferArrayDynamicIndexing** indicates whether arrays of storage texel buffers can be indexed by dynamically uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER must be indexed only by constant integral expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the StorageTexelBufferArrayDynamicIndexing capability.

- **shaderUniformBufferArrayNonUniformIndexing** indicates whether arrays of uniform buffers can be indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER or VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the UniformBufferArrayNonUniformIndexing capability.

- **shaderSampledImageArrayNonUniformIndexing** indicates whether arrays of samplers or sampled images can be indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_SAMPLER, VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER, or VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the SampledImageArrayNonUniformIndexing capability.

- **shaderStorageBufferArrayNonUniformIndexing** indicates whether arrays of storage buffers can be
indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER` or `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC` must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the `StorageBufferArrayNonUniformIndexing` capability.

- `shaderStorageImageArrayNonUniformIndexing` indicates whether arrays of storage images can be indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE` must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the `StorageImageArrayNonUniformIndexing` capability.

- `shaderInputAttachmentArrayNonUniformIndexing` indicates whether arrays of input attachments can be indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the `InputAttachmentArrayNonUniformIndexing` capability.

- `shaderUniformTexelBufferArrayNonUniformIndexing` indicates whether arrays of uniform texel buffers can be indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of `VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER` must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the `UniformTexelBufferArrayNonUniformIndexing` capability.

- `shaderStorageTexelBufferArrayNonUniformIndexing` indicates whether arrays of storage texel buffers can be indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of `VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER` must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the `StorageTexelBufferArrayNonUniformIndexing` capability.

- `descriptorBindingUniformBufferUpdateAfterBind` indicates whether the implementation supports updating uniform buffer descriptors after a set is bound. If this feature is not enabled, `VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT` must not be used with `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER`.

- `descriptorBindingSampledImageUpdateAfterBind` indicates whether the implementation supports updating sampled image descriptors after a set is bound. If this feature is not enabled, `VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT` must not be used with `VK_DESCRIPTOR_TYPE_SAMPLER`, `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, or `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`.

- `descriptorBindingStorageImageUpdateAfterBind` indicates whether the implementation supports updating storage image descriptors after a set is bound. If this feature is not enabled, `VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT` must not be used with `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`.

- `descriptorBindingStorageBufferUpdateAfterBind` indicates whether the implementation supports updating storage buffer descriptors after a set is bound. If this feature is not enabled, `VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT` must not be used with
VK_DESCRIPTOR_TYPE_STORAGE_BUFFER.

- descriptorBindingUniformTexelBufferUpdateAfterBind indicates whether the implementation supports updating uniform texel buffer descriptors after a set is bound. If this feature is not enabled, VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT must not be used with VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER.

- descriptorBindingStorageTexelBufferUpdateAfterBind indicates whether the implementation supports updating storage texel buffer descriptors after a set is bound. If this feature is not enabled, VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT must not be used with VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER.

- descriptorBindingUpdateUnusedWhilePending indicates whether the implementation supports updating descriptors while the set is in use. If this feature is not enabled, VK_DESCRIPTOR_BINDING_UPDATE_UNUSED_WHILE_PENDING_BIT must not be used.

- descriptorBindingPartiallyBound indicates whether the implementation supports statically using a descriptor set binding in which some descriptors are not valid. If this feature is not enabled, VK_DESCRIPTOR_BINDING_PARTIALLY_BOUND_BIT must not be used.

- descriptorBindingVariableDescriptorCount indicates whether the implementation supports descriptor sets with a variable-sized last binding. If this feature is not enabled, VK_DESCRIPTOR_BINDING_VARIABLE_DESCRIPTOR_COUNT_BIT must not be used.

- runtimeDescriptorArray indicates whether the implementation supports the SPIR-V RuntimeDescriptorArray capability. If this feature is not enabled, descriptors must not be declared in runtime arrays.

- samplerFilterMinmax indicates whether the implementation supports a minimum set of required formats supporting min/max filtering as defined by the filterMinmaxSingleComponentFormats property minimum requirements. If this feature is not enabled, then VkSamplerReductionModeCreateInfo must only use VK_SAMPLER_REDUCTION_MODE_WEIGHTED_AVERAGE.

- scalarBlockLayout indicates that the implementation supports the layout of resource blocks in shaders using scalar alignment.

- imagelessFramebuffer indicates that the implementation supports specifying the image view for attachments at render pass begin time via VkRenderPassAttachmentBeginInfo.

- uniformBufferStandardLayout indicates that the implementation supports the same layouts for uniform buffers as for storage and other kinds of buffers. See Standard Buffer Layout.

- shaderSubgroupExtendedTypes is a boolean specifying whether subgroup operations can use 8-bit integer, 16-bit integer, 64-bit integer, 16-bit floating-point, and vectors of these types in group operations with subgroup scope, if the implementation supports the types.

- separateDepthStencilLayouts indicates whether the implementation supports a VkImageMemoryBarrier for a depth/stencil image with only one of VK_IMAGE_ASPECT_DEPTH_BIT or VK_IMAGE_ASPECT_STENCIL_BIT set, and whether VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL, VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL, VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL, or VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL can be used.

- hostQueryReset indicates that the implementation supports resetting queries from the host with vkResetQueryPool.
• `timelineSemaphore` indicates whether semaphores created with a `VkSemaphoreType` of `VK_SEMAPHORE_TYPE_TIMELINE` are supported.

• `bufferDeviceAddress` indicates that the implementation supports accessing buffer memory in shaders as storage buffers via an address queried from `vkGetBufferDeviceAddress`.

• `bufferDeviceAddressCaptureReplay` indicates that the implementation supports saving and reusing buffer and device addresses, e.g. for trace capture and replay.

• `bufferDeviceAddressMultiDevice` indicates that the implementation supports the `bufferDeviceAddress` feature for logical devices created with multiple physical devices. If this feature is not supported, buffer addresses must not be queried on a logical device created with more than one physical device.

• `vulkanMemoryModel` indicates whether shader modules can declare the `VulkanMemoryModel` capability.

• `vulkanMemoryModelDeviceScope` indicates whether the Vulkan Memory Model can use Device scope synchronization. This also indicates whether shader modules can declare the `VulkanMemoryModelDeviceScope` capability.

• `vulkanMemoryModelAvailabilityVisibilityChains` indicates whether the Vulkan Memory Model can use availability and visibility chains with more than one element.

• `shaderOutputViewportIndex` indicates whether the implementation supports the `ShaderViewportIndex` SPIR-V capability enabling variables decorated with the `ViewportIndex` built-in to be exported from vertex or tessellation evaluation shaders. If this feature is not enabled, the `ViewportIndex` built-in decoration must not be used on outputs in vertex or tessellation evaluation shaders.

• `shaderOutputLayer` indicates whether the implementation supports the `ShaderLayer` SPIR-V capability enabling variables decorated with the `Layer` built-in to be exported from vertex or tessellation evaluation shaders. If this feature is not enabled, the `Layer` built-in decoration must not be used on outputs in vertex or tessellation evaluation shaders.

• If `subgroupBroadcastDynamicId` is `VK_TRUE`, the “Id” operand of `OpGroupNonUniformBroadcast` can be dynamically uniform within a subgroup, and the “Index” operand of `OpGroupNonUniformQuadBroadcast` can be dynamically uniform within the derivative group. If it is `VK_FALSE`, these operands must be constants.

If the `VkPhysicalDeviceVulkan12Features` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceVulkan12Features` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

Valid Usage (Implicit)

• VUID-VkPhysicalDeviceVulkan12Features-sType-sType

  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_2_FEATURES`

The `VkPhysicalDeviceVariablePointersFeatures` structure is defined as:
typedef struct VkPhysicalDeviceVariablePointersFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 variablePointersStorageBuffer;
    VkBool32 variablePointers;
} VkPhysicalDeviceVariablePointersFeatures;

This structure describes the following features:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **variablePointersStorageBuffer** specifies whether the implementation supports the SPIR-V `VariablePointersStorageBuffer` capability. When this feature is not enabled, shader modules **must** not declare the `SPV_KHR_variable_pointers` extension or the `VariablePointersStorageBuffer` capability.
- **variablePointers** specifies whether the implementation supports the SPIR-V `VariablePointers` capability. When this feature is not enabled, shader modules **must** not declare the `VariablePointers` capability.

If the `VkPhysicalDeviceVariablePointersFeatures` structure is included in the **pNext** chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceVariablePointersFeatures` can also be used in the **pNext** chain of `VkDeviceCreateInfo` to selectively enable these features.

**Valid Usage**

- VUID-VkPhysicalDeviceVariablePointersFeatures-variablePointers-01431
  If `variablePointers` is enabled then `variablePointersStorageBuffer` **must** also be enabled

**Valid Usage (Implicit)**

- VUID-VkPhysicalDeviceVariablePointersFeatures-sType-sType
  **sType** must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VARIABLE_POINTERS_FEATURES`

The `VkPhysicalDeviceMultiviewFeatures` structure is defined as:
typedef struct VkPhysicalDeviceMultiviewFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 multiview;
    VkBool32 multiviewGeometryShader;
    VkBool32 multiviewTessellationShader;
} VkPhysicalDeviceMultiviewFeatures;

This structure describes the following features:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **multiview** specifies whether the implementation supports multiview rendering within a render pass. If this feature is not enabled, the view mask of each subpass **must** always be zero.
- **multiviewGeometryShader** specifies whether the implementation supports multiview rendering within a render pass, with **geometry shaders**. If this feature is not enabled, then a pipeline compiled against a subpass with a non-zero view mask **must** not include a geometry shader.
- **multiviewTessellationShader** specifies whether the implementation supports multiview rendering within a render pass, with **tessellation shaders**. If this feature is not enabled, then a pipeline compiled against a subpass with a non-zero view mask **must** not include any tessellation shaders.

If the `VkPhysicalDeviceMultiviewFeatures` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceMultiviewFeatures` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

**Valid Usage**

- VUID-VkPhysicalDeviceMultiviewFeatures-multiviewGeometryShader-00580
  If `multiviewGeometryShader` is enabled then `multiview` **must** also be enabled

- VUID-VkPhysicalDeviceMultiviewFeatures-multiviewTessellationShader-00581
  If `multiviewTessellationShader` is enabled then `multiview` **must** also be enabled

**Valid Usage (Implicit)**

- VUID-VkPhysicalDeviceMultiviewFeatures-sType-sType
  `sType` **must** be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MULTIVIEW_FEATURES`

The `VkPhysicalDeviceShaderAtomicFloatFeaturesEXT` structure is defined as:
This structure describes the following features:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.

- **shaderBufferFloat32Atomics** indicates whether shaders can perform 32-bit floating-point load, store and exchange atomic operations on storage buffers.
- **shaderBufferFloat32AtomicAdd** indicates whether shaders can perform 32-bit floating-point add atomic operations on storage buffers.
- **shaderBufferFloat64Atomics** indicates whether shaders can perform 64-bit floating-point load, store and exchange atomic operations on storage buffers.
- **shaderBufferFloat64AtomicAdd** indicates whether shaders can perform 64-bit floating-point add atomic operations on storage buffers.
- **shaderSharedFloat32Atomics** indicates whether shaders can perform 32-bit floating-point load, store and exchange atomic operations on shared memory.
- **shaderSharedFloat32AtomicAdd** indicates whether shaders can perform 32-bit floating-point add atomic operations on shared memory.
- **shaderSharedFloat64Atomics** indicates whether shaders can perform 64-bit floating-point load, store and exchange atomic operations on shared memory.
- **shaderSharedFloat64AtomicAdd** indicates whether shaders can perform 64-bit floating-point add atomic operations on shared memory.
- **shaderImageFloat32Atomics** indicates whether shaders can perform 32-bit floating-point load, store and exchange atomic image operations.
- **shaderImageFloat32AtomicAdd** indicates whether shaders can perform 32-bit floating-point add atomic image operations.
- **sparseImageFloat32Atomics** indicates whether 32-bit floating-point load, store and exchange atomic image operations.
atomic operations can be used on sparse images.

- `sparseImageFloat32AtomicAdd` indicates whether 32-bit floating-point add atomic operations can be used on sparse images.

If the `VkPhysicalDeviceShaderAtomicFloatFeaturesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceShaderAtomicFloatFeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- `VUID-VkPhysicalDeviceShaderAtomicFloatFeaturesEXT-sType-sType`  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_ATOMIC_FLOAT_FEATURES_EXT`

The `VkPhysicalDeviceShaderAtomicInt64Features` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceShaderAtomicInt64Features {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderBufferInt64Atomics;
    VkBool32 shaderSharedInt64Atomics;
} VkPhysicalDeviceShaderAtomicInt64Features;
```

This structure describes the following features:

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `shaderBufferInt64Atomics` indicates whether shaders can perform 64-bit unsigned and signed integer atomic operations on buffers.
- `shaderSharedInt64Atomics` indicates whether shaders can perform 64-bit unsigned and signed integer atomic operations on shared memory.

If the `VkPhysicalDeviceShaderAtomicInt64Features` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceShaderAtomicInt64Features` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- `VUID-VkPhysicalDeviceShaderAtomicInt64Features-sType-sType`  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_ATOMIC_INT64_FEATURES`
The `VkPhysicalDeviceShaderImageAtomicInt64FeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_shader_image_atomic_int64
typedef struct VkPhysicalDeviceShaderImageAtomicInt64FeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderImageInt64Atomics;
    VkBool32 sparseImageInt64Atomics;
} VkPhysicalDeviceShaderImageAtomicInt64FeaturesEXT;
```

This structure describes the following features:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **shaderImageInt64Atomics** indicates whether shaders can support 64-bit unsigned and signed integer atomic operations on images.
- **sparseImageInt64Atomics** indicates whether 64-bit integer atomics can be used on sparse images.

If the `VkPhysicalDeviceShaderAtomicInt64FeaturesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. The `VkPhysicalDeviceShaderAtomicInt64FeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

**Valid Usage (Implicit)**

- **VUID-VkPhysicalDeviceShaderImageAtomicInt64FeaturesEXT-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_IMAGE_ATOMIC_INT64_FEATURES_EXT`

The `VkPhysicalDevice8BitStorageFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDevice8BitStorageFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 storageBuffer8BitAccess;
    VkBool32 uniformAndStorageBuffer8BitAccess;
    VkBool32 storagePushConstant8;
} VkPhysicalDevice8BitStorageFeatures;
```

This structure describes the following features:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
• **storageBuffer8BitAccess** indicates whether objects in the StorageBuffer, or PhysicalStorageBuffer storage class with the Block decoration can have 8-bit integer members. If this feature is not enabled, 8-bit integer members must not be used in such objects. This also indicates whether shader modules can declare the StorageBuffer8BitAccess capability.

• **uniformAndStorageBuffer8BitAccess** indicates whether objects in the Uniform storage class with the Block decoration can have 8-bit integer members. If this feature is not enabled, 8-bit integer members must not be used in such objects. This also indicates whether shader modules can declare the UniformAndStorageBuffer8BitAccess capability.

• **storagePushConstant8** indicates whether objects in the PushConstant storage class can have 8-bit integer members. If this feature is not enabled, 8-bit integer members must not be used in such objects. This also indicates whether shader modules can declare the StoragePushConstant8 capability.

If the **VkPhysicalDevice8BitStorageFeatures** structure is included in the pNext chain of the **VkPhysicalDeviceFeatures2** structure passed to **vkGetPhysicalDeviceFeatures2**, it is filled in to indicate whether each corresponding feature is supported. **VkPhysicalDevice8BitStorageFeatures** can also be used in the pNext chain of **VkDeviceCreateInfo** to selectively enable these features.

### Valid Usage (Implicit)

- **VUID-VkPhysicalDevice8BitStorageFeatures-sType-sType**
  
sType must be **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_8BIT_STORAGE_FEATURES**

The **VkPhysicalDevice16BitStorageFeatures** structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDevice16BitStorageFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 storageBuffer16BitAccess;
    VkBool32 uniformAndStorageBuffer16BitAccess;
    VkBool32 storagePushConstant16;
    VkBool32 storageInputOutput16;
} VkPhysicalDevice16BitStorageFeatures;
```

This structure describes the following features:

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.

- **storageBuffer16BitAccess** specifies whether objects in the StorageBuffer, or PhysicalStorageBuffer storage class with the Block decoration can have 16-bit integer and 16-bit floating-point members. If this feature is not enabled, 16-bit integer or 16-bit floating-point members must not be used in such objects. This also specifies whether shader modules can declare the StorageBuffer16BitAccess capability.

- **uniformAndStorageBuffer16BitAccess** specifies whether objects in the Uniform storage class with
the Block decoration can have 16-bit integer and 16-bit floating-point members. If this feature is not enabled, 16-bit integer or 16-bit floating-point members must not be used in such objects. This also specifies whether shader modules can declare the UniformAndStorageBuffer16BitAccess capability.

• storagePushConstant16 specifies whether objects in the PushConstant storage class can have 16-bit integer and 16-bit floating-point members. If this feature is not enabled, 16-bit integer or floating-point members must not be used in such objects. This also specifies whether shader modules can declare the StoragePushConstant16 capability.

• storageInputOutput16 specifies whether objects in the Input and Output storage classes can have 16-bit integer and 16-bit floating-point members. If this feature is not enabled, 16-bit integer or 16-bit floating-point members must not be used in such objects. This also specifies whether shader modules can declare the StorageInputOutput16 capability.

If the VkPhysicalDevice16BitStorageFeatures structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDevice16BitStorageFeatures can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

---

Valid Usage (Implicit)

• VUID-VkPhysicalDevice16BitStorageFeatures-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_16BIT_STORAGE_FEATURES

The VkPhysicalDeviceShaderFloat16Int8Features structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceShaderFloat16Int8Features {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderFloat16;
    VkBool32 shaderInt8;
} VkPhysicalDeviceShaderFloat16Int8Features;
```

This structure describes the following features:

• sType is a VkStructureType value identifying this structure.

• pNext is NULL or a pointer to a structure extending this structure.

• shaderFloat16 indicates whether 16-bit floats (halfs) are supported in shader code. This also indicates whether shader modules can declare the Float16 capability. However, this only enables a subset of the storage classes that SPIR-V allows for the Float16 SPIR-V capability: Declaring and using 16-bit floats in the Private, Workgroup, and Function storage classes is enabled, while declaring them in the interface storage classes (e.g., UniformConstant, Uniform, StorageBuffer, Input, Output, and PushConstant) is not enabled.

• shaderInt8 indicates whether 8-bit integers (signed and unsigned) are supported in shader code.
This also indicates whether shader modules can declare the Int8 capability. However, this only enables a subset of the storage classes that SPIR-V allows for the Int8 SPIR-V capability: Declaring and using 8-bit integers in the Private, Workgroup, and Function storage classes is enabled, while declaring them in the interface storage classes (e.g., UniformConstant, Uniform, StorageBuffer, Input, Output, and PushConstant) is not enabled.

If the VkPhysicalDeviceShaderFloat16Int8Features structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDeviceShaderFloat16Int8Features can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

 Valid Usage (Implicit)

- VUID-VkPhysicalDeviceShaderFloat16Int8Features-sType-sType
  
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_FLOAT16_INT8_FEATURES

The VkPhysicalDeviceShaderClockFeaturesKHR structure is defined as:

```c
// Provided by VK_KHR_shader_clock
typedef struct VkPhysicalDeviceShaderClockFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderSubgroupClock;
    VkBool32 shaderDeviceClock;
} VkPhysicalDeviceShaderClockFeaturesKHR;
```

This structure describes the following features:

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **shaderSubgroupClock** indicates whether shaders can perform Subgroup scoped clock reads.
- **shaderDeviceClock** indicates whether shaders can perform Device scoped clock reads.

If the VkPhysicalDeviceShaderClockFeaturesKHR structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDeviceShaderClockFeaturesKHR can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

 Valid Usage (Implicit)

- VUID-VkPhysicalDeviceShaderClockFeaturesKHR-sType-sType
  
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_CLOCK_FEATURES_KHR

The VkPhysicalDeviceSamplerYcbcrConversionFeatures structure is defined as:
This structure describes the following feature:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.

- **samplerYcbcrConversion** specifies whether the implementation supports sampler Y’CbCr conversion. If `samplerYcbcrConversion` is `VK_FALSE`, sampler Y’CbCr conversion is not supported, and samplers using sampler Y’CbCr conversion must not be used.

If the `VkPhysicalDeviceSamplerYcbcrConversionFeatures` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceSamplerYcbcrConversionFeatures` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceSamplerYcbcrConversionFeatures-sType-sType
  - `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SAMPLER_YCBCR_CONVERSION_FEATURES`
VkPhysicalDeviceProtectedMemoryFeatures can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceProtectedMemoryFeatures-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PROTECTED_MEMORY_FEATURES

The VkPhysicalDeviceBlendOperationAdvancedFeaturesEXT structure is defined as:

```c
// Provided by VK_EXT_blend_operation_advanced
typedef struct VkPhysicalDeviceBlendOperationAdvancedFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 advancedBlendCoherentOperations;
} VkPhysicalDeviceBlendOperationAdvancedFeaturesEXT;
```

This structure describes the following feature:

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **advancedBlendCoherentOperations** specifies whether blending using advanced blend operations is guaranteed to execute atomically and in primitive order. If this is VK_TRUE, VK_ACCESS_COLOR_ATTACHMENT_READ_NONCOHERENT_BIT_EXT is treated the same as VK_ACCESS_COLOR_ATTACHMENT_READ_BIT, and advanced blending needs no additional synchronization over basic blending. If this is VK_FALSE, then memory dependencies are required to guarantee order between two advanced blending operations that occur on the same sample.

If the VkPhysicalDeviceBlendOperationAdvancedFeaturesEXT structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDeviceBlendOperationAdvancedFeaturesEXT can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceBlendOperationAdvancedFeaturesEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_BLEND_OPERATION_ADVANCED_FEATURES_EXT

The VkPhysicalDeviceShaderDrawParametersFeatures structure is defined as:
This structure describes the following feature:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **shaderDrawParameters** specifies whether the implementation supports the SPIR-V `DrawParameters` capability. When this feature is not enabled, shader modules **must** not declare the `SPV_KHR_shader_draw_parameters` extension or the `DrawParameters` capability.

If the `VkPhysicalDeviceShaderDrawParametersFeatures` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceShaderDrawParametersFeatures` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceShaderDrawParametersFeatures-sType-sType
  - **sType** must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_DRAW_PARAMETERS_FEATURES`
typedef struct VkPhysicalDeviceDescriptorIndexingFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderInputAttachmentArrayDynamicIndexing;
    VkBool32 shaderUniformTexelBufferArrayDynamicIndexing;
    VkBool32 shaderStorageTexelBufferArrayDynamicIndexing;
    VkBool32 shaderUniformBufferArrayNonUniformIndexing;
    VkBool32 shaderStorageBufferArrayNonUniformIndexing;
    VkBool32 shaderInputAttachmentArrayNonUniformIndexing;
    VkBool32 shaderUniformTexelBufferArrayNonUniformIndexing;
    VkBool32 shaderStorageTexelBufferArrayNonUniformIndexing;
    VkBool32 descriptorBindingUniformBufferUpdateAfterBind;
    VkBool32 descriptorBindingSampledImageUpdateAfterBind;
    VkBool32 descriptorBindingStorageImageUpdateAfterBind;
    VkBool32 descriptorBindingStorageBufferUpdateAfterBind;
    VkBool32 descriptorBindingUpdateUnusedWhilePending;
    VkBool32 descriptorBindingPartiallyBound;
   VkBool32 descriptorBindingVariableDescriptorCount;
    VkBool32 runtimeDescriptorArray;
} VkPhysicalDeviceDescriptorIndexingFeatures;

This structure describes the following features:

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.

- **shaderInputAttachmentArrayDynamicIndexing** indicates whether arrays of input attachments **can** be indexed by dynamically uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT **must** be indexed only by constant integral expressions when aggregated into arrays in shader code. This also indicates whether shader modules **can** declare the InputAttachmentArrayDynamicIndexing capability.

- **shaderUniformTexelBufferArrayDynamicIndexing** indicates whether arrays of uniform texel buffers **can** be indexed by dynamically uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER **must** be indexed only by constant integral expressions when aggregated into arrays in shader code. This also indicates whether shader modules **can** declare the UniformTexelBufferArrayDynamicIndexing capability.

- **shaderStorageTexelBufferArrayDynamicIndexing** indicates whether arrays of storage texel buffers **can** be indexed by dynamically uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER **must** be indexed only by constant integral expressions when aggregated into arrays in shader code. This
also indicates whether shader modules can declare the StorageTexelBufferArrayDynamicIndexing capability.

- shaderUniformBufferArrayNonUniformIndexing indicates whether arrays of uniform buffers can be indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER or VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the UniformBufferArrayNonUniformIndexing capability.

- shaderSampledImageArrayNonUniformIndexing indicates whether arrays of samplers or sampled images can be indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_SAMPLER, VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER, or VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the SampledImageArrayNonUniformIndexing capability.

- shaderStorageBufferArrayNonUniformIndexing indicates whether arrays of storage buffers can be indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_STORAGE_BUFFER or VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the StorageBufferArrayNonUniformIndexing capability.

- shaderStorageImageArrayNonUniformIndexing indicates whether arrays of storage images can be indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_STORAGE_IMAGE must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the StorageImageArrayNonUniformIndexing capability.

- shaderInputAttachmentArrayNonUniformIndexing indicates whether arrays of input attachments can be indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the InputAttachmentArrayNonUniformIndexing capability.

- shaderUniformTexelBufferArrayNonUniformIndexing indicates whether arrays of uniform texel buffers can be indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the UniformTexelBufferArrayNonUniformIndexing capability.

- shaderStorageTexelBufferArrayNonUniformIndexing indicates whether arrays of storage texel buffers can be indexed by non-uniform integer expressions in shader code. If this feature is not enabled, resources with a descriptor type of VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER must not be indexed by non-uniform integer expressions when aggregated into arrays in shader code. This also indicates whether shader modules can declare the StorageTexelBufferArrayNonUniformIndexing capability.
• descriptorBindingUniformBufferUpdateAfterBind indicates whether the implementation supports updating uniform buffer descriptors after a set is bound. If this feature is not enabled, VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT must not be used with VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER.

• descriptorBindingsSampledImageUpdateAfterBind indicates whether the implementation supports updating sampled image descriptors after a set is bound. If this feature is not enabled, VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT must not be used with VK_DESCRIPTOR_TYPE_SAMPLER, VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER, or VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE.

• descriptorBindingStorageImageUpdateAfterBind indicates whether the implementation supports updating storage image descriptors after a set is bound. If this feature is not enabled, VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT must not be used with VK_DESCRIPTOR_TYPE_STORAGE_IMAGE.

• descriptorBindingStorageBufferUpdateAfterBind indicates whether the implementation supports updating storage buffer descriptors after a set is bound. If this feature is not enabled, VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT must not be used with VK_DESCRIPTOR_TYPE_STORAGE_BUFFER.

• descriptorBindingUniformTexelBufferUpdateAfterBind indicates whether the implementation supports updating uniform texel buffer descriptors after a set is bound. If this feature is not enabled, VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT must not be used with VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER.

• descriptorBindingStorageTexelBufferUpdateAfterBind indicates whether the implementation supports updating storage texel buffer descriptors after a set is bound. If this feature is not enabled, VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT must not be used with VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER.

• descriptorBindingUpdateUnusedWhilePending indicates whether the implementation supports updating descriptors while the set is in use. If this feature is not enabled, VK_DESCRIPTOR_BINDING_UPDATE_UNUSED_WHILE_PENDING_BIT must not be used.

• descriptorBindingPartiallyBound indicates whether the implementation supports statically using a descriptor set binding in which some descriptors are not valid. If this feature is not enabled, VK_DESCRIPTOR_BINDING_PARTIALLY_BOUND_BIT must not be used.

• descriptorBindingVariableDescriptorCount indicates whether the implementation supports descriptor sets with a variable-sized last binding. If this feature is not enabled, VK_DESCRIPTOR_BINDING_VARIABLE_DESCRIPTOR_COUNT_BIT must not be used.

• runtimeDescriptorArray indicates whether the implementation supports the SPIR-V RuntimeDescriptorArray capability. If this feature is not enabled, descriptors must not be declared in runtime arrays.

If the VkPhysicalDeviceDescriptorIndexingFeatures structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDeviceDescriptorIndexingFeatures can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.
The `VkPhysicalDeviceVertexAttributeDivisorFeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_vertex_attribute_divisor
typedef struct VkPhysicalDeviceVertexAttributeDivisorFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 vertexAttributeInstanceRateDivisor;
    VkBool32 vertexAttributeInstanceRateZeroDivisor;
} VkPhysicalDeviceVertexAttributeDivisorFeaturesKHR;
```

This structure describes the following features:

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `vertexAttributeInstanceRateDivisor` specifies whether vertex attribute fetching may be repeated in the case of instanced rendering.
- `vertexAttributeInstanceRateZeroDivisor` specifies whether a zero value for `VkVertexInputBindingDivisorDescriptionEXT::divisor` is supported.

If the `VkPhysicalDeviceVertexAttributeDivisorFeaturesKHR` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceVertexAttributeDivisorFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

The `VkPhysicalDeviceASTCDecodeFeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_astc_decode_mode
typedef struct VkPhysicalDeviceASTCDecodeFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 decodeModeSharedExponent;
} VkPhysicalDeviceASTCDecodeFeaturesEXT;
```
This structure describes the following feature:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **decodeModeSharedExponent** indicates whether the implementation supports decoding ASTC compressed formats to `VK_FORMAT_E5B9G9R9_UFLOAT_PACK32` internal precision.

If the `VkPhysicalDeviceASTCDecodeFeaturesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceASTCDecodeFeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceASTCDecodeFeaturesEXT-sType-sType
  
  **sType** must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ASTC_DECODE_FEATURES_EXT`

The `VkPhysicalDeviceVulkanMemoryModelFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceVulkanMemoryModelFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 vulkanMemoryModel;
    VkBool32 vulkanMemoryModelDeviceScope;
    VkBool32 vulkanMemoryModelAvailabilityVisibilityChains;
} VkPhysicalDeviceVulkanMemoryModelFeatures;
```

This structure describes the following features:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **vulkanMemoryModel** indicates whether shader modules can declare the `VulkanMemoryModel` capability.
- **vulkanMemoryModelDeviceScope** indicates whether the Vulkan Memory Model can use `Device` scope synchronization. This also indicates whether shader modules can declare the `VulkanMemoryModelDeviceScope` capability.
- **vulkanMemoryModelAvailabilityVisibilityChains** indicates whether the Vulkan Memory Model can use `availability and visibility chains` with more than one element.

If the `VkPhysicalDeviceVulkanMemoryModelFeaturesKHR` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceVulkanMemoryModelFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.
The `VkPhysicalDeviceScalarBlockLayoutFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceScalarBlockLayoutFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 scalarBlockLayout;
} VkPhysicalDeviceScalarBlockLayoutFeatures;
```

This structure describes the following feature:

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `scalarBlockLayout` indicates that the implementation supports the layout of resource blocks in shaders using scalar alignment.

If the `VkPhysicalDeviceScalarBlockLayoutFeatures` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceScalarBlockLayoutFeatures` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

The `VkPhysicalDeviceUniformBufferStandardLayoutFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceUniformBufferStandardLayoutFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 uniformBufferStandardLayout;
} VkPhysicalDeviceUniformBufferStandardLayoutFeatures;
```

This structure describes the following feature:

- `sType` is a `VkStructureType` value identifying this structure.
• `pNext` is NULL or a pointer to a structure extending this structure.

• `uniformBufferStandardLayout` indicates that the implementation supports the same layouts for uniform buffers as for storage and other kinds of buffers. See Standard Buffer Layout.

If the `VkPhysicalDeviceUniformBufferStandardLayoutFeatures` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceUniformBufferStandardLayoutFeatures` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceUniformBufferStandardLayoutFeatures-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_UNIFORM_BUFFER_STANDARD_LAYOUT_FEATURES`.

The `VkPhysicalDeviceDepthClipEnableFeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_depth_clip_enable
typedef struct VkPhysicalDeviceDepthClipEnableFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 depthClipEnable;
} VkPhysicalDeviceDepthClipEnableFeaturesEXT;
```

This structure describes the following feature:

• `sType` is a `VkStructureType` value identifying this structure.

• `pNext` is NULL or a pointer to a structure extending this structure.

• `depthClipEnable` indicates that the implementation supports setting the depth clipping operation explicitly via the `VkPipelineRasterizationDepthClipStateCreateInfoEXT` pipeline state. Otherwise depth clipping is only enabled when `VkPipelineRasterizationStateCreateInfo::depthClampEnable` is set to `VK_FALSE`.

If the `VkPhysicalDeviceDepthClipEnableFeaturesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceDepthClipEnableFeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceDepthClipEnableFeaturesEXT-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DEPTH_CLIP_ENABLE_FEATURES_EXT`.

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The `VkPhysicalDeviceBufferDeviceAddressFeatures` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceBufferDeviceAddressFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 bufferDeviceAddress;
    VkBool32 bufferDeviceAddressCaptureReplay;
    VkBool32 bufferDeviceAddressMultiDevice;
} VkPhysicalDeviceBufferDeviceAddressFeatures;
```

This structure describes the following features:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **bufferDeviceAddress** indicates that the implementation supports accessing buffer memory in shaders as storage buffers via an address queried from `vkGetBufferDeviceAddress`.
- **bufferDeviceAddressCaptureReplay** indicates that the implementation supports saving and reusing buffer and device addresses, e.g. for trace capture and replay.
- **bufferDeviceAddressMultiDevice** indicates that the implementation supports the `bufferDeviceAddress` feature for logical devices created with multiple physical devices. If this feature is not supported, buffer addresses **must** not be queried on a logical device created with more than one physical device.

**Note**

`bufferDeviceAddressMultiDevice` exists to allow certain legacy platforms to be able to support `bufferDeviceAddress` without needing to support shared GPU virtual addresses for multi-device configurations.

See `vkGetBufferDeviceAddress` for more information.

If the `VkPhysicalDeviceBufferDeviceAddressFeatures` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceBufferDeviceAddressFeatures` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceBufferDeviceAddressFeatures-sType-sType**
  
  *sType* **must** be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_BUFFER_DEVICE_ADDRESS_FEATURES`
typedef struct VkPhysicalDeviceImagelessFramebufferFeatures {
    VkStructureType      sType;
    void*                 pNext;
    VkBool32              imagelessFramebuffer;
} VkPhysicalDeviceImagelessFramebufferFeatures;

This structure describes the following feature:

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **imagelessFramebuffer** indicates that the implementation supports specifying the image view for attachments at render pass begin time via `VkRenderPassAttachmentBeginInfo`.

If the `VkPhysicalDeviceImagelessFramebufferFeatures` structure is included in the **pNext** chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceImagelessFramebufferFeatures` can also be used in the **pNext** chain of `VkDeviceCreateInfo` to selectively enable these features.

Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceImagelessFramebufferFeatures-sType-sType**
  *sType* must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGELESS_FRAMEBUFFER_FEATURES`

The `VkPhysicalDeviceFragmentShaderInterlockFeaturesEXT` structure is defined as:

typedef struct VkPhysicalDeviceFragmentShaderInterlockFeaturesEXT {
    VkStructureType      sType;
    void*                 pNext;
    VkBool32              fragmentShaderSampleInterlock;
    VkBool32              fragmentShaderPixelInterlock;
    VkBool32              fragmentShaderShadingRateInterlock;
} VkPhysicalDeviceFragmentShaderInterlockFeaturesEXT;

This structure describes the following features:

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **fragmentShaderSampleInterlock** indicates that the implementation supports the `FragmentShaderSampleInterlockEXT` SPIR-V capability.
- **fragmentShaderPixelInterlock** indicates that the implementation supports the `FragmentShaderPixelInterlockEXT` SPIR-V capability.
• fragmentShaderShadingRateInterlock indicates that the implementation supports the FragmentShaderShadingRateInterlockEXT SPIR-V capability.

If the VkPhysicalDeviceFragmentShaderInterlockFeaturesEXT structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDeviceFragmentShaderInterlockFeaturesEXT can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceFragmentShaderInterlockFeaturesEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADER_INTERLOCK_FEATURES_EXT

The VkPhysicalDeviceYcbcrImageArraysFeaturesEXT structure is defined as:

```c
// Provided by VK_EXT_ycbcr_image_arrays
typedef struct VkPhysicalDeviceYcbcrImageArraysFeaturesEXT {
  VkStructureType sType;
  void* pNext;
  VkBool32 ycbcrImageArrays;
} VkPhysicalDeviceYcbcrImageArraysFeaturesEXT;
```

This structure describes the following feature:

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **ycbcrImageArrays** indicates that the implementation supports creating images with a format that requires Y’C’aC’b conversion and has multiple array layers.

If the VkPhysicalDeviceYcbcrImageArraysFeaturesEXT structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDeviceYcbcrImageArraysFeaturesEXT can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceYcbcrImageArraysFeaturesEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_YCBCR_IMAGE_ARRAYS_FEATURES_EXT

The VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures structure is defined as:
typedef struct VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderSubgroupExtendedTypes;
} VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures;

This structure describes the following feature:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **shaderSubgroupExtendedTypes** is a boolean specifying whether subgroup operations can use 8-bit integer, 16-bit integer, 64-bit integer, 16-bit floating-point, and vectors of these types in group operations with subgroup scope, if the implementation supports the types.

If the `VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

Valid Usage (Implicit)

- `VUID-VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures-sType-sType` **sType** must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_SUBGROUP_EXTENDED_TYPES_FEATURES`

The `VkPhysicalDeviceHostQueryResetFeatures` structure is defined as:

typedef struct VkPhysicalDeviceHostQueryResetFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 hostQueryReset;
} VkPhysicalDeviceHostQueryResetFeatures;

This structure describes the following feature:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **hostQueryReset** indicates that the implementation supports resetting queries from the host with `vkResetQueryPool`.

If the `VkPhysicalDeviceHostQueryResetFeatures` structure is included in the `pNext` chain of the
**VkPhysicalDeviceFeatures2** structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. **VkPhysicalDeviceHostQueryResetFeatures** can also be used in the `pNext` chain of **VkDeviceCreateInfo** to selectively enable these features.

---

### Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceHostQueryResetFeatures-sType-sType**
  
  *sType* must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_HOST_QUERY_RESET_FEATURES`

---

The **VkPhysicalDeviceTimelineSemaphoreFeatures** structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceTimelineSemaphoreFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 timelineSemaphore;
} VkPhysicalDeviceTimelineSemaphoreFeatures;
```

This structure describes the following feature:

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **timelineSemaphore** indicates whether semaphores created with a **VkSemaphoreType** of `VK_SEMAPHORE_TYPE_TIMELINE` are supported.

If the **VkPhysicalDeviceTimelineSemaphoreFeatures** structure is included in the `pNext` chain of the **VkPhysicalDeviceFeatures2** structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. **VkPhysicalDeviceTimelineSemaphoreFeatures** can also be used in the `pNext` chain of **VkDeviceCreateInfo** to selectively enable these features.

---

### Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceTimelineSemaphoreFeatures-sType-sType**
  
  *sType* must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TIMELINE_SEMAPHORE_FEATURES`

---

The **VkPhysicalDeviceExternalSciSyncFeaturesNV** structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceExternalSciSyncFeaturesNV {
    VkStructureType sType;
    void* pNext;
    VkBool32 externalSciSync
} VkPhysicalDeviceExternalSciSyncFeaturesNV;
```
typedef struct VkPhysicalDeviceExternalSciSyncFeaturesNV {
    VkStructureType sType;
    void* pNext;
    VkBool32 sciSyncFence;
    VkBool32 sciSyncSemaphore;
    VkBool32 sciSyncImport;
    VkBool32 sciSyncExport;
} VkPhysicalDeviceExternalSciSyncFeaturesNV;

The members of the VkPhysicalDeviceExternalSciSyncFeaturesNV structure describe the following features:

- **sciSyncFence** indicates whether external fences created with a handle type of
  VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV and
  VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_FENCE_BIT_NV are supported for import and/or export.

- **sciSyncSemaphore** indicates whether external semaphores created with a handle type of
  VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV are supported for import and/or export.

- **sciSyncImport** indicates whether NvSciSyncObj import functionality is supported. If sciSyncImport
  is set to VK_TRUE, VkFence and/or VkSemaphore support importing NvSciSyncObj from
  applications. In this case, the application is responsible for the resource management of the
  NvSciSyncObj.

- **sciSyncExport** indicates whether NvSciSyncObj export functionality is supported. If sciSyncExport
  is set to VK_TRUE, VkFence and/or VkSemaphore support exporting NvSciSyncObj created by the
  driver to applications. In this case, the driver is responsible for the resource management of the
  NvSciSyncObj.

<table>
<thead>
<tr>
<th>Features</th>
<th>sciSyncImport</th>
<th>sciSyncExport</th>
<th>Always supported</th>
</tr>
</thead>
<tbody>
<tr>
<td>sciSyncFence</td>
<td>vkImportFenceSciSyncFenceNV,</td>
<td>VkExportFenceSciSyncFenceNV,</td>
<td></td>
</tr>
<tr>
<td></td>
<td>vkImportFenceSciSyncFenceObjNV</td>
<td>vkGetFenceSciSyncFenceNV,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>vkGetFenceSciSyncObjNV,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>vkGetPhysicalDeviceSciSyncAttributesNV</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>(with VK_SCI_SYNC_PRIMITIVE_TYPE_FENCE_NV)</td>
<td></td>
</tr>
<tr>
<td>sciSyncSemaphore</td>
<td>vkImportSemaphoreSciSyncObjNV</td>
<td>VkExportSemaphoreSciSyncInfoNV</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>vkGetSemaphoreSciSyncObjNV,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>vkGetPhysicalDeviceSciSyncAttributesNV</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>(with VK_SCI_SYNC_PRIMITIVE_TYPE_SEMAPHORE_NV)</td>
<td></td>
</tr>
</tbody>
</table>
Functionality in this column is always available.

The Functionality supported for NvSciSync features table summarizes the functionality enabled by the VkPhysicalDeviceExternalSciSyncFeaturesNV structure. There are two orthogonal pieces of functionality: fence and semaphore support; import and export support. Each entry in the body of the table summarizes the functionality that can be used when the given features are supported and enabled. This summarizes Valid Usage statements that are added elsewhere in this specification.

If the VkPhysicalDeviceExternalSciSyncFeaturesNV structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDeviceExternalSciSyncFeaturesNV can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceExternalSciSyncFeaturesNV-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SCI_SYNC_FEATURES_NV

The VkPhysicalDeviceExternalSciSync2FeaturesNV structure is defined as:

```c
// Provided by VK_NV_external_sci_sync
typedef struct VkPhysicalDeviceExternalSciSync2FeaturesNV {
    VkStructureType sType;
    void* pNext;
    VkBool32 sciSyncFence;
    VkBool32 sciSyncSemaphore2;
    VkBool32 sciSyncImport;
    VkBool32 sciSyncExport;
} VkPhysicalDeviceExternalSciSync2FeaturesNV;
```

The members of the VkPhysicalDeviceExternalSciSync2FeaturesNV structure describe the following features:

- sciSyncFence indicates whether external fences created with a handle type of VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV and VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_FENCE_BIT_NV are supported for import and/or export.

- sciSyncSemaphore2 indicates whether semaphore SciSync pools are supported and semaphores can be created from NvSciSyncObj via VkSemaphoreSciSyncPoolNV objects. In this case, the application is responsible for the resource management of the NvSciSyncObj.

- sciSyncImport indicates whether NvSciSyncObj import functionality is supported. If sciSyncImport is set to VK_TRUE, VkFence and/or VkSemaphore support importing NvSciSyncObj from applications. In this case, the application is responsible for the resource management of the NvSciSyncObj.

- sciSyncExport indicates whether NvSciSyncObj export functionality is supported. If sciSyncExport
is set to `VK_TRUE`, `VkFence` supports exporting `NvSciSyncObj` created by the driver to applications. In this case, the driver is responsible for the resource management of the `NvSciSyncObj`.

Table 46. Functionality supported for NvSciSync features

<table>
<thead>
<tr>
<th>Features</th>
<th>sciSyncImport</th>
<th>sciSyncExport</th>
<th>Always supported(^1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>sciSyncFence</td>
<td>vkImportFenceSciSyncFenceNV,</td>
<td>VkExportFenceSciSyncFenceNV,</td>
<td></td>
</tr>
<tr>
<td></td>
<td>vkImportFenceSciSyncInfoNV</td>
<td>vkGetFenceSciSyncFenceNV,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>vkGetFenceSciSyncObjNV,</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>vkGetPhysicalDeviceSciSyncAttributesNV</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>(with <code>VK_SCI_SYNC_PRIMITIVE_TYPE_FENCE_NV</code>)</td>
<td></td>
</tr>
<tr>
<td>sciSyncSemaphore2</td>
<td>vkCreateSemaphoreSciSyncPoolNV,</td>
<td>n/a</td>
<td></td>
</tr>
<tr>
<td></td>
<td>VkSemaphoreSciSyncCreateInfoNV</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>vkGetPhysicalDeviceSciSyncAttributesNV</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>(with <code>VK_SCI_SYNC_PRIMITIVE_TYPE_SEMAPHORE_NV</code>)</td>
<td></td>
</tr>
</tbody>
</table>

\(^1\) Functionality in this column is always available.

The **Functionality supported for NvSciSync features** table summarizes the functionality enabled by the `VkPhysicalDeviceExternalSciSync2FeaturesNV` structure. There are two orthogonal pieces of functionality: fence and semaphore support; import and export support. Each entry in the body of the table summarizes the functionality that can be used when the given features are supported and enabled. This summarizes Valid Usage statements that are added elsewhere in this specification.

If the `VkPhysicalDeviceExternalSciSync2FeaturesNV` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceExternalSciSync2FeaturesNV` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

**Valid Usage (Implicit)**

- VUID-VkPhysicalDeviceExternalSciSync2FeaturesNV-sType-sType
  
sType must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SCI_SYNC_2_FEATURES_NV`

The `VkPhysicalDeviceExternalMemorySciBufFeaturesNV` structure is defined as:
The members of the `VkPhysicalDeviceExternalMemorySciBufFeaturesNV` structure describe the following features:

- `sciBufImport` indicates whether `NvSciBufObj` import functionality is supported. If `sciBufImport` is set to `VK_TRUE`, `VkDeviceMemory` supports importing `NvSciBufObj` from applications. In this case, the application is responsible for the resource management of the `NvSciBufObj`.

- `sciBufExport` indicates whether `NvSciBufObj` export functionality is supported. If `sciBufExport` is set to `VK_TRUE`, `VkDeviceMemory` supports exporting `NvSciBufObj` created by the driver to applications. In this case, the driver is responsible for the resource management of the `NvSciBufObj`.

### Table 47. Functionality supported for NvSciBuf features

<table>
<thead>
<tr>
<th>Features</th>
<th>Functionality</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>sciBufImport</code></td>
<td><code>VkImportMemorySciBufInfoNV</code>, <code>vkGetPhysicalDeviceExternalMemorySciBufPropertiesNV</code></td>
</tr>
<tr>
<td><code>sciBufExport</code></td>
<td><code>VkExportMemorySciBufInfoNV</code></td>
</tr>
<tr>
<td><strong>Always supported</strong></td>
<td><code>vkGetPhysicalDeviceSciBufAttributesNV, vkGetMemorySciBufNV,</code></td>
</tr>
</tbody>
</table>

1

Functionality in this row is always available.

The Functionality supported for NvSciBuf features table summarizes the functionality enabled by the `VkPhysicalDeviceExternalMemorySciBufFeaturesNV` structure. Each entry in the body of the table summarizes the functionality that can be used when the given features are supported and enabled. This summarizes Valid Usage statements that are added elsewhere in this specification.

If the `VkPhysicalDeviceExternalMemorySciBufFeaturesNV` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceExternalMemorySciBufFeaturesNV` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.
Valid Usage (Implicit)

- VUID-VkPhysicalDeviceExternalMemorySciBufFeaturesNV-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_MEMORY_SCI_BUF_FEATURES_NV

The `VkPhysicalDeviceExternalMemoryScreenBufferFeaturesQNX` structure is defined as:

```c
// Provided by VK_QNX_external_memory_screen_buffer
typedef struct VkPhysicalDeviceExternalMemoryScreenBufferFeaturesQNX {
    VkStructureType   sType;
    void*             pNext;
    VkBool32          screenBufferImport;
} VkPhysicalDeviceExternalMemoryScreenBufferFeaturesQNX;
```

The members of the `VkPhysicalDeviceExternalMemoryScreenBufferFeaturesQNX` structure describe the following features:

- `screenBufferImport` indicates whether QNX Screen buffer import functionality is supported. If `screenBufferImport` is set to `VK_TRUE`, `VkDeviceMemory` supports importing _screen_buffer from applications. In this case, the application is responsible for the resource management of the _screen_buffer._

<table>
<thead>
<tr>
<th>Features</th>
<th>Functionality</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>screenBufferImport</code></td>
<td><code>VkImportScreenBufferInfoQNX</code></td>
</tr>
<tr>
<td>Always supported⁰</td>
<td><code>vkGetScreenBufferPropertiesQNX,</code></td>
</tr>
<tr>
<td></td>
<td><code>VkScreenBufferPropertiesQNX,</code></td>
</tr>
<tr>
<td></td>
<td><code>VkScreenBufferFormatPropertiesQNX,</code></td>
</tr>
<tr>
<td></td>
<td><code>VkExternalFormatQNX</code></td>
</tr>
</tbody>
</table>

Functionality in this row is always available.

The **Functionality supported for QNX Screen buffer features** table summarizes the functionality enabled by the `VkPhysicalDeviceExternalMemoryScreenBufferFeaturesQNX` structure. Each entry in the body of the table summarizes the functionality that can be used when the given features are supported and enabled. This summarizes Valid Usage statements that are added elsewhere in this specification.

If the `VkPhysicalDeviceExternalMemoryScreenBufferFeaturesQNX` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceExternalMemoryScreenBufferFeaturesQNX` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.
The `VkPhysicalDeviceIndexTypeUint8FeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_index_type_uint8
typedef struct VkPhysicalDeviceIndexTypeUint8FeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 indexTypeUint8;
} VkPhysicalDeviceIndexTypeUint8FeaturesKHR;
```

or the equivalent

```c
// Provided by VK_EXT_index_type_uint8
typedef VkPhysicalDeviceIndexTypeUint8FeaturesKHR
    VkPhysicalDeviceIndexTypeUint8FeaturesEXT;
```

This structure describes the following feature:

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `indexTypeUint8` indicates that `VK_INDEX_TYPE_UINT8_KHR` can be used with `vkCmdBindIndexBuffer`.

If the `VkPhysicalDeviceIndexTypeUint8FeaturesKHR` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceIndexTypeUint8FeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

The `VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures` structure is defined as:

```c
// Provided by VK_KHR_separate_depth_stencil_layouts
typedef struct VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 separateDepthStencilLayouts;
} VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures;
```
This structure describes the following feature:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.

- **separateDepthStencilLayouts** indicates whether the implementation supports a `VkImageMemoryBarrier` for a depth/stencil image with only one of `VK_IMAGE_ASPECT_DEPTH_BIT` or `VK_IMAGE_ASPECT_STENCIL_BIT` set, and whether `VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL`, `VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL`, `VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL`, or `VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL` can be used.

If the `VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures-sType-sType**
  - `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SEPARATE_DEPTH_STENCIL_LAYOUTS_FEATURES`.

The `VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures` structure is defined as:

```c
typedef struct VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures {
    VkStructureType  sType;
    void*            pNext;
    VkBool32         shaderDemoteToHelperInvocation;
} VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures;
```

or the equivalent

```c
// Provided by VK_EXT_shader_demote_to_helper_invocation
typedef VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures
    VkPhysicalDeviceShaderDemoteToHelperInvocationFeaturesEXT;
```

This structure describes the following feature:
• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.

• shaderDemoteToHelperInvocation indicates whether the implementation supports the SPIR-V DemoteToHelperInvocationEXT capability.

If the VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

Valid Usage (Implicit)

• VUID-VkPhysicalDeviceShaderDemoteToHelperInvocationFeatures-sType-sType must be
  VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_DEMOTE_TO_HELPER_INVOCATION_FEATURES

The VkPhysicalDeviceTexelBufferAlignmentFeaturesEXT structure is defined as:

```c
// Provided by VK_EXT_texel_buffer_alignment
typedef struct VkPhysicalDeviceTexelBufferAlignmentFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 texelBufferAlignment;
} VkPhysicalDeviceTexelBufferAlignmentFeaturesEXT;
```

This structure describes the following feature:

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• texelBufferAlignment indicates whether the implementation uses more specific alignment requirements advertised in VkPhysicalDeviceTexelBufferAlignmentProperties rather than VkPhysicalDeviceLimits::minTexelBufferOffsetAlignment.

If the VkPhysicalDeviceTexelBufferAlignmentFeaturesEXT structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDeviceTexelBufferAlignmentFeaturesEXT can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

Valid Usage (Implicit)

• VUID-VkPhysicalDeviceTexelBufferAlignmentFeaturesEXT-sType-sType must be
  VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TEXEL_BUFFER_ALIGNMENT_FEATURES_EXT
The `VkPhysicalDeviceTextureCompressionASTCHDRFeatures` structure is defined as:

```c
typedef struct VkPhysicalDeviceTextureCompressionASTCHDRFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 textureCompressionASTC_HDR;
} VkPhysicalDeviceTextureCompressionASTCHDRFeatures;
```

or the equivalent

```c
// Provided by VK_EXT_texture_compression_astc_hdr
typedef VkPhysicalDeviceTextureCompressionASTCHDRFeatures
VkPhysicalDeviceTextureCompressionASTCHDRFeaturesEXT;
```

This structure describes the following feature:

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `textureCompressionASTC_HDR` indicates whether all of the ASTC HDR compressed texture formats are supported. If this feature is enabled, then the `VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT`, `VK_FORMAT_FEATURE_BLIT_SRC_BIT` and `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT` features must be supported in `optimalTilingFeatures` for the following formats:
  - `VK_FORMAT_ASTC_4x4_SFLOAT_BLOCK`
  - `VK_FORMAT_ASTC_5x4_SFLOAT_BLOCK`
  - `VK_FORMAT_ASTC_5x5_SFLOAT_BLOCK`
  - `VK_FORMAT_ASTC_6x5_SFLOAT_BLOCK`
  - `VK_FORMAT_ASTC_6x6_SFLOAT_BLOCK`
  - `VK_FORMAT_ASTC_8x5_SFLOAT_BLOCK`
  - `VK_FORMAT_ASTC_8x6_SFLOAT_BLOCK`
  - `VK_FORMAT_ASTC_8x8_SFLOAT_BLOCK`
  - `VK_FORMAT_ASTC_10x5_SFLOAT_BLOCK`
  - `VK_FORMAT_ASTC_10x6_SFLOAT_BLOCK`
  - `VK_FORMAT_ASTC_10x8_SFLOAT_BLOCK`
  - `VK_FORMAT_ASTC_10x10_SFLOAT_BLOCK`
  - `VK_FORMAT_ASTC_12x10_SFLOAT_BLOCK`
  - `VK_FORMAT_ASTC_12x12_SFLOAT_BLOCK`

To query for additional properties, or if the feature is not enabled, `vkGetPhysicalDeviceFormatProperties` and `vkGetPhysicalDeviceImageFormatProperties` can be used to check for supported properties of individual formats as normal.
If the VkPhysicalDeviceTextureCompressionASTCHDRFeatures structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDeviceTextureCompressionASTCHDRFeatures can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceTextureCompressionASTCHDRFeatures-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TEXTURE_COMPRESSION_ASTC_HDR_FEATURES

The VkPhysicalDeviceLineRasterizationFeaturesKHR structure is defined as:

```c
// Provided by VK_KHR_line_rasterization
typedef struct VkPhysicalDeviceLineRasterizationFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 rectangularLines;
    VkBool32 bresenhamLines;
    VkBool32 smoothLines;
    VkBool32 stippledRectangularLines;
    VkBool32 stippledBresenhamLines;
    VkBool32 stippledSmoothlines;
} VkPhysicalDeviceLineRasterizationFeaturesKHR;
```

or the equivalent

```c
// Provided by VK_EXT_line_rasterization
typedef VkPhysicalDeviceLineRasterizationFeaturesKHR
VkPhysicalDeviceLineRasterizationFeaturesEXT;
```

This structure describes the following features:

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **rectangularLines** indicates whether the implementation supports rectangular line rasterization.
- **bresenhamLines** indicates whether the implementation supports Bresenham-style line rasterization.
- **smoothLines** indicates whether the implementation supports smooth line rasterization.
- **stippledRectangularLines** indicates whether the implementation supports stippled line rasterization with VK_LINE_RASTERIZATION_MODE_RECTANGULAR_KHR lines.
- **stippledBresenhamLines** indicates whether the implementation supports stippled line rasterization with VK_LINE_RASTERIZATION_MODE_BRESENHAM_KHR lines.
- **stippledSmoothLines** indicates whether the implementation supports stippled line rasterization with `VK_LINE_RASTERIZATION_MODE_RECTANGULARMOOTH_KHR` lines.

If the `VkPhysicalDeviceLineRasterizationFeaturesKHR` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceLineRasterizationFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceLineRasterizationFeaturesKHR-sType-sType**

  `sType` **must** be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_LINE_RASTERIZATION_FEATURES_KHR`

The `VkPhysicalDeviceSubgroupSizeControlFeatures` structure is defined as:

```c
typedef struct VkPhysicalDeviceSubgroupSizeControlFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 subgroupSizeControl;
    VkBool32 computeFullSubgroups;
} VkPhysicalDeviceSubgroupSizeControlFeatures;
```

or the equivalent

```c
// Provided by VK_EXT_subgroup_size_control
typedef VkPhysicalDeviceSubgroupSizeControlFeatures
    VkPhysicalDeviceSubgroupSizeControlFeaturesEXT;
```

This structure describes the following features:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **subgroupSizeControl** indicates whether the implementation supports controlling shader subgroup sizes via the `VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT` flag and the `VkPipelineShaderStageRequiredSubgroupSizeCreateInfo` structure.
- **computeFullSubgroups** indicates whether the implementation supports requiring full subgroups in compute shaders via the `VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT` flag.

If the `VkPhysicalDeviceSubgroupSizeControlFeatures` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceSubgroupSizeControlFeatures` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.
Valid Usage (Implicit)

- VUID-VkPhysicalDeviceSubgroupSizeControlFeatures-sType-sType

`sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SUBGROUP_SIZE_CONTROL_FEATURES`

The `VkPhysicalDeviceExtendedDynamicStateFeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_extended_dynamic_state
typedef struct VkPhysicalDeviceExtendedDynamicStateFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 extendedDynamicState;
} VkPhysicalDeviceExtendedDynamicStateFeaturesEXT;
```

This structure describes the following feature:

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `extendedDynamicState` indicates that the implementation supports the following dynamic states:
  - `VK_DYNAMIC_STATE_CULL_MODE`
  - `VK_DYNAMIC_STATE_FRONT_FACE`
  - `VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY`
  - `VK_DYNAMIC_STATE_VIEWPORT_WITH_COUNT`
  - `VK_DYNAMIC_STATE_SCISSOR_WITH_COUNT`
  - `VK_DYNAMIC_STATE_VERTEX_INPUT_BINDING_STRIDE`
  - `VK_DYNAMIC_STATE_DEPTH_TEST_ENABLE`
  - `VK_DYNAMIC_STATE_DEPTH_WRITE_ENABLE`
  - `VK_DYNAMIC_STATE_DEPTH_COMPARE_OP`
  - `VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE`
  - `VK_DYNAMIC_STATE_STENCIL_TEST_ENABLE`
  - `VK_DYNAMIC_STATE_STENCIL_OP`

If the `VkPhysicalDeviceExtendedDynamicStateFeaturesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceExtendedDynamicStateFeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceExtendedDynamicStateFeaturesEXT-sType-sType
The `VkPhysicalDeviceExtendedDynamicState2FeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_extended_dynamic_state2
typedef struct VkPhysicalDeviceExtendedDynamicState2FeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 extendedDynamicState2;
    VkBool32 extendedDynamicState2LogicOp;
    VkBool32 extendedDynamicState2PatchControlPoints;
} VkPhysicalDeviceExtendedDynamicState2FeaturesEXT;
```

This structure describes the following features:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **extendedDynamicState2** indicates that the implementation supports the following dynamic states:
  - `VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE`
  - `VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE`
  - `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE`
- **extendedDynamicState2LogicOp** indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_LOGIC_OP_EXT`
- **extendedDynamicState2PatchControlPoints** indicates that the implementation supports the following dynamic state:
  - `VK_DYNAMIC_STATE_PATCH_CONTROL_POINTS_EXT`

If the `VkPhysicalDeviceExtendedDynamicState2FeaturesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceExtendedDynamicState2FeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

**Valid Usage (Implicit)**

- `VUID-VkPhysicalDeviceExtendedDynamicState2FeaturesEXT-sType-sType`
  - **sType must be** `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTENDED_DYNAMIC_STATE_2_FEATURES_EXT`

The `VkPhysicalDeviceGlobalPriorityQueryFeaturesKHR` structure is defined as:
// Provided by VK_KHR_global_priority

```c
typedef struct VkPhysicalDeviceGlobalPriorityQueryFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 globalPriorityQuery;
} VkPhysicalDeviceGlobalPriorityQueryFeaturesKHR;
```

This structure describes the following feature:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **globalPriorityQuery** indicates whether the implementation supports the ability to query global queue priorities.

If the `VkPhysicalDeviceGlobalPriorityQueryFeaturesKHR` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceGlobalPriorityQueryFeaturesKHR` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

**Valid Usage (Implicit)**

- VUID-VkPhysicalDeviceGlobalPriorityQueryFeaturesKHR-sType-sType
  
  `sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_GLOBAL_PRIORITY_QUERY_FEATURES_KHR`  

The `VkPhysicalDeviceRobustness2FeaturesEXT` structure is defined as:

// Provided by VK_EXT_robustness2

```c
typedef struct VkPhysicalDeviceRobustness2FeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 robustBufferAccess2;
    VkBool32 robustImageAccess2;
    VkBool32 nullDescriptor;
} VkPhysicalDeviceRobustness2FeaturesEXT;
```

This structure describes the following features:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **robustBufferAccess2** indicates whether buffer accesses are tightly bounds-checked against the range of the descriptor. Uniform buffers **must** be bounds-checked to the range of the descriptor, where the range is rounded up to a multiple of `robustUniformBufferAccessSizeAlignment`. Storage buffers **must** be bounds-checked to the range of the descriptor, where the range is rounded up to a multiple of `robustStorageBufferAccessSizeAlignment`. Out of bounds buffer loads will return
zero values, and image load, sample, and atomic operations from texel buffers will have (0,0,1) values inserted for missing G, B, or A components based on the format.

- **robustImageAccess2** indicates whether image accesses are tightly bounds-checked against the dimensions of the image view. Out of bounds image load, sample, and atomic operations from images will return zero values, with (0,0,1) values inserted for missing G, B, or A components based on the format.

- **nullDescriptor** indicates whether descriptors can be written with a VK_NULL_HANDLE resource or view, which are considered valid to access and act as if the descriptor were bound to nothing.

If the VkPhysicalDeviceRobustness2FeaturesEXT structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDeviceRobustness2FeaturesEXT can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

### Valid Usage

- VUID-VkPhysicalDeviceRobustness2FeaturesEXT-robustBufferAccess2-04000
  If robustBufferAccess2 is enabled then robustBufferAccess must also be enabled

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceRobustness2FeaturesEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ROBUSTNESS_2_FEATURES_EXT

The VkPhysicalDeviceImageRobustnessFeatures structure is defined as:

```c
typedef struct VkPhysicalDeviceImageRobustnessFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 robustImageAccess;
} VkPhysicalDeviceImageRobustnessFeatures;
```

or the equivalent

```c
// Provided by VK_EXT_image_robustness
typedef VkPhysicalDeviceImageRobustnessFeatures
VkPhysicalDeviceImageRobustnessFeaturesEXT;
```

This structure describes the following feature:

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
• **robustImageAccess** indicates whether image accesses are tightly bounds-checked against the dimensions of the image view. **Invalid texels** resulting from out of bounds image loads will be replaced as described in **Texel Replacement**, with either (0,0,1) or (0,0,0) values inserted for missing G, B, or A components based on the format.

If the **VkPhysicalDeviceImageRobustnessFeatures** structure is included in the **pNext** chain of the **VkPhysicalDeviceFeatures2** structure passed to **vkGetPhysicalDeviceFeatures2**, it is filled in to indicate whether each corresponding feature is supported. **VkPhysicalDeviceImageRobustnessFeatures** can also be used in the **pNext** chain of **VkDeviceCreateInfo** to selectively enable these features.

---

**Valid Usage (Implicit)**

- **VUID-VkPhysicalDeviceImageRobustnessFeatures-sType-sType**
  
  **sType** must be **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_ROBUSTNESS_FEATURES**

The **VkPhysicalDeviceShaderTerminateInvocationFeatures** structure is defined as:

```c
typedef struct VkPhysicalDeviceShaderTerminateInvocationFeatures {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderTerminateInvocation;
} VkPhysicalDeviceShaderTerminateInvocationFeatures;
```

or the equivalent

```c
// Provided by VK_KHR_shader_terminate_invocation
typedef VkPhysicalDeviceShaderTerminateInvocationFeatures
    VkPhysicalDeviceShaderTerminateInvocationFeaturesKHR;
```

This structure describes the following feature:

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **shaderTerminateInvocation** specifies whether the implementation supports SPIR-V modules that use the **SPV_KHR_terminate_invocation** extension.

If the **VkPhysicalDeviceShaderTerminateInvocationFeatures** structure is included in the **pNext** chain of the **VkPhysicalDeviceFeatures2** structure passed to **vkGetPhysicalDeviceFeatures2**, it is filled in to indicate whether each corresponding feature is supported. **VkPhysicalDeviceShaderTerminateInvocationFeatures** can also be used in the **pNext** chain of **VkDeviceCreateInfo** to selectively enable these features.
Valid Usage (Implicit)

- VUID-VkPhysicalDeviceShaderTerminateInvocationFeatures-sType-sType
  
  **sType** must be **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_TERMINATE_INVOCATION_FEATURES**

The **VkPhysicalDeviceCustomBorderColorFeaturesEXT** structure is defined as:

```c
// Provided by VK_EXT_custom_border_color
typedef struct VkPhysicalDeviceCustomBorderColorFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 customBorderColors;
    VkBool32 customBorderColorWithoutFormat;
} VkPhysicalDeviceCustomBorderColorFeaturesEXT;
```

This structure describes the following features:

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **customBorderColors** indicates that the implementation supports providing a **borderColor** value with one of the following values at sampler creation time:
  - **VK_BORDER_COLOR_FLOAT_CUSTOM_EXT**
  - **VK_BORDER_COLOR_INT_CUSTOM_EXT**
- **customBorderColorWithoutFormat** indicates that explicit formats are not required for custom border colors and the value of the **format** member of the **VkSamplerCustomBorderColorCreateInfoEXT** structure **may** be **VK_FORMAT_UNDEFINED**. If this feature bit is not set, applications **must** provide the **VkFormat** of the image view(s) being sampled by this sampler in the **format** member of the **VkSamplerCustomBorderColorCreateInfoEXT** structure.

If the **VkPhysicalDeviceCustomBorderColorFeaturesEXT** structure is included in the **pNext** chain of the **VkPhysicalDeviceFeatures2** structure passed to **vkGetPhysicalDeviceFeatures2**, it is filled in to indicate whether each corresponding feature is supported. **VkPhysicalDeviceCustomBorderColorFeaturesEXT** **can** also be used in the **pNext** chain of **VkDeviceCreateInfo** to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceCustomBorderColorFeaturesEXT-sType-sType
  
  **sType** must be **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_CUSTOM_BORDER_COLOR_FEATURES_EXT**

The **VkPhysicalDeviceVulkanSC10Features** structure is defined as:
typedef struct VkPhysicalDeviceVulkanSC10Features {
    VkStructureType sType;
    void* pNext;
    VkBool32 shaderAtomicInstructions;
} VkPhysicalDeviceVulkanSC10Features;

This structure describes the following features:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **shaderAtomicInstructions** indicates whether this implementation supports shaders which use the SPIR-V `OpAtomic*` instructions.

If the `VkPhysicalDeviceVulkanSC10Features` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceVulkanSC10Features` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceVulkanSC10Features-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_SC_1_0_FEATURES`

The `VkPhysicalDevicePerformanceQueryFeaturesKHR` structure is defined as:

```c
// Provided by VK_KHR_performance_query
typedef struct VkPhysicalDevicePerformanceQueryFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 performanceCounterQueryPools;
    VkBool32 performanceCounterMultipleQueryPools;
} VkPhysicalDevicePerformanceQueryFeaturesKHR;
```

This structure describes the following features:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **performanceCounterQueryPools** indicates whether the implementation supports performance counter query pools.
- **performanceCounterMultipleQueryPools** indicates whether the implementation supports using multiple performance query pools in a primary command buffer and secondary command buffers executed within it.

If the `VkPhysicalDevicePerformanceQueryFeaturesKHR` structure is included in the `pNext` chain of the
VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDevicePerformanceQueryFeaturesKHR can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

**Valid Usage (Implicit)**

- VUID-VkPhysicalDevicePerformanceQueryFeaturesKHR-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PERFORMANCE_QUERY_FEATURES_KHR

The VkPhysicalDevice4444FormatsFeaturesEXT structure is defined as:

```c
// Provided by VK_EXT_4444_formats
typedef struct VkPhysicalDevice4444FormatsFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 formatA4R4G4B4;
    VkBool32 formatA4B4G4R4;
} VkPhysicalDevice4444FormatsFeaturesEXT;
```

This structure describes the following features:

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **formatA4R4G4B4** indicates that the implementation must support using a VkFormat of VK_FORMAT_A4R4G4B4_UNORM_PACK16_EXT with at least the following VkFormatFeatureFlagBits:
  - VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT
  - VK_FORMAT_FEATURE_BLIT_SRC_BIT
  - VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT
- **formatA4B4G4R4** indicates that the implementation must support using a VkFormat of VK_FORMAT_A4B4G4R4_UNORM_PACK16_EXT with at least the following VkFormatFeatureFlagBits:
  - VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT
  - VK_FORMAT_FEATURE_BLIT_SRC_BIT
  - VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT

If the VkPhysicalDevice4444FormatsFeaturesEXT structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDevice4444FormatsFeaturesEXT can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

**Valid Usage (Implicit)**

- VUID-VkPhysicalDevice4444FormatsFeaturesEXT-sType-sType
The `VkPhysicalDeviceSynchronization2Features` structure is defined as:

```c
typedef struct VkPhysicalDeviceSynchronization2Features {
    VkStructureType sType;
    void* pNext;
    VkBool32 synchronization2;
} VkPhysicalDeviceSynchronization2Features;
```

or the equivalent

```c
// Provided by VK_KHR_synchronization2
typedef VkPhysicalDeviceSynchronization2Features
    VkPhysicalDeviceSynchronization2FeaturesKHR;
```

This structure describes the following feature:

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `synchronization2` indicates whether the implementation supports the new set of synchronization commands introduced in `VK_KHR_synchronization2`.

If the `VkPhysicalDeviceSynchronization2Features` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceSynchronization2Features` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

**Valid Usage (Implicit)**

- `VUID-VkPhysicalDeviceSynchronization2Features-sType-sType`
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SYNCHRONIZATION_2_FEATURES`.

The `VkPhysicalDeviceVertexInputDynamicStateFeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_vertex_input_dynamic_state
typedef struct VkPhysicalDeviceVertexInputDynamicStateFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 vertexInputDynamicState;
} VkPhysicalDeviceVertexInputDynamicStateFeaturesEXT;
```

This structure describes the following feature:
• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• vertexInputDynamicState indicates that the implementation supports the following dynamic states:
  ◦ VK_DYNAMIC_STATE_VERTEX_INPUT_EXT
If the VkPhysicalDeviceVertexInputDynamicStateFeaturesEXT structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDeviceVertexInputDynamicStateFeaturesEXT can also be used in the pNext chain of VkDeviceCreateInfo to selectively enable these features.

Valid Usage (Implicit)

• VUID-VkPhysicalDeviceVertexInputDynamicStateFeaturesEXT-sType-sType sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VERTEX_INPUT_DYNAMIC_STATE_FEATURES_EXT

The VkPhysicalDeviceFragmentShadingRateFeaturesKHR structure is defined as:

```c
// Provided by VK_KHR_fragment_shading_rate
typedef struct VkPhysicalDeviceFragmentShadingRateFeaturesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 pipelineFragmentShadingRate;
    VkBool32 primitiveFragmentShadingRate;
    VkBool32 attachmentFragmentShadingRate;
} VkPhysicalDeviceFragmentShadingRateFeaturesKHR;
```

This structure describes the following features:

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• pipelineFragmentShadingRate indicates that the implementation supports the pipeline fragment shading rate.
• primitiveFragmentShadingRate indicates that the implementation supports the primitive fragment shading rate.
• attachmentFragmentShadingRate indicates that the implementation supports the attachment fragment shading rate.

If the VkPhysicalDeviceFragmentShadingRateFeaturesKHR structure is included in the pNext chain of the VkPhysicalDeviceFeatures2 structure passed to vkGetPhysicalDeviceFeatures2, it is filled in to indicate whether each corresponding feature is supported. VkPhysicalDeviceFragmentShadingRateFeaturesKHR can also be used in the pNext chain of
The `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- `VUID-VkPhysicalDeviceFragmentShadingRateFeaturesKHR-sType-sType` 
  - `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADING_RATE_FEATURES_KHR`

The `VkPhysicalDeviceYcbcr2Plane444FormatsFeaturesEXT` structure is defined as:

```c
// Provided by VK_EXT_ycbcr_2plane_444_formats
typedef struct VkPhysicalDeviceYcbcr2Plane444FormatsFeaturesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 ycbcr2plane444Formats;
} VkPhysicalDeviceYcbcr2Plane444FormatsFeaturesEXT;
```

This structure describes the following feature:

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `ycbcr2plane444Formats` indicates that the implementation supports the following 2-plane 444 Y′C′B′C′R formats:
  - `VK_FORMAT_G8_B8R8_2PLANE_444_UNORM`
  - `VK_FORMAT_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16`
  - `VK_FORMAT_G12X4_B12X4R12X4_2PLANE_444_UNORM_3PACK16`
  - `VK_FORMAT_G16_B16R16_2PLANE_444_UNORM`

If the `VkPhysicalDeviceYcbcr2Plane444FormatsFeaturesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceYcbcr2Plane444FormatsFeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- `VUID-VkPhysicalDeviceYcbcr2Plane444FormatsFeaturesEXT-sType-sType` 
  - `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_YCBCR_2_PLANE_444_FORMATS_FEATURES_EXT`

The `VkPhysicalDeviceColorWriteEnableFeaturesEXT` structure is defined as:
typedef struct VkPhysicalDeviceColorWriteEnableFeaturesEXT {
    VkStructureType   sType;
    void*              pNext;
    VkBool32           colorWriteEnable;
} VkPhysicalDeviceColorWriteEnableFeaturesEXT;

This structure describes the following feature:

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **colorWriteEnable** indicates that the implementation supports the dynamic state `VK_DYNAMIC_STATE_COLOR_WRITE_ENABLE_EXT`.

If the `VkPhysicalDeviceColorWriteEnableFeaturesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceFeatures2` structure passed to `vkGetPhysicalDeviceFeatures2`, it is filled in to indicate whether each corresponding feature is supported. `VkPhysicalDeviceColorWriteEnableFeaturesEXT` can also be used in the `pNext` chain of `VkDeviceCreateInfo` to selectively enable these features.

### Valid Usage (Implicit)

- `VUID-VkPhysicalDeviceColorWriteEnableFeaturesEXT-sType-sType`  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_COLOR_WRITE_ENABLE_FEATURES_EXT`.

### 32.1. Feature Requirements

All Vulkan graphics implementations **must** support the following features:

- **robustBufferAccess**
- **multiview**, if Vulkan 1.1 is supported. Vulkan SC 1.0 does not require **multiview** to be supported [SCID-8].
- **uniformBufferStandardLayout**, if Vulkan 1.2 or the `VK_KHR_uniform_buffer_standard_layout` extension is supported.
- **storageBuffer8BitAccess**, if `uniformAndStorageBuffer8BitAccess` is enabled.
- If the **descriptorIndexing** feature is supported, or if the `VK_EXT_descriptor_indexing` extension is supported:
  - **shaderSampledImageArrayDynamicIndexing**
  - **shaderStorageBufferArrayDynamicIndexing**
  - **shaderUniformTexelBufferArrayDynamicIndexing**
  - **shaderStorageTexelBufferArrayDynamicIndexing**
  - **shaderSampledImageArrayNonUniformIndexing**

[SCID-8]: https://github.com/KhronosGroup/Vulkan-1.0/blob/master/vulkan.xml#L853-L855
- shaderStorageBufferArrayNonUniformIndexing
- shaderUniformTexelBufferArrayNonUniformIndexing
- descriptorBindingSampledImageUpdateAfterBind
- descriptorBindingStorageImageUpdateAfterBind
- descriptorBindingStorageBufferUpdateAfterBind (see also robustBufferAccessUpdateAfterBind)
- descriptorBindingUniformTexelBufferUpdateAfterBind (see also robustBufferAccessUpdateAfterBind)
- descriptorBindingStorageTexelBufferUpdateAfterBind (see also robustBufferAccessUpdateAfterBind)
- descriptorBindingUpdateUnusedWhilePending
- descriptorBindingPartiallyBound
- runtimeDescriptorArray

- subgroupBroadcastDynamicId, if Vulkan 1.2 is supported.
- subgroupSizeControl, if the VK_EXT_subgroup_size_control extension is supported.
- computeFullSubgroups, if the VK_EXT_subgroup_size_control extension is supported.
- globalPriorityQuery, if the VK_KHR_global_priority extension is supported.
- imagelessFramebuffer, if Vulkan 1.2 or the VK_KHR_imageless_framebuffer extension is supported.
- separateDepthStencilLayouts, if Vulkan 1.2 or the VK_KHR_separate_depth_stencil_layouts extension is supported.
- hostQueryReset, if Vulkan 1.2 or the VK_EXT_host_query_reset extension is supported.
- timelineSemaphore, if Vulkan 1.2 or the VK_KHR_timeline_semaphore extension is supported. Vulkan SC 1.0 does not require timelineSemaphore to be supported [SCID-8].
- shaderSubgroupExtendedTypes, if Vulkan 1.2 or the VK_KHR_shader_subgroup_extended_types extension is supported.
- textureCompressionASTC_HDR, if the VK_EXT_texture_compression_astc_hdr extension is supported.
- depthClipEnable, if the VK_EXT_depth_clip_enable extension is supported.
- ycbcrImageArrays, if the VK_EXT_ycbcr_image_arrays extension is supported.
- indexTypeUint8, if the VK_KHR_index_type_uint8 or VK_EXT_index_type_uint8 extension is supported.
- indexTypeUint8, if the VK_KHR_index_type_uint8 extension is supported.
- shaderDemoteToHelperInvocation, if the VK_EXT_shader_demote_to_helper_invocation extension is supported.
- texelBufferAlignment, if the VK_EXT_texel_buffer_alignment extension is supported.
- vulkanMemoryModel, if Vulkan SC 1.0 [SCID-5] or if the VK_KHR_vulkan_memory_model extension is supported.
- performanceCounterQueryPools, if the VK_KHR_performance_query extension is supported.
- vertexAttributeInstanceRateDivisor, if the VK_KHR_vertex_attribute_divisor extension is supported.
• shaderSubgroupClock, if the VK_KHR_shader_clock extension is supported.
• shaderInt64, if the shaderSharedInt64Atomics or shaderBufferInt64Atomics features are supported.
• fragmentShaderSampleInterlock or fragmentShaderPixelInterlock or fragmentShaderShadingRateInterlock, if the VK_EXT_fragment_shader_interlock extension is supported.
• rectangularLines or bresenhamLines or smoothLines or stippledRectangularLines or stippledBresenhamLines or stippledSmoothLines, if the VK_KHR_line_rasterization extension is supported.
• rectangularLines or bresenhamLines or smoothLines or stippledRectangularLines or stippledBresenhamLines or stippledSmoothLines, if the VK_EXT_line_rasterization extension is supported.
• storageBuffer16BitAccess, if uniformAndStorageBuffer16BitAccess is enabled.
• robustImageAccess, if the VK_EXT_image_robustness extension is supported.
• formatA4R4G4B4, if the VK_EXT_4444_formats extension is supported.
• shaderInt64 and shaderImageInt64Atomics, if the VK_EXT_shader_image_atomic_int64 extension is supported.
• shaderImageInt64Atomics, if the sparseImageInt64Atomics feature is supported.
• shaderImageFloat32Atomics, if the sparseImageFloat32Atomics feature is supported.
• shaderImageFloat32AtomicAdd, if the sparseImageFloat32AtomicAdd feature is supported.
• pipelineFragmentShadingRate, if the VK_KHR_fragment_shading_rate extension is supported.
• shaderTerminateInvocation, if the VK_KHR_shader_terminate_invocation extension is supported.
• vertexInputDynamicState, if the VK_EXT_vertex_input_dynamic_state extension is supported.
• synchronization2, if the VK_KHR_synchronization2 extension is supported.
• extendedDynamicState, if the VK_EXT_extended_dynamic_state extension is supported.
• extendedDynamicState2, if the VK_EXT_extended_dynamic_state2 extension is supported.
• At least one of sciSyncFence and sciSyncSemaphore, and at least one of sciSyncImport and sciSyncExport, if the VK_NV_external_mem_sci_sync extension is supported.
• At least one of sciSyncFence and sciSyncSemaphore2, and at least one of sciSyncImport and sciSyncExport, if the VK_NV_external_mem_sci_sync2 extension is supported.
• At least one of sciBufImport and sciBufExport, if the VK_NV_external_memory_sci_buf extension is supported.
• colorWriteEnable, if the VK_EXT_color_write_enable extension is supported.
• customBorderColors, if the VK_EXT_custom_border_color extension is supported.

All other features defined in the Specification are optional.
Chapter 33. Limits

Limits are implementation-dependent minimums, maximums, and other device characteristics that an application may need to be aware of.

Note

Limits are reported via the basic VkPhysicalDeviceLimits structure as well as the extensible structure VkPhysicalDeviceProperties2, which was added in VK_KHR_get_physical_device_properties2 and included in Vulkan 1.1. When limits are added in future Vulkan versions or extensions, each extension should introduce one new limit structure, if needed. This structure can be added to the pNext chain of the VkPhysicalDeviceProperties2 structure.

The VkPhysicalDeviceLimits structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkPhysicalDeviceLimits {
    uint32_t maxImageDimension1D;
    uint32_t maxImageDimension2D;
    uint32_t maxImageDimension3D;
    uint32_t maxImageDimensionCube;
    uint32_t maxImageArrayLayers;
    uint32_t maxTexelBufferElements;
    uint32_t maxUniformBufferRange;
    uint32_t maxStorageBufferRange;
    uint32_t maxPushConstantsSize;
    uint32_t maxMemoryAllocationCount;
    uint32_t maxSamplerAllocationCount;
    VkDeviceSize bufferImageGranularity;
    VkDeviceSize sparseAddressSpaceSize;
    uint32_t maxBoundDescriptorSets;
    uint32_t maxPerStageDescriptorSamplers;
    uint32_t maxPerStageDescriptorUniformBuffers;
    uint32_t maxPerStageDescriptorStorageBuffers;
    uint32_t maxPerStageDescriptorSampledImages;
    uint32_t maxPerStageDescriptorStorageImages;
    uint32_t maxPerStageDescriptorInputAttachments;
    uint32_t maxPerStageResources;
    uint32_t maxDescriptorSetSamplers;
    uint32_t maxDescriptorSetUniformBuffers;
    uint32_t maxDescriptorSetUniformBuffersDynamic;
    uint32_t maxDescriptorSetStorageBuffers;
    uint32_t maxDescriptorSetStorageBuffersDynamic;
    uint32_t maxDescriptorSetSampledImages;
    uint32_t maxDescriptorSetStorageImages;
    uint32_t maxDescriptorSetInputAttachments;
    uint32_t maxVertexInputAttributes;
    uint32_t maxVertexInputBindings;
    uint32_t maxVertexInputAttributeOffset;
} VkPhysicalDeviceLimits;
```
uint32_t maxVertexInputBindingStride;
uint32_t maxVertexOutputComponents;
uint32_t maxTessellationGenerationLevel;
uint32_t maxTessellationPatchSize;
uint32_t maxTessellationControlPerVertexInputComponents;
uint32_t maxTessellationControlPerVertexOutputComponents;
uint32_t maxTessellationControlPerPatchOutputComponents;
uint32_t maxTessellationControlTotalOutputComponents;
uint32_t maxTessellationEvaluationInputComponents;
uint32_t maxTessellationEvaluationOutputComponents;
uint32_t maxGeometryShaderInvocations;
uint32_t maxGeometryInputComponents;
uint32_t maxGeometryOutputComponents;
uint32_t maxGeometryOutputVertices;
uint32_t maxGeometryTotalOutputComponents;
uint32_t maxFragmentInputComponents;
uint32_t maxFragmentOutputAttachments;
uint32_t maxFragmentDualSrcAttachments;
uint32_t maxFragmentCombinedOutputResources;
uint32_t maxComputeSharedMemorySize;
uint32_t maxComputeWorkGroupCount[3];
uint32_t maxComputeWorkGroupInvocations;
uint32_t maxCompute WorkGroup Size[3];
uint32_t subPixelPrecisionBits;
uint32_t subTexelPrecisionBits;
uint32_t mipmapPrecisionBits;
uint32_t maxDrawIndexedIndexValue;
uint32_t maxDrawIndirectCount;
float maxSamplerLodBias;
float maxSamplerAnisotropy;
uint32_t maxViewports;
uint32_t maxViewportDimensions[2];
float viewportBoundsRange[2];
uint32_t viewportSubPixelBits;
size_t minMemoryMapAlignment;
VkDeviceSize minTexelBufferOffsetAlignment;
VkDeviceSize minUniformBufferOffsetAlignment;
VkDeviceSize minStorageBufferOffsetAlignment;
int32_t minTexelOffset;
uint32_t maxTexelOffset;
int32_t minTexelGatherOffset;
uint32_t maxTexelGatherOffset;
float minInterpolationOffset;
float maxInterpolationOffset;
uint32_t subPixelInterpolationOffsetBits;
uint32_t maxFramebufferWidth;
uint32_t maxFramebufferHeight;
uint32_t maxFramebufferLayers;
VkSampleCountFlags framebufferColorSampleCounts;
VkSampleCountFlags framebufferDepthSampleCounts;
VkSampleCountFlags framebufferStencilSampleCounts;
VkSampleCountFlags framebufferNoAttachmentsSampleCounts;
uint32_t maxColorAttachments;
VkSampleCountFlags sampledImageColorSampleCounts;
VkSampleCountFlags sampledImageIntegerSampleCounts;
VkSampleCountFlags sampledImageDepthSampleCounts;
VkSampleCountFlags sampledImageStencilSampleCounts;
VkSampleCountFlags storageImageSampleCounts;
uint32_t maxSampleMaskWords;
VkBool32 timestampComputeAndGraphics;
float timestampPeriod;
uint32_t maxClipDistances;
uint32_t maxCullDistances;
uint32_t maxCombinedClipAndCullDistances;
uint32_t discreteQueuePriorities;
float pointSizeRange[2];
float lineWidthRange[2];
float pointSizeGranularity;
float lineWidthGranularity;
VkBool32 strictLines;
VkBool32 standardSampleLocations;
VkDeviceSize optimalBufferCopyOffsetAlignment;
VkDeviceSize optimalBufferCopyRowPitchAlignment;
VkDeviceSize nonCoherentAtomSize;
}

VkPhysicalDeviceLimits

The VkPhysicalDeviceLimits are properties of the physical device. These are available in the limits member of the VkPhysicalDeviceProperties structure which is returned from vkGetPhysicalDeviceProperties.

- **maxImageDimension1D** is the largest dimension (width) that is guaranteed to be supported for all images created with an imageType of VK_IMAGE_TYPE_1D. Some combinations of image parameters (format, usage, etc.) may allow support for larger dimensions, which can be queried using vkGetPhysicalDeviceImageFormatProperties.

- **maxImageDimension2D** is the largest dimension (width or height) that is guaranteed to be supported for all images created with an imageType of VK_IMAGE_TYPE_2D and without VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT set in flags. Some combinations of image parameters (format, usage, etc.) may allow support for larger dimensions, which can be queried using vkGetPhysicalDeviceImageFormatProperties.

- **maxImageDimension3D** is the largest dimension (width, height, or depth) that is guaranteed to be supported for all images created with an imageType of VK_IMAGE_TYPE_3D. Some combinations of image parameters (format, usage, etc.) may allow support for larger dimensions, which can be queried using vkGetPhysicalDeviceImageFormatProperties.

- **maxImageDimensionCube** is the largest dimension (width or height) that is guaranteed to be supported for all images created with an imageType of VK_IMAGE_TYPE_2D and with VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT set in flags. Some combinations of image parameters (format, usage, etc.) may allow support for larger dimensions, which can be queried using vkGetPhysicalDeviceImageFormatProperties.
• maxImageArrayLayers is the maximum number of layers (arrayLayers) for an image.

• maxTexelBufferElements is the maximum number of addressable texels for a buffer view created on a buffer which was created with the VK_BUFFER_USAGE_UNIFORM_TEXEL_BUFFER_BIT or VK_BUFFER_USAGE_STORAGE_TEXEL_BUFFER_BIT set in the usage member of the VkBufferCreateInfo structure.

• maxUniformBufferRange is the maximum value that can be specified in the range member of a VkDescriptorBufferInfo structure passed to vkUpdateDescriptorSets for descriptors of type VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER or VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC.

• maxStorageBufferRange is the maximum value that can be specified in the range member of a VkDescriptorBufferInfo structure passed to vkUpdateDescriptorSets for descriptors of type VK_DESCRIPTOR_TYPE_STORAGE_BUFFER or VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC.

• maxPushConstantsSize is the maximum size, in bytes, of the pool of push constant memory. For each of the push constant ranges indicated by the pPushConstantRanges member of the VkPipelineLayoutCreateInfo structure, (offset + size) must be less than or equal to this limit.

• maxMemoryAllocationCount is the maximum number of device memory allocations, as created by vkAllocateMemory, which can simultaneously exist.

• maxSamplerAllocationCount is the maximum number of sampler objects, as created by vkCreateSampler, which can simultaneously exist on a device.

• bufferImageGranularity is the granularity, in bytes, at which buffer or linear image resources, and optimal image resources can be bound to adjacent offsets in the same VkDeviceMemory object without aliasing. See Buffer-Image Granularity for more details.

• sparseAddressSpaceSize is the total amount of address space available, in bytes, for sparse memory resources. This is an upper bound on the sum of the sizes of all sparse resources, regardless of whether any memory is bound to them.

• maxBoundDescriptorSets is the maximum number of descriptor sets that can be simultaneously used by a pipeline. All DescriptorSet decorations in shader modules must have a value less than maxBoundDescriptorSets. See Descriptor Sets.

• maxPerStageDescriptorSamplers is the maximum number of samplers that can be accessible to a single shader stage in a pipeline layout. Descriptors with a type of VK_DESCRIPTOR_TYPE_SAMPLER or VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER count against this limit. Only descriptors in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set count against this limit. A descriptor is accessible to a shader stage when the stageFlags member of the VkDescriptorSetLayoutBinding structure has the bit for that shader stage set. See Sampler and Combined Image Sampler.

• maxPerStageDescriptorUniformBuffers is the maximum number of uniform buffers that can be accessible to a single shader stage in a pipeline layout. Descriptors with a type of VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER or VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC count against this limit. Only descriptors in descriptor set layouts created without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set count against this limit. A descriptor is accessible to a shader stage when the stageFlags member of the VkDescriptorSetLayoutBinding structure has the bit for that shader stage set. See Uniform Buffer and Dynamic Uniform Buffer.
• **maxPerStageDescriptorStorageBuffers** is the maximum number of storage buffers that can be accessible to a single shader stage in a pipeline layout. Descriptors with a type of `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER` or `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC` count against this limit. Only descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit. A descriptor is accessible to a pipeline shader stage when the `stageFlags` member of the `VkDescriptorSetLayoutBinding` structure has the bit for that shader stage set. See [Storage Buffer](#) and [Dynamic Storage Buffer](#).

• **maxPerStageDescriptorSampledImages** is the maximum number of sampled images that can be accessible to a single shader stage in a pipeline layout. Descriptors with a type of `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, or `VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER` count against this limit. Only descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit. A descriptor is accessible to a pipeline shader stage when the `stageFlags` member of the `VkDescriptorSetLayoutBinding` structure has the bit for that shader stage set. See [Combined Image Sampler](#), [Sampled Image](#), and [Uniform Texel Buffer](#).

• **maxPerStageDescriptorStorageImages** is the maximum number of storage images that can be accessible to a single shader stage in a pipeline layout. Descriptors with a type of `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, or `VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER` count against this limit. Only descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit. A descriptor is accessible to a pipeline shader stage when the `stageFlags` member of the `VkDescriptorSetLayoutBinding` structure has the bit for that shader stage set. See [Storage Image](#) and [Storage Texel Buffer](#).

• **maxPerStageDescriptorInputAttachments** is the maximum number of input attachments that can be accessible to a single shader stage in a pipeline layout. Descriptors with a type of `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` count against this limit. Only descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit. A descriptor is accessible to a pipeline shader stage when the `stageFlags` member of the `VkDescriptorSetLayoutBinding` structure has the bit for that shader stage set. These are only supported for the fragment stage. See [Input Attachment](#).

• **maxPerStageResources** is the maximum number of resources that can be accessible to a single shader stage in a pipeline layout. Descriptors with a type of `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, `VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER`, `VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER`, `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER`, `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER`, `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC`, or `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` count against this limit. Only descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit. For the fragment shader stage the framebuffer color attachments also count against this limit.

• **maxDescriptorSetSamplers** is the maximum number of samplers that can be included in a pipeline layout. Descriptors with a type of `VK_DESCRIPTOR_TYPE_SAMPLER` or `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER` count against this limit. Only descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit. See
Sampler and Combined Image Sampler.

- `maxDescriptorSetUniformBuffers` is the maximum number of uniform buffers that can be included in a pipeline layout. Descriptors with a type of `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER` or `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC` count against this limit. Only descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit. See Uniform Buffer and Dynamic Uniform Buffer.

- `maxDescriptorSetUniformBuffersDynamic` is the maximum number of dynamic uniform buffers that can be included in a pipeline layout. Descriptors with a type of `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC` count against this limit. Only descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit. See Dynamic Uniform Buffer.

- `maxDescriptorSetStorageBuffers` is the maximum number of storage buffers that can be included in a pipeline layout. Descriptors with a type of `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER` or `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC` count against this limit. Only descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit. See Storage Buffer and Dynamic Storage Buffer.

- `maxDescriptorSetStorageBuffersDynamic` is the maximum number of dynamic storage buffers that can be included in a pipeline layout. Descriptors with a type of `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC` count against this limit. Only descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit. See Dynamic Storage Buffer.

- `maxDescriptorSetSampledImages` is the maximum number of sampled images that can be included in a pipeline layout. Descriptors with a type of `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, or `VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER` count against this limit. Only descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit. See Combined Image Sampler, Sampled Image, and Uniform Texel Buffer.

- `maxDescriptorSetStorageImages` is the maximum number of storage images that can be included in a pipeline layout. Descriptors with a type of `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, or `VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER` count against this limit. Only descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit. See Storage Image, and Storage Texel Buffer.

- `maxDescriptorSetInputAttachments` is the maximum number of input attachments that can be included in a pipeline layout. Descriptors with a type of `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT` count against this limit. Only descriptors in descriptor set layouts created without the `VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT` bit set count against this limit. See Input Attachment.

- `maxVertexInputAttributes` is the maximum number of vertex input attributes that can be specified for a graphics pipeline. These are described in the array of `VkVertexInputAttributeDescription` structures that are provided at graphics pipeline creation time via the `pVertexAttributeDescriptions` member of the `VkPipelineVertexInputStateCreateInfo` structure.
structure. See Vertex Attributes and Vertex Input Description.

- **maxVertexInputBindings** is the maximum number of vertex buffers that can be specified for providing vertex attributes to a graphics pipeline. These are described in the array of VkVertexInputBindingDescription structures that are provided at graphics pipeline creation time via the pVertexBindingDescriptions member of the VkPipelineVertexInputStateCreateInfo structure. The binding member of VkVertexInputBindingDescription must be less than this limit. See Vertex Input Description.

- **maxVertexInputAttributeOffset** is the maximum vertex input attribute offset that can be added to the vertex input binding stride. The offset member of the VkVertexInputAttributeDescription structure must be less than or equal to this limit. See Vertex Input Description.

- **maxVertexInputBindingStride** is the maximum vertex input binding stride that can be specified in a vertex input binding. The stride member of the VkVertexInputBindingDescription structure must be less than or equal to this limit. See Vertex Input Description.

- **maxVertexOutputComponents** is the maximum number of components of output variables which can be output by a vertex shader. See Vertex Shaders.

- **maxTessellationGenerationLevel** is the maximum tessellation generation level supported by the fixed-function tessellation primitive generator. See Tessellation.

- **maxTessellationPatchSize** is the maximum patch size, in vertices, of patches that can be processed by the tessellation control shader and tessellation primitive generator. The patchControlPoints member of the VkPipelineTessellationStateCreateInfo structure specified at pipeline creation time and the value provided in the OutputVertices execution mode of shader modules must be less than or equal to this limit. See Tessellation.

- **maxTessellationControlPerVertexInputComponents** is the maximum number of components of input variables which can be provided as per-vertex inputs to the tessellation control shader stage.

- **maxTessellationControlPerVertexOutputComponents** is the maximum number of components of per-vertex output variables which can be output from the tessellation control shader stage.

- **maxTessellationControlPerPatchOutputComponents** is the maximum number of components of per-patch output variables which can be output from the tessellation control shader stage.

- **maxTessellationControlTotalOutputComponents** is the maximum total number of components of per-vertex and per-patch output variables which can be output from the tessellation control shader stage.

- **maxTessellationEvaluationInputComponents** is the maximum number of components of input variables which can be provided as per-vertex inputs to the tessellation evaluation shader stage.

- **maxTessellationEvaluationOutputComponents** is the maximum number of components of per-vertex output variables which can be output from the tessellation evaluation shader stage.

- **maxGeometryShaderInvocations** is the maximum invocation count supported for instanced geometry shaders. The value provided in the Invocations execution mode of shader modules must be less than or equal to this limit. See Geometry Shading.

- **maxGeometryInputComponents** is the maximum number of components of input variables which can be provided as inputs to the geometry shader stage.
- `maxGeometryOutputComponents` is the maximum number of components of output variables which can be output from the geometry shader stage.

- `maxGeometryOutputVertices` is the maximum number of vertices which can be emitted by any geometry shader.

- `maxGeometryTotalOutputComponents` is the maximum total number of components of output variables, across all emitted vertices, which can be output from the geometry shader stage.

- `maxFragmentInputComponents` is the maximum number of components of input variables which can be provided as inputs to the fragment shader stage.

- `maxFragmentOutputAttachments` is the maximum number of output attachments which can be written to by the fragment shader stage.

- `maxFragmentDualSrcAttachments` is the maximum number of output attachments which can be written to by the fragment shader stage when blending is enabled and one of the dual source blend modes is in use. See Dual-Source Blending and dualSrcBlend.

- `maxFragmentCombinedOutputResources` is the total number of storage buffers, storage images, and output Location decorated color attachments (described in Fragment Output Interface) which can be used in the fragment shader stage.

- `maxComputeSharedMemorySize` is the maximum total storage size, in bytes, available for variables declared with the Workgroup storage class in shader modules (or with the shared storage qualifier in GLSL) in the compute shader stage.

- `maxComputeWorkGroupCount[3]` is the maximum number of local workgroups that can be dispatched by a single dispatching command. These three values represent the maximum number of local workgroups for the X, Y, and Z dimensions, respectively. The workgroup count parameters to the dispatching commands must be less than or equal to the corresponding limit. See Dispatching Commands.

- `maxComputeWorkGroupInvocations` is the maximum total number of compute shader invocations in a single local workgroup. The product of the X, Y, and Z sizes, as specified by the LocalSize execution mode in shader modules or by the object decorated by the WorkgroupSize decoration, must be less than or equal to this limit.

- `maxComputeWorkGroupSize[3]` is the maximum size of a local compute workgroup, per dimension. These three values represent the maximum local workgroup size in the X, Y, and Z dimensions, respectively. The x, y, and z sizes, as specified by the LocalSize execution mode or by the object decorated by the WorkgroupSize decoration in shader modules, must be less than or equal to the corresponding limit.

- `subPixelPrecisionBits` is the number of bits of subpixel precision in framebuffer coordinates x_f and y_f. See Rasterization.

- `subTexelPrecisionBits` is the number of bits of precision in the division along an axis of an image used for minification and magnification filters. \(2^{\text{subTexelPrecisionBits}}\) is the actual number of divisions along each axis of the image represented. Sub-texel values calculated during image sampling will snap to these locations when generating the filtered results.

- `mipmapPrecisionBits` is the number of bits of division that the LOD calculation for mipmap fetching get snapped to when determining the contribution from each mip level to the mip filtered results. \(2^{\text{mipmapPrecisionBits}}\) is the actual number of divisions.
• **maxDrawIndexedIndexValue** is the maximum index value that can be used for indexed draw calls when using 32-bit indices. This excludes the primitive restart index value of 0xFFFFFFFF. See [fullDrawIndexUint32].

• **maxDrawIndirectCount** is the maximum draw count that is supported for indirect drawing calls. See [multiDrawIndirect].

• **maxSamplerLodBias** is the maximum absolute sampler LOD bias. The sum of the `mipLodBias` member of the `VkSamplerCreateInfo` structure and the Bias operand of image sampling operations in shader modules (or 0 if no Bias operand is provided to an image sampling operation) are clamped to the range \([-\text{maxSamplerLodBias}, \text{+maxSamplerLodBias}]\). See [samplers-mipLodBias].

• **maxSamplerAnisotropy** is the maximum degree of sampler anisotropy. The maximum degree of anisotropic filtering used for an image sampling operation is the minimum of the `maxAnisotropy` member of the `VkSamplerCreateInfo` structure and this limit. See [samplers-maxAnisotropy].

• **maxViewports** is the maximum number of active viewports. The `viewportCount` member of the `VkPipelineViewportStateCreateInfo` structure that is provided at pipeline creation must be less than or equal to this limit.

• **maxViewportDimensions[2]** are the maximum viewport dimensions in the X (width) and Y (height) dimensions, respectively. The maximum viewport dimensions must be greater than or equal to the largest image which can be created and used as a framebuffer attachment. See [Controlling the Viewport].

• **viewportBoundsRange[2]** is the \([\text{minimum}, \text{maximum}]\) range that the corners of a viewport must be contained in. This range must be at least \([-2 \times \text{size}, 2 \times \text{size} - 1]\), where `size = \text{max(maxViewportDimensions}[0], \text{maxViewportDimensions}[1])`. See [Controlling the Viewport].

  **Note**
  
  The intent of the `viewportBoundsRange` limit is to allow a maximum sized viewport to be arbitrarily shifted relative to the output target as long as at least some portion intersects. This would give a bounds limit of \([-\text{size} + 1, 2 \times \text{size} - 1]\) which would allow all possible non-empty-set intersections of the output target and the viewport. Since these numbers are typically powers of two, picking the signed number range using the smallest possible number of bits ends up with the specified range.

• **viewportSubPixelBits** is the number of bits of subpixel precision for viewport bounds. The subpixel precision that floating-point viewport bounds are interpreted at is given by this limit.

• **minMemoryMapAlignment** is the minimum required alignment, in bytes, of host visible memory allocations within the host address space. When mapping a memory allocation with `vkMapMemory`, subtracting `offset` bytes from the returned pointer will always produce an integer multiple of this limit. See [Host Access to Device Memory Objects]. The value must be a power of two.

• **minTexelBufferOffsetAlignment** is the minimum required alignment, in bytes, for the `offset` member of the `VkBufferViewCreateInfo` structure for texel buffers. The value must be a power of two. If `texelBufferAlignment` is enabled, this limit is equivalent to the maximum of the `uniformTexelBufferOffsetAlignmentBytes` and `storageTexelBufferOffsetAlignmentBytes` members.
of `VkPhysicalDeviceTexelBufferAlignmentProperties`, but smaller alignment is optionally allowed by `storageTexelBufferOffsetSingleTexelAlignment` and `uniformTexelBufferOffsetSingleTexelAlignment`. If `texelBufferAlignment` is not enabled, `VkBufferViewCreateInfo::offset` must be a multiple of this value.

- `minUniformBufferOffsetAlignment` is the minimum required alignment, in bytes, for the `offset` member of the `VkDescriptorBufferInfo` structure for uniform buffers. When a descriptor of type `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER` or `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC` is updated, the `offset` must be an integer multiple of this limit. Similarly, dynamic offsets for uniform buffers must be multiples of this limit. The value must be a power of two.

- `minStorageBufferOffsetAlignment` is the minimum required alignment, in bytes, for the `offset` member of the `VkDescriptorBufferInfo` structure for storage buffers. When a descriptor of type `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER` or `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC` is updated, the `offset` must be an integer multiple of this limit. Similarly, dynamic offsets for storage buffers must be multiples of this limit. The value must be a power of two.

- `minTexelOffset` is the minimum offset value for the `ConstOffset` image operand of any of the `OpImageSample*` or `OpImageFetch*` image instructions.

- `maxTexelOffset` is the maximum offset value for the `ConstOffset` image operand of any of the `OpImageSample*` or `OpImageFetch*` image instructions.

- `minTexelGatherOffset` is the minimum offset value for the `Offset`, `ConstOffset`, or `ConstOffsets` image operands of any of the `OpImage*Gather` image instructions.

- `maxTexelGatherOffset` is the maximum offset value for the `Offset`, `ConstOffset`, or `ConstOffsets` image operands of any of the `OpImage*Gather` image instructions.

- `minInterpolationOffset` is the base minimum (inclusive) negative offset value for the `Offset` operand of the `InterpolateAtOffset` extended instruction.

- `maxInterpolationOffset` is the base maximum (inclusive) positive offset value for the `Offset` operand of the `InterpolateAtOffset` extended instruction.

- `subPixelInterpolationOffsetBits` is the number of fractional bits that the `x` and `y` offsets to the `InterpolateAtOffset` extended instruction may be rounded to as fixed-point values.

- `maxFramebufferWidth` is the maximum width for a framebuffer. The `width` member of the `VkFramebufferCreateInfo` structure must be less than or equal to this limit.

- `maxFramebufferHeight` is the maximum height for a framebuffer. The `height` member of the `VkFramebufferCreateInfo` structure must be less than or equal to this limit.

- `maxFramebufferLayers` is the maximum layer count for a layered framebuffer. The `layers` member of the `VkFramebufferCreateInfo` structure must be less than or equal to this limit.

- `framebufferColorSampleCounts` is a bitmask of `VkSampleCountFlagBits` indicating the color sample counts that are supported for all framebuffer color attachments with floating- or fixed-point formats. For color attachments with integer formats, see `framebufferIntegerColorSampleCounts`.

- `framebufferDepthSampleCounts` is a bitmask of `VkSampleCountFlagBits` indicating the supported depth sample counts for all framebuffer depth/stencil attachments, when the format includes a depth component.

- `framebufferStencilSampleCounts` is a bitmask of `VkSampleCountFlagBits` indicating the
supported stencil sample counts for all framebuffer depth/stencil attachments, when the format includes a stencil component.

- **framebufferNoAttachmentsSampleCounts** is a bitmask of VkSampleCountFlagBits indicating the supported sample counts for a subpass which uses no attachments.

- **maxColorAttachments** is the maximum number of color attachments that can be used by a subpass in a render pass. The colorAttachmentCount member of the VkSubpassDescription or VkSubpassDescription2 structure must be less than or equal to this limit.

- **sampledImageColorSampleCounts** is a bitmask of VkSampleCountFlagBits indicating the sample counts supported for all 2D images created with VK_IMAGE_TILING_OPTIMAL, usage containing VK_IMAGE_USAGE_SAMPLED_BIT, and a non-integer color format.

- **sampledImageIntegerSampleCounts** is a bitmask of VkSampleCountFlagBits indicating the sample counts supported for all 2D images created with VK_IMAGE_TILING_OPTIMAL, usage containing VK_IMAGE_USAGE_SAMPLED_BIT, and an integer color format.

- **sampledImageDepthSampleCounts** is a bitmask of VkSampleCountFlagBits indicating the sample counts supported for all 2D images created with VK_IMAGE_TILING_OPTIMAL, usage containing VK_IMAGE_USAGE_SAMPLED_BIT, and a depth format.

- **sampledImageStencilSampleCounts** is a bitmask of VkSampleCountFlagBits indicating the sample counts supported for all 2D images created with VK_IMAGE_TILING_OPTIMAL, usage containing VK_IMAGE_USAGE_SAMPLED_BIT, and a stencil format.

- **storageImageSampleCounts** is a bitmask of VkSampleCountFlagBits indicating the sample counts supported for all 2D images created with VK_IMAGE_TILING_OPTIMAL, and usage containing VK_IMAGE_USAGE_STORAGE_BIT.

- **maxSampleMaskWords** is the maximum number of array elements of a variable decorated with the SampleMask built-in decoration.

- **timestampComputeAndGraphics** specifies support for timestamps on all graphics and compute queues. If this limit is set to VK_TRUE, all queues that advertise the VK_QUEUE_GRAPHICS_BIT or VK_QUEUE_COMPUTE_BIT in the VkQueueFamilyProperties::queueFlags support VkQueueFamilyProperties::timestampValidBits of at least 36. See Timestamp Queries.

- **timestampPeriod** is the number of nanoseconds required for a timestamp query to be incremented by 1. See Timestamp Queries.

- **maxClipDistances** is the maximum number of clip distances that can be used in a single shader stage. The size of any array declared with the ClipDistance built-in decoration in a shader module must be less than or equal to this limit.

- **maxCullDistances** is the maximum number of cull distances that can be used in a single shader stage. The size of any array declared with the CullDistance built-in decoration in a shader module must be less than or equal to this limit.

- **maxCombinedClipAndCullDistances** is the maximum combined number of clip and cull distances that can be used in a single shader stage. The sum of the sizes of all arrays declared with the ClipDistance and CullDistance built-in decoration used by a single shader stage in a shader module must be less than or equal to this limit.

- **discreteQueuePriorities** is the number of discrete priorities that can be assigned to a queue based on the value of each member of VkDeviceQueueCreateInfo::pQueuePriorities. This must
be at least 2, and levels **must** be spread evenly over the range, with at least one level at 1.0, and another at 0.0. See Queue Priority.

- **pointSizeRange**[2] is the range \([\text{minimum}, \text{maximum}]\) of supported sizes for points. Values written to variables decorated with the **PointSize** built-in decoration are clamped to this range.

- **lineWidthRange**[2] is the range \([\text{minimum}, \text{maximum}]\) of supported widths for lines. Values specified by the **lineWidth** member of the **VkPipelineRasterizationStateCreateInfo** or the **lineWidth** parameter to **vkCmdSetLineWidth** are clamped to this range.

- **pointSizeGranularity** is the granularity of supported point sizes. Not all point sizes in the range defined by **pointSizeRange** are supported. This limit specifies the granularity (or increment) between successive supported point sizes.

- **lineWidthGranularity** is the granularity of supported line widths. Not all line widths in the range defined by **lineWidthRange** are supported. This limit specifies the granularity (or increment) between successive supported line widths.

- **strictLines** specifies whether lines are rasterized according to the preferred method of rasterization. If set to **VK_FALSE**, lines may be rasterized under a relaxed set of rules. If set to **VK_TRUE**, lines are rasterized as per the strict definition. See Basic Line Segment Rasterization.

- **standardSampleLocations** specifies whether rasterization uses the standard sample locations as documented in Multisampling. If set to **VK_TRUE**, the implementation uses the documented sample locations. If set to **VK_FALSE**, the implementation may use different sample locations.

- **optimalBufferCopyOffsetAlignment** is the optimal buffer offset alignment in bytes for **vkCmdCopyBufferToImage2KHR**, **vkCmdCopyBufferToImage**, **vkCmdCopyImageToBuffer2KHR**, and **vkCmdCopyImageToBuffer**. The per texel alignment requirements are enforced, but applications **should** use the optimal alignment for optimal performance and power use. The value **must** be a power of two.

- **optimalBufferCopyRowPitchAlignment** is the optimal buffer row pitch alignment in bytes for **vkCmdCopyBufferToImage2KHR**, **vkCmdCopyBufferToImage**, **vkCmdCopyImageToBuffer2KHR**, and **vkCmdCopyImageToBuffer**. Row pitch is the number of bytes between texels with the same X coordinate in adjacent rows (Y coordinates differ by one). The per texel alignment requirements are enforced, but applications **should** use the optimal alignment for optimal performance and power use. The value **must** be a power of two.

- **nonCoherentAtomSize** is the size and alignment in bytes that bounds concurrent access to host-mapped device memory. The value **must** be a power of two.

1

For all bitmasks of **VkSampleCountFlagBits**, the sample count limits defined above represent the minimum supported sample counts for each image type. Individual images may support additional sample counts, which are queried using **vkGetPhysicalDeviceImageFormatProperties** as described in Supported Sample Counts.

Bits which **may** be set in the sample count limits returned by **VkPhysicalDeviceLimits**, as well as in other queries and structures representing image sample counts, are:

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// Provided by VK_VERSION_1_0
typedef enum VkSampleCountFlagBits {
    VK_SAMPLE_COUNT_1_BIT = 0x00000001,
    VK_SAMPLE_COUNT_2_BIT = 0x00000002,
    VK_SAMPLE_COUNT_4_BIT = 0x00000004,
    VK_SAMPLE_COUNT_8_BIT = 0x00000008,
    VK_SAMPLE_COUNT_16_BIT = 0x00000010,
    VK_SAMPLE_COUNT_32_BIT = 0x00000020,
    VK_SAMPLE_COUNT_64_BIT = 0x00000040,
} VkSampleCountFlagBits;

• **VK_SAMPLE_COUNT_1_BIT** specifies an image with one sample per pixel.
• **VK_SAMPLE_COUNT_2_BIT** specifies an image with 2 samples per pixel.
• **VK_SAMPLE_COUNT_4_BIT** specifies an image with 4 samples per pixel.
• **VK_SAMPLE_COUNT_8_BIT** specifies an image with 8 samples per pixel.
• **VK_SAMPLE_COUNT_16_BIT** specifies an image with 16 samples per pixel.
• **VK_SAMPLE_COUNT_32_BIT** specifies an image with 32 samples per pixel.
• **VK_SAMPLE_COUNT_64_BIT** specifies an image with 64 samples per pixel.

// Provided by VK_VERSION_1_0
typedef VkFlags VkSampleCountFlags;

**VkSampleCountFlags** is a bitmask type for setting a mask of zero or more **VkSampleCountFlagBits**.

The **VkPhysicalDeviceMultiviewProperties** structure is defined as:

// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceMultiviewProperties {
    VkStructureType sType;
    void* pNext;
    uint32_t maxMultiviewViewCount;
    uint32_t maxMultiviewInstanceIndex;
} VkPhysicalDeviceMultiviewProperties;

• **sType** is a **VkStructureType** value identifying this structure.
• **pNext** is NULL or a pointer to a structure extending this structure.
• **maxMultiviewViewCount** is one greater than the maximum view index that can be used in a subpass.
• **maxMultiviewInstanceIndex** is the maximum valid value of instance index allowed to be generated by a drawing command recorded within a subpass of a multiview render pass instance.

If the **VkPhysicalDeviceMultiviewProperties** structure is included in the **pNext** chain of the
VkPhysicalDeviceProperties2 structure passed to vkGetPhysicalDeviceProperties2, it is filled in with each corresponding implementation-dependent property.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceMultiviewProperties-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MULTIVIEW_PROPERTIES`

The `VkPhysicalDeviceFloatControlsProperties` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceFloatControlsProperties {
    VkStructureType sType;
    void*pNext;
    VkShaderFloatControlsIndependence denormBehaviorIndependence;
    VkShaderFloatControlsIndependence roundingModeIndependence;
    VkBool32 shaderSignedZeroInfNanPreserveFloat16;
    VkBool32 shaderSignedZeroInfNanPreserveFloat32;
    VkBool32 shaderSignedZeroInfNanPreserveFloat64;
    VkBool32 shaderDenormPreserveFloat16;
    VkBool32 shaderDenormPreserveFloat32;
    VkBool32 shaderDenormPreserveFloat64;
    VkBool32 shaderDenormFlushToZeroFloat16;
    VkBool32 shaderDenormFlushToZeroFloat32;
    VkBool32 shaderDenormFlushToZeroFloat64;
    VkBool32 shaderRoundingModeRTEFloat16;
    VkBool32 shaderRoundingModeRTEFloat32;
    VkBool32 shaderRoundingModeRTEFloat64;
    VkBool32 shaderRoundingModeRTZFloat16;
    VkBool32 shaderRoundingModeRTZFloat32;
    VkBool32 shaderRoundingModeRTZFloat64;
} VkPhysicalDeviceFloatControlsProperties;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `denormBehaviorIndependence` is a `VkShaderFloatControlsIndependence` value indicating whether, and how, denorm behavior can be set independently for different bit widths.
- `roundingModeIndependence` is a `VkShaderFloatControlsIndependence` value indicating whether, and how, rounding modes can be set independently for different bit widths.
- `shaderSignedZeroInfNanPreserveFloat16` is a boolean value indicating whether sign of a zero, Nans and ±∞ can be preserved in 16-bit floating-point computations. It also indicates whether the SignedZeroInfNanPreserve execution mode can be used for 16-bit floating-point types.
- `shaderSignedZeroInfNanPreserveFloat32` is a boolean value indicating whether sign of a zero, Nans and ±∞ can be preserved in 32-bit floating-point computations. It also indicates whether the SignedZeroInfNanPreserve execution mode can be used for 32-bit floating-point types.
• shaderSignedZeroInfNanPreserveFloat64 is a boolean value indicating whether sign of a zero, Nans and ±∞ can be preserved in 64-bit floating-point computations. It also indicates whether the SignedZeroInfNanPreserve execution mode can be used for 64-bit floating-point types.

• shaderDenormPreserveFloat16 is a boolean value indicating whether denormals can be preserved in 16-bit floating-point computations. It also indicates whether the DenormPreserve execution mode can be used for 16-bit floating-point types.

• shaderDenormPreserveFloat32 is a boolean value indicating whether denormals can be preserved in 32-bit floating-point computations. It also indicates whether the DenormPreserve execution mode can be used for 32-bit floating-point types.

• shaderDenormPreserveFloat64 is a boolean value indicating whether denormals can be preserved in 64-bit floating-point computations. It also indicates whether the DenormPreserve execution mode can be used for 64-bit floating-point types.

• shaderDenormFlushToZeroFloat16 is a boolean value indicating whether denormals can be flushed to zero in 16-bit floating-point computations. It also indicates whether the DenormFlushToZero execution mode can be used for 16-bit floating-point types.

• shaderDenormFlushToZeroFloat32 is a boolean value indicating whether denormals can be flushed to zero in 32-bit floating-point computations. It also indicates whether the DenormFlushToZero execution mode can be used for 32-bit floating-point types.

• shaderDenormFlushToZeroFloat64 is a boolean value indicating whether denormals can be flushed to zero in 64-bit floating-point computations. It also indicates whether the DenormFlushToZero execution mode can be used for 64-bit floating-point types.

• shaderRoundingModeRTEFloat16 is a boolean value indicating whether an implementation supports the round-to-nearest-even rounding mode for 16-bit floating-point arithmetic and conversion instructions. It also indicates whether the RoundingModeRTE execution mode can be used for 16-bit floating-point types.

• shaderRoundingModeRTEFloat32 is a boolean value indicating whether an implementation supports the round-to-nearest-even rounding mode for 32-bit floating-point arithmetic and conversion instructions. It also indicates whether the RoundingModeRTE execution mode can be used for 32-bit floating-point types.

• shaderRoundingModeRTEFloat64 is a boolean value indicating whether an implementation supports the round-to-nearest-even rounding mode for 64-bit floating-point arithmetic and conversion instructions. It also indicates whether the RoundingModeRTE execution mode can be used for 64-bit floating-point types.

• shaderRoundingModeRTZFloat16 is a boolean value indicating whether an implementation supports the round-towards-zero rounding mode for 16-bit floating-point arithmetic and conversion instructions. It also indicates whether the RoundingModeRTZ execution mode can be used for 16-bit floating-point types.

• shaderRoundingModeRTZFloat32 is a boolean value indicating whether an implementation supports the round-towards-zero rounding mode for 32-bit floating-point arithmetic and conversion instructions. It also indicates whether the RoundingModeRTZ execution mode can be used for 32-bit floating-point types.

• shaderRoundingModeRTZFloat64 is a boolean value indicating whether an implementation supports the round-towards-zero rounding mode for 64-bit floating-point arithmetic and
conversion instructions. It also indicates whether the `RoundingModeRTZ` execution mode can be used for 64-bit floating-point types.

If the `VkPhysicalDeviceFloatControlsProperties` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

**Valid Usage (Implicit)**

- VUID-VkPhysicalDeviceFloatControlsProperties-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FLOAT_CONTROLS_PROPERTIES`

Values which may be returned in the `denormBehaviorIndependence` and `roundingModeIndependence` fields of `VkPhysicalDeviceFloatControlsProperties` are:

```c
// Provided by VK_VERSION_1_2
typedef enum VkShaderFloatControlsIndependence {
    VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_32_BIT_ONLY = 0,
    VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_ALL = 1,
    VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_NONE = 2,
} VkShaderFloatControlsIndependence;
```

- `VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_32_BIT_ONLY` specifies that shader float controls for 32-bit floating point can be set independently; other bit widths must be set identically to each other.
- `VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_ALL` specifies that shader float controls for all bit widths can be set independently.
- `VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_NONE` specifies that shader float controls for all bit widths must be set identically.

The `VkPhysicalDeviceDiscardRectanglePropertiesEXT` structure is defined as:

```c
// Provided by VK_EXT_discard_rectangles
typedef struct VkPhysicalDeviceDiscardRectanglePropertiesEXT {
    VkStructureType sType;
    void* pNext;
    uint32_t maxDiscardRectangles;
} VkPhysicalDeviceDiscardRectanglePropertiesEXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `maxDiscardRectangles` is the maximum number of active discard rectangles that can be specified.

If the `VkPhysicalDeviceDiscardRectanglePropertiesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.
The `VkPhysicalDeviceSampleLocationsPropertiesEXT` structure is defined as:

```c
// Provided by VK_EXT_sample_locations
typedef struct VkPhysicalDeviceSampleLocationsPropertiesEXT {
    VkStructureType sType;
    void* pNext;
    VkSampleCountFlags sampleLocationSampleCounts;
    VkExtent2D maxSampleLocationGridSize;
    float sampleLocationCoordinateRange[2];
    uint32_t sampleLocationSubPixelBits;
    VkBool32 variableSampleLocations;
} VkPhysicalDeviceSampleLocationsPropertiesEXT;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **sampleLocationSampleCounts** is a bitmask of `VkSampleCountFlagBits` indicating the sample counts supporting custom sample locations.
- **maxSampleLocationGridSize** is the maximum size of the pixel grid in which sample locations can vary that is supported for all sample counts in `sampleLocationSampleCounts`.
- **sampleLocationCoordinateRange[2]** is the range of supported sample location coordinates.
- **sampleLocationSubPixelBits** is the number of bits of subpixel precision for sample locations.
- **variableSampleLocations** specifies whether the sample locations used by all pipelines that will be bound to a command buffer during a subpass must match. If set to `VK_TRUE`, the implementation supports variable sample locations in a subpass. If set to `VK_FALSE`, then the sample locations must stay constant in each subpass.

If the `VkPhysicalDeviceSampleLocationsPropertiesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

The `VkPhysicalDeviceExternalMemoryHostPropertiesEXT` structure is defined as:
// Provided by VK_EXT_external_memory_host
typedef struct VkPhysicalDeviceExternalMemoryHostPropertiesEXT {
    VkStructureType sType;
    void* pNext;
    VkDeviceSize minImportedHostPointerAlignment;
} VkPhysicalDeviceExternalMemoryHostPropertiesEXT;

• **sType** is a *VkStructureType* value identifying this structure.
• **pNext** is **NULL** or a pointer to a structure extending this structure.
• **minImportedHostPointerAlignment** is the minimum **required** alignment, in bytes, for the base address and size of host pointers that **can** be imported to a Vulkan memory object. The value **must** be a power of two.

If the *VkPhysicalDeviceExternalMemoryHostPropertiesEXT* structure is included in the **pNext** chain of the *VkPhysicalDeviceProperties2* structure passed to vkGetPhysicalDeviceProperties2, it is filled in with each corresponding implementation-dependent property.

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Valid Usage (Implicit)

• VUID-VkPhysicalDeviceExternalMemoryHostPropertiesEXT-sType-sType
  
  **sType** **must** be *VK_STRUCTURE_TYPE_PHYSICAL DEVICE_EXTERNAL_MEMORY HOST PROPERTIES_EXT*

The **VkPhysicalDevicePointClippingProperties** structure is defined as:

// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDevicePointClippingProperties {
    VkStructureType sType;
    void* pNext;
    VkPointClippingBehavior pointClippingBehavior;
} VkPhysicalDevicePointClippingProperties;

• **sType** is a *VkStructureType* value identifying this structure.
• **pNext** is **NULL** or a pointer to a structure extending this structure.
• **pointClippingBehavior** is a *VkPointClippingBehavior* value specifying the point clipping behavior supported by the implementation.

If the **VkPhysicalDevicePointClippingProperties** structure is included in the **pNext** chain of the *VkPhysicalDeviceProperties2* structure passed to vkGetPhysicalDeviceProperties2, it is filled in with each corresponding implementation-dependent property.

---

Valid Usage (Implicit)

• VUID-VkPhysicalDevicePointClippingProperties-sType-sType
  
  **sType** **must** be *VK_STRUCTURE_TYPE_PHYSICAL DEVICE POINT CLIPPING PROPERTIES*
The `VkPhysicalDeviceSubgroupProperties` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceSubgroupProperties {
    VkStructureType sType;
    void* pNext;
    uint32_t subgroupSize;
    VkShaderStageFlags supportedStages;
    VkSubgroupFeatureFlags supportedOperations;
    VkBool32 quadOperationsInAllStages;
} VkPhysicalDeviceSubgroupProperties;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `subgroupSize` is the default number of invocations in each subgroup. `subgroupSize` is at least 1 if any of the physical device’s queues support `VK_QUEUE_GRAPHICS_BIT` or `VK_QUEUE_COMPUTE_BIT`. `subgroupSize` is a power-of-two.
- `supportedStages` is a bitfield of `VkShaderStageFlagBits` describing the shader stages that group operations with subgroup scope are supported in. `supportedStages` will have the `VK_SHADER_STAGE_COMPUTE_BIT` bit set if any of the physical device’s queues support `VK_QUEUE_COMPUTE_BIT`.
- `supportedOperations` is a bitmask of `VkSubgroupFeatureFlagBits` specifying the sets of group operations with subgroup scope supported on this device. `supportedOperations` will have the `VK_SUBGROUP_FEATURE_BASIC_BIT` bit set if any of the physical device’s queues support `VK_QUEUE_GRAPHICS_BIT` or `VK_QUEUE_COMPUTE_BIT`.
- `quadOperationsInAllStages` is a boolean specifying whether quad group operations are available in all stages, or are restricted to fragment and compute stages.

If the `VkPhysicalDeviceSubgroupProperties` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

If `supportedOperations` includes `VK_SUBGROUP_FEATURE_QUAD_BIT`, `subgroupSize` must be greater than or equal to 4.

### Valid Usage (Implicit)

- `VUID-VkPhysicalDeviceSubgroupProperties-sType-sType`
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SUBGROUP_PROPERTIES`.

Bits which can be set in `VkPhysicalDeviceSubgroupProperties::supportedOperations` and `VkPhysicalDeviceVulkan11Properties::subgroupSupportedOperations` to specify supported group operations with subgroup scope are:
typedef enum VkSubgroupFeatureFlagBits {
    VK_SUBGROUP_FEATURE_BASIC_BIT = 0x00000001,
    VK_SUBGROUP_FEATURE_VOTE_BIT = 0x00000002,
    VK_SUBGROUP_FEATURE_ARITHMETIC_BIT = 0x00000004,
    VK_SUBGROUP_FEATURE_BALLOT_BIT = 0x00000008,
    VK_SUBGROUP_FEATURE_SHUFFLE_BIT = 0x00000010,
    VK_SUBGROUP_FEATURE_SHUFFLE_RELATIVE_BIT = 0x00000020,
    VK_SUBGROUP_FEATURE_CLUSTERED_BIT = 0x00000040,
    VK_SUBGROUP_FEATURE_QUAD_BIT = 0x00000080,
} VkSubgroupFeatureFlagBits;

• VK_SUBGROUP_FEATURE_BASIC_BIT specifies the device will accept SPIR-V shader modules containing the GroupNonUniform capability.
• VK_SUBGROUP_FEATURE_VOTE_BIT specifies the device will accept SPIR-V shader modules containing the GroupNonUniformVote capability.
• VK_SUBGROUP_FEATURE_ARITHMETIC_BIT specifies the device will accept SPIR-V shader modules containing the GroupNonUniformArithmetic capability.
• VK_SUBGROUP_FEATURE_BALLOT_BIT specifies the device will accept SPIR-V shader modules containing the GroupNonUniformBallot capability.
• VK_SUBGROUP_FEATURE_SHUFFLE_BIT specifies the device will accept SPIR-V shader modules containing the GroupNonUniformShuffle capability.
• VK_SUBGROUP_FEATURE_SHUFFLE_RELATIVE_BIT specifies the device will accept SPIR-V shader modules containing the GroupNonUniformShuffleRelative capability.
• VK_SUBGROUP_FEATURE_CLUSTERED_BIT specifies the device will accept SPIR-V shader modules containing the GroupNonUniformClustered capability.
• VK_SUBGROUP_FEATURE_QUAD_BIT specifies the device will accept SPIR-V shader modules containing the GroupNonUniformQuad capability.

typedef VkFlags VkSubgroupFeatureFlags;

VkSubgroupFeatureFlags is a bitmask type for setting a mask of zero or more VkSubgroupFeatureFlagBits.

The VkPhysicalDeviceSubgroupSizeControlProperties structure is defined as:
The `VkPhysicalDeviceSubgroupSizeControlProperties` structure is defined as:

```c
typedef struct VkPhysicalDeviceSubgroupSizeControlProperties {
    VkStructureType sType;
    void* pNext;
    uint32_t minSubgroupSize;
    uint32_t maxSubgroupSize;
    uint32_t maxComputeWorkgroupSubgroups;
    VkShaderStageFlags requiredSubgroupSizeStages;
} VkPhysicalDeviceSubgroupSizeControlProperties;
```

or the equivalent

```c
// Provided by VK_EXT_subgroup_size_control
typedef VkPhysicalDeviceSubgroupSizeControlProperties
VkPhysicalDeviceSubgroupSizeControlPropertiesEXT;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.

- **minSubgroupSize** is the minimum subgroup size supported by this device. `minSubgroupSize` is at least one if any of the physical device’s queues support `VK_QUEUE_GRAPHICS_BIT` or `VK_QUEUE_COMPUTE_BIT`. `minSubgroupSize` is a power-of-two. `minSubgroupSize` is less than or equal to `maxSubgroupSize`. `minSubgroupSize` is less than or equal to `subgroupSize`.

- **maxSubgroupSize** is the maximum subgroup size supported by this device. `maxSubgroupSize` is at least one if any of the physical device’s queues support `VK_QUEUE_GRAPHICS_BIT` or `VK_QUEUE_COMPUTE_BIT`. `maxSubgroupSize` is a power-of-two. `maxSubgroupSize` is greater than or equal to `minSubgroupSize`. `maxSubgroupSize` is greater than or equal to `subgroupSize`.

- **maxComputeWorkgroupSubgroups** is the maximum number of subgroups supported by the implementation within a workgroup.

- **requiredSubgroupSizeStages** is a bitfield of what shader stages support having a required subgroup size specified.

If the `VkPhysicalDeviceSubgroupSizeControlProperties` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

If `VkPhysicalDeviceSubgroupProperties::supportedOperations includes VK_SUBGROUP_FEATURE_QUAD_BIT`, `minSubgroupSize must be greater than or equal to 4.

### Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceSubgroupSizeControlProperties-sType-sType**
  
  `sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SUBGROUP_SIZE_CONTROL_PROPERTIES`

The `VkPhysicalDeviceBlendOperationAdvancedPropertiesEXT` structure is defined as:
```c
typedef struct VkPhysicalDeviceBlendOperationAdvancedPropertiesEXT {
    VkStructureType sType;
    void* pNext;
    uint32_t advancedBlendMaxColorAttachments;
   VkBool32 advancedBlendIndependentBlend;
   VkBool32 advancedBlendNonPremultipliedSrcColor;
    VkBool32 advancedBlendNonPremultipliedDstColor;
    VkBool32 advancedBlendCorrelatedOverlap;
    VkBool32 advancedBlendAllOperations;
} VkPhysicalDeviceBlendOperationAdvancedPropertiesEXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `advancedBlendMaxColorAttachments` is one greater than the highest color attachment index that can be used in a subpass, for a pipeline that uses an advanced blend operation.
- `advancedBlendIndependentBlend` specifies whether advanced blend operations can vary per-attachment.
- `advancedBlendNonPremultipliedSrcColor` specifies whether the source color can be treated as non-premultiplied. If this is `VK_FALSE`, then `VkPipelineColorBlendAdvancedStateCreateInfoEXT::srcPremultiplied` must be `VK_TRUE`.
- `advancedBlendNonPremultipliedDstColor` specifies whether the destination color can be treated as non-premultiplied. If this is `VK_FALSE`, then `VkPipelineColorBlendAdvancedStateCreateInfoEXT::dstPremultiplied` must be `VK_TRUE`.
- `advancedBlendCorrelatedOverlap` specifies whether the overlap mode can be treated as correlated. If this is `VK_FALSE`, then `VkPipelineColorBlendAdvancedStateCreateInfoEXT::blendOverlap` must be `VK_BLEND_OVERLAP_UNCORRELATED_EXT`.
- `advancedBlendAllOperations` specifies whether all advanced blend operation enums are supported. See the valid usage of `VkPipelineColorBlendAttachmentState`.

If the `VkPhysicalDeviceBlendOperationAdvancedPropertiesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

### Valid Usage (Implicit)

- `VUID-VkPhysicalDeviceBlendOperationAdvancedPropertiesEXT-sType-sType` `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_BLEND_OPERATION_ADVANCED_PROPERTIES_EXT`.

The `VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR` structure is defined as:
typedef struct VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    uint32_t maxVertexAttribDivisor;
    VkBool32 supportsNonZeroFirstInstance;
} VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR;

• **sType** is a **VkStructureType** value identifying this structure.
• **pNext** is **NULL** or a pointer to a structure extending this structure.
• **maxVertexAttribDivisor** is the maximum value of the number of instances that will repeat the value of vertex attribute data when instanced rendering is enabled.
• **supportsNonZeroFirstInstance** specifies whether a non-zero value for the **firstInstance** parameter of drawing commands is supported when **VkVertexInputBindingDivisorDescriptionKHR::divisor** is not 1.

If the **VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR** structure is included in the **pNext** chain of the **VkPhysicalDeviceProperties2** structure passed to **vkGetPhysicalDeviceProperties2**, it is filled in with each corresponding implementation-dependent property.

**Valid Usage (Implicit)**

• VUID-VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR-sType-sType **sType** must be **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VERTEX_ATTRIBUTE_DIVISOR_PROPERTIES_KHR**.

The **VkPhysicalDeviceSamplerFilterMinmaxProperties** structure is defined as:

typedef struct VkPhysicalDeviceSamplerFilterMinmaxProperties {
    VkStructureType sType;
    void* pNext;
    VkBool32 filterMinmaxSingleComponentFormats;
    VkBool32 filterMinmaxImageComponentMapping;
} VkPhysicalDeviceSamplerFilterMinmaxProperties;

• **sType** is a **VkStructureType** value identifying this structure.
• **pNext** is **NULL** or a pointer to a structure extending this structure.
• **filterMinmaxSingleComponentFormats** is a boolean value indicating whether a minimum set of required formats support min/max filtering.
• **filterMinmaxImageComponentMapping** is a boolean value indicating whether the implementation supports non-identity component mapping of the image when doing min/max filtering.
If the `VkPhysicalDeviceSamplerFilterMinmaxProperties` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

If `filterMinmaxSingleComponentFormats` is `VK_TRUE`, the following formats must support the `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT` feature with `VK_IMAGE_TILING_OPTIMAL`, if they support `VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT`:

- `VK_FORMAT_R8_UNORM`
- `VK_FORMAT_R8_SNORM`
- `VK_FORMAT_R16_UNORM`
- `VK_FORMAT_R16_SNORM`
- `VK_FORMAT_R16_SFLOAT`
- `VK_FORMAT_R32_SFLOAT`
- `VK_FORMAT_D16_UNORM`
- `VK_FORMAT_X8_D24_UNORM_PACK32`
- `VK_FORMAT_D32_SFLOAT`
- `VK_FORMAT_D16_UNORM_S8_UINT`
- `VK_FORMAT_D24_UNORM_S8_UINT`
- `VK_FORMAT_D32_SFLOAT_S8_UINT`

If the format is a depth/stencil format, this bit only specifies that the depth aspect (not the stencil aspect) of an image of this format supports min/max filtering, and that min/max filtering of the depth aspect is supported when depth compare is disabled in the sampler.

If `filterMinmaxImageComponentMapping` is `VK_FALSE` the component mapping of the image view used with min/max filtering must have been created with the `r` component set to the identity swizzle. Only the `r` component of the sampled image value is defined and the other component values are undefined. If `filterMinmaxImageComponentMapping` is `VK_TRUE` this restriction does not apply and image component mapping works as normal.

---

**Valid Usage (Implicit)**

- VUID-VkPhysicalDeviceSamplerFilterMinmaxProperties-sType-sType
  
  * `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SAMPLER_FILTER_MINMAX_PROPERTIES`

---

The `VkPhysicalDeviceProtectedMemoryProperties` structure is defined as:
typedef struct VkPhysicalDeviceProtectedMemoryProperties {
    VkStructureType sType;
    void* pNext;
    VkBool32 protectedNoFault;
} VkPhysicalDeviceProtectedMemoryProperties;

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `protectedNoFault` specifies how an implementation behaves when an application attempts to write to unprotected memory in a protected queue operation, read from protected memory in an unprotected queue operation, or perform a query in a protected queue operation. If this limit is `VK_TRUE`, such writes will be discarded or have undefined values written, reads and queries will return undefined values. If this limit is `VK_FALSE`, applications must not perform these operations. See Protected Memory Access Rules for more information.

If the `VkPhysicalDeviceProtectedMemoryProperties` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceProtectedMemoryProperties-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PROTECTED_MEMORY_PROPERTIES`

The `VkPhysicalDeviceMaintenance3Properties` structure is defined as:

typedef struct VkPhysicalDeviceMaintenance3Properties {
    VkStructureType sType;
    void* pNext;
    uint32_t maxPerSetDescriptors;
    VkDeviceSize maxMemoryAllocationSize;
} VkPhysicalDeviceMaintenance3Properties;

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `maxPerSetDescriptors` is a maximum number of descriptors (summed over all descriptor types) in a single descriptor set that is guaranteed to satisfy any implementation-dependent constraints on the size of a descriptor set itself. Applications can query whether a descriptor set that goes beyond this limit is supported using `vkGetDescriptorSetLayoutSupport`.
- `maxMemoryAllocationSize` is the maximum size of a memory allocation that can be created, even if there is more space available in the heap.
If the `VkPhysicalDeviceMaintenance3Properties` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

**Valid Usage (Implicit)**

- VUID-VkPhysicalDeviceMaintenance3Properties-sType-sType
  - `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_3_PROPERTIES`

The `VkPhysicalDeviceDescriptorIndexingProperties` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceDescriptorIndexingProperties {
    VkStructureType sType;
    void* pNext;
    uint32_t maxUpdateAfterBindDescriptorsInAllPools;
    VkBool32 shaderUniformBufferArrayNonUniformIndexingNative;
    VkBool32 shaderSampledImageArrayNonUniformIndexingNative;
    VkBool32 shaderStorageBufferArrayNonUniformIndexingNative;
    VkBool32 shaderStorageImageArrayNonUniformIndexingNative;
    VkBool32 shaderInputAttachmentArrayNonUniformIndexingNative;
    VkBool32 robustBufferAccessUpdateAfterBind;
    VkBool32 quadDivergentImplicitLod;
    uint32_t maxPerStageDescriptorUpdateAfterBindSamplers;
    uint32_t maxPerStageDescriptorUpdateAfterBindUniformBuffers;
    uint32_t maxPerStageDescriptorUpdateAfterBindStorageBuffers;
    uint32_t maxPerStageDescriptorUpdateAfterBindSampledImages;
    uint32_t maxPerStageDescriptorUpdateAfterBindStorageImages;
    uint32_t maxPerStageDescriptorUpdateAfterBindInputAttachments;
    uint32_t maxPerStageUpdateAfterBindResources;
    uint32_t maxDescriptorSetUpdateAfterBindSamplers;
    uint32_t maxDescriptorSetUpdateAfterBindUniformBuffers;
    uint32_t maxDescriptorSetUpdateAfterBindUniformBuffersDynamic;
    uint32_t maxDescriptorSetUpdateAfterBindStorageBuffers;
    uint32_t maxDescriptorSetUpdateAfterBindStorageBuffersDynamic;
    uint32_t maxDescriptorSetUpdateAfterBindSampledImages;
    uint32_t maxDescriptorSetUpdateAfterBindStorageImages;
    uint32_t maxDescriptorSetUpdateAfterBindInputAttachments;
} VkPhysicalDeviceDescriptorIndexingProperties;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `maxUpdateAfterBindDescriptorsInAllPools` is the maximum number of descriptors (summed over all descriptor types) that can be created across all pools that are created with the `VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT` bit set. Pool creation may fail when this limit is exceeded, or when the space this limit represents is unable to satisfy a pool creation due to fragmentation.
• **shaderUniformBufferArrayNonUniformIndexingNative** is a boolean value indicating whether uniform buffer descriptors natively support nonuniform indexing. If this is VK_FALSE, then a single dynamic instance of an instruction that nonuniformly indexes an array of uniform buffers may execute multiple times in order to access all the descriptors.

• **shaderSampledImageArrayNonUniformIndexingNative** is a boolean value indicating whether sampler and image descriptors natively support nonuniform indexing. If this is VK_FALSE, then a single dynamic instance of an instruction that nonuniformly indexes an array of samplers or images may execute multiple times in order to access all the descriptors.

• **shaderStorageBufferArrayNonUniformIndexingNative** is a boolean value indicating whether storage buffer descriptors natively support nonuniform indexing. If this is VK_FALSE, then a single dynamic instance of an instruction that nonuniformly indexes an array of storage buffers may execute multiple times in order to access all the descriptors.

• **shaderStorageImageArrayNonUniformIndexingNative** is a boolean value indicating whether storage image descriptors natively support nonuniform indexing. If this is VK_FALSE, then a single dynamic instance of an instruction that nonuniformly indexes an array of storage images may execute multiple times in order to access all the descriptors.

• **shaderInputAttachmentArrayNonUniformIndexingNative** is a boolean value indicating whether input attachment descriptors natively support nonuniform indexing. If this is VK_FALSE, then a single dynamic instance of an instruction that nonuniformly indexes an array of input attachments may execute multiple times in order to access all the descriptors.

• **robustBufferAccessUpdateAfterBind** is a boolean value indicating whether robustBufferAccess can be enabled on a device simultaneously with descriptorBindingUniformBufferUpdateAfterBind, descriptorBindingStorageBufferUpdateAfterBind, descriptorBindingUniformTexelBufferUpdateAfterBind, and/or descriptorBindingStorageTexelBufferUpdateAfterBind. If this is VK_FALSE, then either robustBufferAccess must be disabled or all of these update-after-bind features must be disabled.

• **quadDivergentImplicitLod** is a boolean value indicating whether implicit LOD calculations for image operations have well-defined results when the image and/or sampler objects used for the instruction are not uniform within a quad. See Derivative Image Operations.

• **maxPerStageDescriptorUpdateAfterBindSamplers** is similar to maxPerStageDescriptorSamplers but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

• **maxPerStageDescriptorUpdateAfterBindUniformBuffers** is similar to maxPerStageDescriptorUniformBuffers but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

• **maxPerStageDescriptorUpdateAfterBindStorageBuffers** is similar to maxPerStageDescriptorStorageBuffers but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

• **maxPerStageDescriptorUpdateAfterBindSampledImages** is similar to maxPerStageDescriptorSampledImages but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

• **maxPerStageDescriptorUpdateAfterBindStorageImages** is similar to maxPerStageDescriptorStorageImages but counts descriptors from descriptor sets created with or
without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

- **maxPerStageDescriptorUpdateAfterBindInputAttachments** is similar to **maxPerStageDescriptorInputAttachments** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

- **maxPerStageUpdateAfterBindResources** is similar to **maxPerStageResources** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

- **maxDescriptorSetUpdateAfterBindSamplers** is similar to **maxDescriptorSetSamplers** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

- **maxDescriptorSetUpdateAfterBindUniformBuffers** is similar to **maxDescriptorSetUniformBuffers** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

- **maxDescriptorSetUpdateAfterBindUniformBuffersDynamic** is similar to **maxDescriptorSetUniformBuffersDynamic** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set. While an application **can** allocate dynamic uniform buffer descriptors from a pool created with the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT, bindings for these descriptors **must** not be present in any descriptor set layout that includes bindings created with VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT.

- **maxDescriptorSetUpdateAfterBindStorageBuffers** is similar to **maxDescriptorSetStorageBuffers** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

- **maxDescriptorSetUpdateAfterBindStorageBuffersDynamic** is similar to **maxDescriptorSetStorageBuffersDynamic** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set. While an application **can** allocate dynamic storage buffer descriptors from a pool created with the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT, bindings for these descriptors **must** not be present in any descriptor set layout that includes bindings created with VK_DESCRIPTOR_BINDING_UPDATE_AFTER_BIND_BIT.

- **maxDescriptorSetUpdateAfterBindSampledImages** is similar to **maxDescriptorSetSampledImages** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

- **maxDescriptorSetUpdateAfterBindStorageImages** is similar to **maxDescriptorSetStorageImages** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

- **maxDescriptorSetUpdateAfterBindInputAttachments** is similar to **maxDescriptorSetInputAttachments** but counts descriptors from descriptor sets created with or without the VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT bit set.

If the VkPhysicalDeviceDescriptorIndexingProperties structure is included in the pNext chain of the VkPhysicalDeviceProperties2 structure passed to vkGetPhysicalDeviceProperties2, it is filled in with each corresponding implementation-dependent property.
Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceDescriptorIndexingProperties-sType-sType**  
  *sType* must be **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DESCRIPTOR_INDEXING_PROPERTIES**

The *VkPhysicalDeviceConservativeRasterizationPropertiesEXT* structure is defined as:

```c
// Provided by VK_EXT_conservative_rasterization
typedef struct VkPhysicalDeviceConservativeRasterizationPropertiesEXT {
    VkStructureType sType;
    void* pNext;
    float primitiveOverestimationSize;
    float maxExtraPrimitiveOverestimationSize;
    float extraPrimitiveOverestimationSizeGranularity;
    VkBool32 primitiveUnderestimation;
    VkBool32 conservativePointAndLineRasterization;
    VkBool32 degenerateTrianglesRasterized;
    VkBool32 degenerateLinesRasterized;
    VkBool32 fullyCoveredFragmentShaderInputVariable;
    VkBool32 conservativeRasterizationPostDepthCoverage;
} VkPhysicalDeviceConservativeRasterizationPropertiesEXT;
```

- **sType** is a *VkStructureType* value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **primitiveOverestimationSize** is the size in pixels the generating primitive is increased at each of its edges during conservative rasterization overestimation mode. Even with a size of 0.0, conservative rasterization overestimation rules still apply and if any part of the pixel rectangle is covered by the generating primitive, fragments are generated for the entire pixel. However implementations may make the pixel coverage area even more conservative by increasing the size of the generating primitive.
- **maxExtraPrimitiveOverestimationSize** is the maximum size in pixels of extra overestimation the implementation supports in the pipeline state. A value of 0.0 means the implementation does not support any additional overestimation of the generating primitive during conservative rasterization. A value above 0.0 allows the application to further increase the size of the generating primitive during conservative rasterization overestimation.
- **extraPrimitiveOverestimationSizeGranularity** is the granularity of extra overestimation that can be specified in the pipeline state between 0.0 and *maxExtraPrimitiveOverestimationSize* inclusive. A value of 0.0 means the implementation can use the smallest representable non-zero value in the screen space pixel fixed-point grid.
- **primitiveUnderestimation** is **VK_TRUE** if the implementation supports the **VK_CONSERVATIVE_RASTERIZATION_MODE_UNDERESTIMATE_EXT** conservative rasterization mode in addition to **VK_CONSERVATIVE_RASTERIZATION_MODE_OVERESTIMATE_EXT**. Otherwise the implementation only supports **VK_CONSERVATIVE_RASTERIZATION_MODE_OVERESTIMATE_EXT**.
- **conservativePointAndLineRasterization** is **VK_TRUE** if the implementation supports conservative
rasterization of point and line primitives as well as triangle primitives. Otherwise the implementation only supports triangle primitives.

- `degenerateTrianglesRasterized` is `VK_FALSE` if the implementation culls primitives generated from triangles that become zero area after they are quantized to the fixed-point rasterization pixel grid. `degenerateTrianglesRasterized` is `VK_TRUE` if these primitives are not culled and the provoking vertex attributes and depth value are used for the fragments. The primitive area calculation is done on the primitive generated from the clipped triangle if applicable. Zero area primitives are backfacing and the application can enable backface culling if desired.

- `degenerateLinesRasterized` is `VK_FALSE` if the implementation culls lines that become zero length after they are quantized to the fixed-point rasterization pixel grid. `degenerateLinesRasterized` is `VK_TRUE` if zero length lines are not culled and the provoking vertex attributes and depth value are used for the fragments.

- `fullyCoveredFragmentShaderInputVariable` is `VK_TRUE` if the implementation supports the SPIR-V built-in fragment shader input variable `FullyCoveredEXT` specifying that conservative rasterization is enabled and the fragment area is fully covered by the generating primitive.

- `conservativeRasterizationPostDepthCoverage` is `VK_TRUE` if the implementation supports conservative rasterization with the `PostDepthCoverage` execution mode enabled. Otherwise the `PostDepthCoverage` execution mode must not be used when conservative rasterization is enabled.

If the `VkPhysicalDeviceConservativeRasterizationPropertiesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

**Valid Usage (Implicit)**

- `VUID-VkPhysicalDeviceConservativeRasterizationPropertiesEXT-sType-sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_CONSERVATIVE_RASTERIZATION_PROPERTIES_EXT`

The `VkPhysicalDeviceDepthStencilResolveProperties` structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceDepthStencilResolveProperties {
    VkStructureType sType;
    void* pNext;
    VkResolveModeFlags supportedDepthResolveModes;
    VkResolveModeFlags supportedStencilResolveModes;
    VkBool32 independentResolveNone;
    VkBool32 independentResolve;
} VkPhysicalDeviceDepthStencilResolveProperties;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
• `supportedDepthResolveModes` is a bitmask of `VkResolveModeFlagBits` indicating the set of supported depth resolve modes. A value of `VK_RESOLVE_MODE_NONE` indicates that depth resolve operations are disallowed [SCID-8]. If any bits are set then `VK_RESOLVE_MODE_SAMPLE_ZERO_BIT` must be included in the set but implementations may support additional modes.

• `supportedStencilResolveModes` is a bitmask of `VkResolveModeFlagBits` indicating the set of supported stencil resolve modes. A value of `VK_RESOLVE_MODE_NONE` indicates that stencil resolve operations are disallowed [SCID-8]. If any bits are set then `VK_RESOLVE_MODE_SAMPLE_ZERO_BIT` must be included in the set but implementations may support additional modes. `VK_RESOLVE_MODE_AVERAGE_BIT` must not be included in the set.

• `independentResolveNone` is `VK_TRUE` if the implementation supports setting the depth and stencil resolve modes to different values when one of those modes is `VK_RESOLVE_MODE_NONE`. Otherwise the implementation only supports setting both modes to the same value.

• `independentResolve` is `VK_TRUE` if the implementation supports all combinations of the supported depth and stencil resolve modes, including setting either depth or stencil resolve mode to `VK_RESOLVE_MODE_NONE`. An implementation that supports `independentResolve` must also support `independentResolveNone`.

If the `VkPhysicalDeviceDepthStencilResolveProperties` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

**Valid Usage (Implicit)**

- VUID-VkPhysicalDeviceDepthStencilResolveProperties-sType-sType
  sType must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DEPTH_STENCIL_RESOLVE_PROPERTIES`

The `VkPhysicalDevicePerformanceQueryPropertiesKHR` structure is defined as:

```c
// Provided by VK_KHR_performance_query
typedef struct VkPhysicalDevicePerformanceQueryPropertiesKHR {
    VkStructureType sType;
    void* pNext;
    VkBool32 allowCommandBufferQueryCopies;
} VkPhysicalDevicePerformanceQueryPropertiesKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `allowCommandBufferQueryCopies` is `VK_TRUE` if the performance query pools are allowed to be used with `vkCmdCopyQueryPoolResults`.

If the `VkPhysicalDevicePerformanceQueryPropertiesKHR` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.
Valid Usage (Implicit)

- VUID-VkPhysicalDevicePerformanceQueryPropertiesKHR-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PERFORMANCE_QUERY_PROPERTIES_KHR`.

The `VkPhysicalDeviceTexelBufferAlignmentProperties` structure is defined as:

```c
typedef struct VkPhysicalDeviceTexelBufferAlignmentProperties {
    VkStructureType sType;
    void* pNext;
    VkDeviceSize storageTexelBufferOffsetAlignmentBytes;
    VkBool32 storageTexelBufferOffsetSingleTexelAlignment;
    VkDeviceSize uniformTexelBufferOffsetAlignmentBytes;
    VkBool32 uniformTexelBufferOffsetSingleTexelAlignment;
} VkPhysicalDeviceTexelBufferAlignmentProperties;
```

or the equivalent

```c
// Provided by VK_EXT_texel_buffer_alignment
typedef VkPhysicalDeviceTexelBufferAlignmentProperties
    VkPhysicalDeviceTexelBufferAlignmentPropertiesEXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `storageTexelBufferOffsetAlignmentBytes` is a byte alignment that is sufficient for a storage texel buffer of any format. The value must be a power of two.
- `storageTexelBufferOffsetSingleTexelAlignment` indicates whether single texel alignment is sufficient for a storage texel buffer of any format.
- `uniformTexelBufferOffsetAlignmentBytes` is a byte alignment that is sufficient for a uniform texel buffer of any format. The value must be a power of two.
- `uniformTexelBufferOffsetSingleTexelAlignment` indicates whether single texel alignment is sufficient for a uniform texel buffer of any format.

If the `VkPhysicalDeviceTexelBufferAlignmentProperties` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

If the single texel alignment property is `VK_FALSE`, then the buffer view's offset must be aligned to the corresponding byte alignment value. If the single texel alignment property is `VK_TRUE`, then the buffer view's offset must be aligned to the lesser of the corresponding byte alignment value or the size of a single texel, based on `VkBufferViewCreateInfo::format`. If the size of a single texel is a multiple of three bytes, then the size of a single component of the format is used instead.

These limits must not advertise a larger alignment than the required maximum minimum value of
**VkPhysicalDeviceLimits::minTexelBufferOffsetAlignment**, for any format that supports use as a texel buffer.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceTexelBufferAlignmentProperties-sType-sType  
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TEXEL_BUFFER_ALIGNMENT_PROPERTIES

The **VkPhysicalDeviceTimelineSemaphoreProperties** structure is defined as:

```c
// Provided by VK_VERSION_1_2
typedef struct VkPhysicalDeviceTimelineSemaphoreProperties {
    VkStructureType  sType;  
    void*            pNext;  
    uint64_t         maxTimelineSemaphoreValueDifference;
} VkPhysicalDeviceTimelineSemaphoreProperties;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **maxTimelineSemaphoreValueDifference** indicates the maximum difference allowed by the implementation between the current value of a timeline semaphore and any pending signal or wait operations.

If the **VkPhysicalDeviceTimelineSemaphoreProperties** structure is included in the pNext chain of the **VkPhysicalDeviceProperties2** structure passed to vkGetPhysicalDeviceProperties2, it is filled in with each corresponding implementation-dependent property.

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceTimelineSemaphoreProperties-sType-sType  
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TIMELINE_SEMAPHORE_PROPERTIES

The **VkPhysicalDeviceLineRasterizationPropertiesKHR** structure is defined as:

```c
// Provided by VK_KHR_line_rasterization
typedef struct VkPhysicalDeviceLineRasterizationPropertiesKHR {
    VkStructureType  sType;  
    void*            pNext;  
    uint32_t         lineSubPixelPrecisionBits;
} VkPhysicalDeviceLineRasterizationPropertiesKHR;
```

or the equivalent
typedef VkPhysicalDeviceLineRasterizationPropertiesKHR
VkPhysicalDeviceLineRasterizationPropertiesEXT;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• lineSubPixelPrecisionBits is the number of bits of subpixel precision in framebuffer coordinates \( x_f \) and \( y_f \) when rasterizing line segments.

If the VkPhysicalDeviceLineRasterizationPropertiesKHR structure is included in the pNext chain of the VkPhysicalDeviceProperties2 structure passed to vkGetPhysicalDeviceProperties2, it is filled in with each corresponding implementation-dependent property.

Valid Usage (Implicit)

• VUID-VkPhysicalDeviceLineRasterizationPropertiesKHR-sType-sType

The VkPhysicalDeviceRobustness2PropertiesEXT structure is defined as:

// Provided by VK_EXT_robustness2
typedef struct VkPhysicalDeviceRobustness2PropertiesEXT {
  VkStructureType sType;
  void* pNext;
  VkDeviceSize robustStorageBufferAccessSizeAlignment;
  VkDeviceSize robustUniformBufferAccessSizeAlignment;
} VkPhysicalDeviceRobustness2PropertiesEXT;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• robustStorageBufferAccessSizeAlignment is the number of bytes that the range of a storage buffer descriptor is rounded up to when used for bounds-checking when the robustBufferAccess2 feature is enabled. This value must be either 1 or 4.
• robustUniformBufferAccessSizeAlignment is the number of bytes that the range of a uniform buffer descriptor is rounded up to when used for bounds-checking when the robustBufferAccess2 feature is enabled. This value must be a power of two in the range [1, 256].

If the VkPhysicalDeviceRobustness2PropertiesEXT structure is included in the pNext chain of the VkPhysicalDeviceProperties2 structure passed to vkGetPhysicalDeviceProperties2, it is filled in with each corresponding implementation-dependent property.

Valid Usage (Implicit)

• VUID-VkPhysicalDeviceRobustness2PropertiesEXT-sType-sType
The `VkPhysicalDeviceFragmentShadingRatePropertiesKHR` structure is defined as:

```c
// Provided by VK_KHR_fragment_shading_rate
typedef struct VkPhysicalDeviceFragmentShadingRatePropertiesKHR {
    VkStructureType sType;
    void* pNext;
    VkExtent2D minFragmentShadingRateAttachmentTexelSize;
    VkExtent2D maxFragmentShadingRateAttachmentTexelSize;
    uint32_t maxFragmentShadingRateAttachmentTexelSizeAspectRatio;
    VkBool32 primitiveFragmentShadingRateWithMultipleViewports;
    VkBool32 layeredShadingRateAttachments;
    VkBool32 fragmentShadingRateNonTrivialCombinerOps;
    VkExtent2D maxFragmentSize;
    uint32_t maxFragmentSizeAspectRatio;
    uint32_t maxFragmentShadingRateCoverageSamples;
    VkSampleCountFlagBits maxFragmentShadingRateRasterizationSamples;
    VkBool32 fragmentShadingRateWithShaderDepthStencilWrites;
    VkBool32 fragmentShadingRateWithSampleMask;
    VkBool32 fragmentShadingRateWithShaderSampleMask;
    VkBool32 fragmentShadingRateWithConservativeRasterization;
    VkBool32 fragmentShadingRateWithFragmentShaderInterlock;
    VkBool32 fragmentShadingRateWithCustomSampleLocations;
    VkBool32 fragmentShadingRateStrictMultiplyCombiner;
} VkPhysicalDeviceFragmentShadingRatePropertiesKHR;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `minFragmentShadingRateAttachmentTexelSize` indicates minimum supported width and height of the portion of the framebuffer corresponding to each texel in a fragment shading rate attachment. Each value `must` be less than or equal to the values in `maxFragmentShadingRateAttachmentTexelSize`. Each value `must` be a power-of-two. It `must` be `(0,0)` if the `attachmentFragmentShadingRate` feature is not supported.
- `maxFragmentShadingRateAttachmentTexelSize` indicates maximum supported width and height of the portion of the framebuffer corresponding to each texel in a fragment shading rate attachment. Each value `must` be greater than or equal to the values in `minFragmentShadingRateAttachmentTexelSize`. Each value `must` be a power-of-two. It `must` be `(0,0)` if the `attachmentFragmentShadingRate` feature is not supported.
- `maxFragmentShadingRateAttachmentTexelSizeAspectRatio` indicates the maximum ratio between the width and height of the portion of the framebuffer corresponding to each texel in a fragment shading rate attachment. `maxFragmentShadingRateAttachmentTexelSizeAspectRatio` `must` be a power-of-two value, and `must` be less than or equal to `max(maxFragmentShadingRateAttachmentTexelSize.width, minFragmentShadingRateAttachmentTexelSize.height, maxFragmentShadingRateAttachmentTexelSize.height) /`
minFragmentShadingRateAttachmentTexelSize.width). It must be 0 if the attachmentFragmentShadingRate feature is not supported.

- **primitiveFragmentShadingRateWithMultipleViewports** specifies whether the **primitive fragment shading rate** can be used when multiple viewports are used. If this value is `VK_FALSE`, only a single viewport must be used, and applications must not write to the `ViewportIndex` built-in when setting `PrimitiveShadingRateKHR`. It must be `VK_FALSE` if the `shaderOutputViewportIndex` feature, or the `geometryShader` feature is not supported, or if the `attachmentFragmentShadingRate` feature is not supported.

- **layeredShadingRateAttachments** specifies whether a shading rate attachment image view can be created with multiple layers. If this value is `VK_FALSE`, when creating an image view with a usage that includes `VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`, `layerCount` must be 1. It must be `VK_FALSE` if the multiview feature, the `shaderOutputViewportIndex` feature, or the `geometryShader` feature is not supported, or if the `attachmentFragmentShadingRate` feature is not supported.

- **fragmentShadingRateNonTrivialCombinerOps** specifies whether `VkFragmentShadingRateCombinerOpKHR` enums other than `VK_FRAGMENT_SHADING_RATE_COMBINER_OP_KEEP_KHR` or `VK_FRAGMENT_SHADING_RATE_COMBINER_OP_REPLACE_KHR` can be used. It must be `VK_FALSE` unless either the `primitiveFragmentShadingRate` or `attachmentFragmentShadingRate` feature is supported.

- **maxFragmentSize** indicates the maximum supported width and height of a fragment. Its `width` and `height` members must both be power-of-two values. This limit is purely informational, and is not validated.

- **maxFragmentSizeAspectRatio** indicates the maximum ratio between the width and height of a fragment. `maxFragmentSizeAspectRatio` must be a power-of-two value, and must be less than or equal to the maximum of the `width` and `height` members of `maxFragmentSize`. This limit is purely informational, and is not validated.

- **maxFragmentShadingRateCoverageSamples** specifies the maximum number of coverage samples supported in a single fragment. `maxFragmentShadingRateCoverageSamples` must be less than or equal to the product of the `width` and `height` members of `maxFragmentSize`, and the sample count reported by `maxFragmentShadingRateRasterizationSamples`. `maxFragmentShadingRateCoverageSamples` must be less than or equal to `maxSampleMaskWords × 32` if `fragmentShadingRateWithShaderSampleMask` is supported. This limit is purely informational, and is not validated.

- **maxFragmentShadingRateRasterizationSamples** is a `VkSampleCountFlagBits` value specifying the maximum sample rate supported when a fragment covers multiple pixels. This limit is purely informational, and is not validated.

- **fragmentShadingRateWithShaderDepthStencilWrites** specifies whether the implementation supports writing `FragDepth` or `FragStencilRefEXT` from a fragment shader for multi-pixel fragments. If this value is `VK_FALSE`, writing to those built-ins will clamp the fragment shading rate to (1,1).

- **fragmentShadingRateWithSampleMask** specifies whether the implementation supports setting valid bits of `VkPipelineMultisampleStateCreateInfo::pSampleMask` to 0 for multi-pixel fragments. If this value is `VK_FALSE`, zeroing valid bits in the sample mask will clamp the fragment shading rate to (1,1).
• `fragmentShadingRateWithShaderSampleMask` specifies whether the implementation supports reading or writing `SampleMask` for multi-pixel fragments. If this value is `VK_FALSE`, using that built-in will clamp the fragment shading rate to (1,1).

• `fragmentShadingRateWithConservativeRasterization` specifies whether conservative rasterization is supported for multi-pixel fragments. It must be `VK_FALSE` if `VK_EXT_conservative_rasterization` is not supported. If this value is `VK_FALSE`, using conservative rasterization will clamp the fragment shading rate to (1,1).

• `fragmentShadingRateWithFragmentShaderInterlock` specifies whether fragment shader interlock is supported for multi-pixel fragments. It must be `VK_FALSE` if `VK_EXT_fragment_shader_interlock` is not supported. If this value is `VK_FALSE`, using fragment shader interlock will clamp the fragment shading rate to (1,1).

• `fragmentShadingRateWithCustomSampleLocations` specifies whether custom sample locations are supported for multi-pixel fragments. It must be `VK_FALSE` if `VK_EXT_sample_locations` is not supported. If this value is `VK_FALSE`, using custom sample locations will clamp the fragment shading rate to (1,1).

• `fragmentShadingRateStrictMultiplyCombiner` specifies whether `VK_FRAGMENT_SHADING_RATE_COMBINER_OP_MUL_KHR` accurately performs a multiplication or not. Implementations where this value is `VK_FALSE` will instead combine rates with an addition. If `fragmentShadingRateNonTrivialCombinerOps` is `VK_FALSE`, implementations must report this as `VK_FALSE`. If `fragmentShadingRateNonTrivialCombinerOps` is `VK_TRUE`, implementations should report this as `VK_TRUE`.

> Note

Multiplication of the combiner rates using the fragment width/height in linear space is equivalent to an addition of those values in log2 space. Some implementations inadvertently implemented an addition in linear space due to unclear requirements originating outside of this specification. This resulted in `fragmentShadingRateStrictMultiplyCombiner` being added. Fortunately, this only affects situations where a rate of 1 in either dimension is combined with another rate of 1. All other combinations result in the exact same result as if multiplication was performed in linear space due to the clamping logic, and the fact that both the sum and product of 2 and 2 are equal. In many cases, this limit will not affect the correct operation of applications.

If the `VkPhysicalDeviceFragmentShadingRatePropertiesKHR` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

These properties are related to fragment shading rates.

---

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceFragmentShadingRatePropertiesKHR-sType-sType
  sType must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADING_RATE_PROPERTIES_KHR`
The `VkPhysicalDeviceCustomBorderColorPropertiesEXT` structure is defined as:

```c
// Provided by VK_EXT_custom_border_color
typedef struct VkPhysicalDeviceCustomBorderColorPropertiesEXT {
    VkStructureType sType;
    void* pNext;
    uint32_t maxCustomBorderColorSamplers;
} VkPhysicalDeviceCustomBorderColorPropertiesEXT;
```

- `maxCustomBorderColorSamplers` indicates the maximum number of samplers with custom border colors which can simultaneously exist on a device.

If the `VkPhysicalDeviceCustomBorderColorPropertiesEXT` structure is included in the `pNext` chain of the `VkPhysicalDeviceProperties2` structure passed to `vkGetPhysicalDeviceProperties2`, it is filled in with each corresponding implementation-dependent property.

**Valid Usage (Implicit)**

- VUID-VkPhysicalDeviceCustomBorderColorPropertiesEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_CUSTOM_BORDER_COLOR_PROPERTIES_EXT

### 33.1. Limit Requirements

The following table specifies the required minimum/maximum for all Vulkan graphics implementations. Where a limit corresponds to a fine-grained device feature which is optional, the feature name is listed with two required limits, one when the feature is supported and one when it is not supported. If an implementation supports a feature, the limits reported are the same whether or not the feature is enabled.

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Table 50. Required Limits

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<td>fragmentShadingRateWithShaderDepthStencilWrites</td>
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<tr>
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<tr>
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<td>Supported Limit</td>
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<td>maxRenderPassDependencies</td>
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<td>maxFramebufferAttachments</td>
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<td>maxCallbackFaultCount</td>
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<tr>
<td>maxCommandPoolCommandBuffers</td>
<td>-</td>
<td>2⁵⁰</td>
<td>min</td>
</tr>
</tbody>
</table>

¹ The Limit Type column specifies the limit is either the minimum limit all implementations must support, the maximum limit all implementations must support, or the exact value all implementations must support. For bitmasks a minimum limit is the least bits all implementations must set, but they may have additional bits set beyond this minimum.

2 The maxPerStageResources must be at least the smallest of the following:

- the sum of the maxPerStageDescriptorUniformBuffers, maxPerStageDescriptorStorageBuffers, maxPerStageDescriptorSampledImages, maxPerStageDescriptorStorageImages, maxPerStageDescriptorInputAttachments, maxColorAttachments limits, or
- 128.
It may not be possible to reach this limit in every stage.

See `maxViewportDimensions` for the **required** relationship to other limits.

See `viewportBoundsRange` for the **required** relationship to other limits.

The values `minInterpolationOffset` and `maxInterpolationOffset` describe the closed interval of supported interpolation offsets: \([\text{minInterpolationOffset}, \text{maxInterpolationOffset}]\). The ULP is determined by `subPixelInterpolationOffsetBits`. If `subPixelInterpolationOffsetBits` is 4, this provides increments of \((1/2^4) = 0.0625\), and thus the range of supported interpolation offsets would be \([-0.5, 0.4375]\).

The point size ULP is determined by `pointSizeGranularity`. If the `pointSizeGranularity` is 0.125, the range of supported point sizes **must** be at least \([1.0, 63.875]\).

The line width ULP is determined by `lineWidthGranularity`. If the `lineWidthGranularity` is 0.0625, the range of supported line widths **must** be at least \([1.0, 7.9375]\).

The minimum `maxDescriptorSet*` limit is \(n\) times the corresponding specification minimum `maxPerStageDescriptor*` limit, where \(n\) is the number of shader stages supported by the `VkPhysicalDevice`. If all shader stages are supported, \(n = 6\) (vertex, tessellation control, tessellation evaluation, geometry, fragment, compute).

The `UpdateAfterBind` descriptor limits **must** each be greater than or equal to the corresponding non-`UpdateAfterBind` limit.

`maxFramebufferAttachments` **must** be greater than or equal to two times `maxColorAttachments` (for color and resolve attachments) plus one (for the depth/stencil attachment), or else **must** be equal to \(2^{32}-1\).

### 33.2. Additional Multisampling Capabilities

To query additional multisampling capabilities which **may** be supported for a specific sample count, beyond the minimum capabilities described for `Limits` above, call:
void vkGetPhysicalDeviceMultisamplePropertiesEXT(
    VkPhysicalDevice physicalDevice,
    VkSampleCountFlagBits samples,
    VkMultisamplePropertiesEXT* pMultisampleProperties);

- **physicalDevice** is the physical device from which to query the additional multisampling capabilities.
- **samples** is a **VkSampleCountFlagBits** value specifying the sample count to query capabilities for.
- **pMultisampleProperties** is a pointer to a **VkMultisamplePropertiesEXT** structure in which information about additional multisampling capabilities specific to the sample count is returned.

**Valid Usage (Implicit)**

- VUID-vkGetPhysicalDeviceMultisamplePropertiesEXT-physicalDevice-parameter
  **physicalDevice** must be a valid **VkPhysicalDevice** handle
- VUID-vkGetPhysicalDeviceMultisamplePropertiesEXT-samples-parameter
  **samples** must be a valid **VkSampleCountFlagBits** value
- VUID-vkGetPhysicalDeviceMultisamplePropertiesEXT-pMultisampleProperties-parameter
  **pMultisampleProperties** must be a valid pointer to a **VkMultisamplePropertiesEXT** structure

The **VkMultisamplePropertiesEXT** structure is defined as

```c
// Provided by VK_EXT_sample_locations
typedef struct VkMultisamplePropertiesEXT {
    VkStructureType sType;
    void* pNext;
    VkExtent2D maxSampleLocationGridSize;
} VkMultisamplePropertiesEXT;
```

- **sType** is a **VkStructureType** value identifying this structure.
- **pNext** is **NULL** or a pointer to a structure extending this structure.
- **maxSampleLocationGridSize** is the maximum size of the pixel grid in which sample locations can vary.

**Valid Usage (Implicit)**

- VUID-VkMultisamplePropertiesEXT-sType-sType
  **sType** must be **VK_STRUCTURE_TYPE_MULTISAMPLE_PROPERTIES_EXT**
- VUID-VkMultisamplePropertiesEXT-pNext-pNext
pNext must be NULL

If the sample count for which additional multisampling capabilities are requested using `vkGetPhysicalDeviceMultisamplePropertiesEXT` is set in `sampleLocationSampleCounts` the width and height members of `VkMultisamplePropertiesEXT::maxSampleLocationGridSize` must be greater than or equal to the corresponding members of `maxSampleLocationGridSize`, respectively, otherwise both members must be 0.
Chapter 34. Formats

Supported buffer and image formats may vary across implementations. A minimum set of format features are guaranteed, but others must be explicitly queried before use to ensure they are supported by the implementation.

The features for the set of formats (VkFormat) supported by the implementation are queried individually using the vkGetPhysicalDeviceFormatProperties command.

34.1. Format Definition

The following image formats can be passed to, and may be returned from Vulkan commands. The memory required to store each format is discussed with that format, and also summarized in the Representation and Texel Block Size section and the Compatible formats table.

```c
// Provided by VK_VERSION_1_0
typedef enum VkFormat {
    VK_FORMAT_UNDEFINED = 0,
    VK_FORMAT_R4G4_UNORM_PACK8 = 1,
    VK_FORMAT_R4G4B4A4_UNORM_PACK16 = 2,
    VK_FORMAT_B4G4R4A4_UNORM_PACK16 = 3,
    VK_FORMAT_R5G6B5_UNORM_PACK16 = 4,
    VK_FORMAT_B5G6R5_UNORM_PACK16 = 5,
    VK_FORMAT_R5G5B5A1_UNORM_PACK16 = 6,
    VK_FORMAT_B5G5R5A1_UNORM_PACK16 = 7,
    VK_FORMAT_A1R5G5B5_UNORM_PACK16 = 8,
    VK_FORMAT_R8_UNORM = 9,
    VK_FORMAT_R8_SNORM = 10,
    VK_FORMAT_R8_USCALED = 11,
    VK_FORMAT_R8_SSCALED = 12,
    VK_FORMAT_R8_UINT = 13,
    VK_FORMAT_R8_SINT = 14,
    VK_FORMAT_R8_SRGB = 15,
    VK_FORMAT_R8G8_UNORM = 16,
    VK_FORMAT_R8G8_SNORM = 17,
    VK_FORMAT_R8G8_USCALED = 18,
    VK_FORMAT_R8G8_SSCALED = 19,
    VK_FORMAT_R8G8_UINT = 20,
    VK_FORMAT_R8G8_SINT = 21,
    VK_FORMAT_R8G8_SRGB = 22,
    VK_FORMAT_R8G8B8_UNORM = 23,
    VK_FORMAT_R8G8B8_SNORM = 24,
    VK_FORMAT_R8G8B8_USCALED = 25,
    VK_FORMAT_R8G8B8_SSCALED = 26,
    VK_FORMAT_R8G8B8_UINT = 27,
    VK_FORMAT_R8G8B8_SINT = 28,
    VK_FORMAT_R8G8B8_SRGB = 29,
    VK_FORMAT_B8G8R8_UNORM = 30,
    VK_FORMAT_B8G8R8_SNORM = 31,
```
VK_FORMAT_B8G8R8_USCALED = 32,
VK_FORMAT_B8G8R8_SSCALED = 33,
VK_FORMAT_B8G8R8_UINT = 34,
VK_FORMAT_B8G8R8_SINT = 35,
VK_FORMAT_B8G8R8_SRGB = 36,
VK_FORMAT_R8G8B8A8_UNORM = 37,
VK_FORMAT_R8G8B8A8_SNORM = 38,
VK_FORMAT_R8G8B8A8_USCALED = 39,
VK_FORMAT_R8G8B8A8_SSCALED = 40,
VK_FORMAT_R8G8B8A8_UINT = 41,
VK_FORMAT_R8G8B8A8_SINT = 42,
VK_FORMAT_R8G8B8A8_SRGB = 43,
VK_FORMAT_A8B8G8R8_UNORM_PACK32 = 51,
VK_FORMAT_A8B8G8R8_SNORM_PACK32 = 52,
VK_FORMAT_A8B8G8R8_USCALED_PACK32 = 53,
VK_FORMAT_A8B8G8R8_SSCALED_PACK32 = 54,
VK_FORMAT_A8B8G8R8_UINT_PACK32 = 55,
VK_FORMAT_A8B8G8R8_SINT_PACK32 = 56,
VK_FORMAT_A8B8G8R8_SRGB_PACK32 = 57,
VK_FORMAT_A2R10G10B10_UNORM_PACK32 = 58,
VK_FORMAT_A2R10G10B10_SNORM_PACK32 = 59,
VK_FORMAT_A2R10G10B10_USCALED_PACK32 = 60,
VK_FORMAT_A2R10G10B10_SSCALED_PACK32 = 61,
VK_FORMAT_A2R10G10B10_UINT_PACK32 = 62,
VK_FORMAT_A2R10G10B10_SINT_PACK32 = 63,
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VK_FORMAT_A2B10G10R10_USCALED_PACK32 = 66,
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VK_FORMAT_A2B10G10R10_UINT_PACK32 = 68,
VK_FORMAT_A2B10G10R10_SINT_PACK32 = 69,
VK_FORMAT_R16_UNORM = 70,
VK_FORMAT_R16_SNORM = 71,
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VK_FORMAT_R16_SSCALED = 73,
VK_FORMAT_R16_UINT = 74,
VK_FORMAT_R16_SINT = 75,
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VK_FORMAT_R16G16_SNORM = 78,
VK_FORMAT_R16G16_USCALED = 79,
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VK_FORMAT_BCGH_SFLOAT_BLOCK = 144,
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VK_FORMAT_ETC2_R8G8B8_UNORM_BLOCK = 147,
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// Provided by VK_VERSION_1_1
VK_FORMAT_B8G8R8G8_422_UNORM = 1000156001,
// Provided by VK_VERSION_1_1
VK_FORMAT_G8_B8_R8_3PLANE_420_UNORM = 1000156002,
// Provided by VK_VERSION_1_1
VK_FORMAT_G8_B8R8_2PLANE_420_UNORM = 1000156003,
// Provided by VK_VERSION_1_1
VK_FORMAT_G8_B8_R8_3PLANE_422_UNORM = 1000156004,
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VK_FORMAT_G8_B8R8_2PLANE_422_UNORM = 1000156005,
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// Provided by VK_VERSION_1_1
VK_FORMAT_R10X6_UNORM_PACK16 = 1000156007,
// Provided by VK_VERSION_1_1
VK_FORMAT_R10X6G10X6_UNORM_2PACK16 = 1000156008,
// Provided by VK_VERSION_1_1
VK_FORMAT_R10X6G10X6B10X6A10X6_UNORM_4PACK16 = 1000156009,
// Provided by VK_VERSION_1_1
VK_FORMAT_G10X6B10X6G10X6R10X6_422_UNORM_4PACK16 = 1000156010,
// Provided by VK_VERSION_1_1
VK_FORMAT_B10X6G10X6R10X6G10X6_422_UNORM_4PACK16 = 1000156011,
// Provided by VK_VERSION_1_1
VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_420_UNORM_3PACK16 = 1000156012,
// Provided by VK_VERSION_1_1
VK_FORMAT_G10X6_B10X6R10X6_2PLANE_420_UNORM_3PACK16 = 1000156013,
// Provided by VK_VERSION_1_1
VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_422_UNORM_3PACK16 = 1000156014,
// Provided by VK_VERSION_1_1
VK_FORMAT_G10X6_B10X6R10X6_2PLANE_422_UNORM_3PACK16 = 1000156015,
// Provided by VK_VERSION_1_1
VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_444_UNORM_3PACK16 = 1000156016,
// Provided by VK_VERSION_1_1
VK_FORMAT_R12X4_UNORM_PACK16 = 1000156017,
// Provided by VK_VERSION_1_1
VK_FORMAT_R12X4G12X4_UNORM_2PACK16 = 1000156018,
// Provided by VK_VERSION_1_1
VK_FORMAT_R12X4G12X4B12X4A12X4_UNORM_4PACK16 = 1000156019,
// Provided by VK_VERSION_1_1
VK_FORMAT_G12X4B12X4G12X4R12X4_422_UNORM_4PACK16 = 1000156020,
// Provided by VK_VERSION_1_1
VK_FORMAT_B12X4G12X4R12X4G12X4_422_UNORM_4PACK16 = 1000156021,
// Provided by VK_VERSION_1_1
VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_420_UNORM_3PACK16 = 1000156022,
// Provided by VK_VERSION_1_1
VK_FORMAT_G12X4_B12X4R12X4_2PLANE_420_UNORM_3PACK16 = 1000156023,
// Provided by VK_VERSION_1_1
VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_422_UNORM_3PACK16 = 1000156024,
VK_FORMAT_G12X4_B12X4R12X4_2PLANE_422_UNORM_3PACK16 = 1000156025,
// Provided by VK_VERSION_1_1
VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_444_UNORM_3PACK16 = 1000156026,
// Provided by VK_VERSION_1_1
VK_FORMAT_G16B16G16R16_422_UNORM = 1000156027,
// Provided by VK_VERSION_1_1
VK_FORMAT_B16G16R16G16_422_UNORM = 1000156028,
// Provided by VK_VERSION_1_1
VK_FORMAT_G16_B16_R16_3PLANE_420_UNORM = 1000156029,
// Provided by VK_VERSION_1_1
VK_FORMAT_G16_B16R16_2PLANE_420_UNORM = 1000156030,
// Provided by VK_VERSION_1_1
VK_FORMAT_G16_B16_R16_3PLANE_422_UNORM = 1000156031,
// Provided by VK_VERSION_1_1
VK_FORMAT_G16_B16R16_2PLANE_422_UNORM = 1000156032,
// Provided by VK_VERSION_1_1
VK_FORMAT_G16_B16_R16_3PLANE_444_UNORM = 1000156033,
// Provided by VK_VERSION_1_1
VK_FORMAT_G8_B8R8_2PLANE_444_UNORM = 1000330000,
VK_FORMAT_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16 = 1000330001,
VK_FORMAT_G12X4_B12X4R12X4_2PLANE_444_UNORM_3PACK16 = 1000330002,
VK_FORMAT_G16_B16R16_2PLANE_444_UNORM = 1000330003,
VK_FORMAT_A4R4G4B4_UNORM_PACK16 = 1000340000,
VK_FORMAT_A4B4G4R4_UNORM_PACK16 = 1000340001,
VK_FORMAT_ASTC_4x4_SFLOAT_BLOCK = 1000066000,
VK_FORMAT_ASTC_5x4_SFLOAT_BLOCK = 1000066001,
VK_FORMAT_ASTC_5x5_SFLOAT_BLOCK = 1000066002,
VK_FORMAT_ASTC_6x5_SFLOAT_BLOCK = 1000066003,
VK_FORMAT_ASTC_6x6_SFLOAT_BLOCK = 1000066004,
VK_FORMAT_ASTC_8x5_SFLOAT_BLOCK = 1000066005,
VK_FORMAT_ASTC_8x6_SFLOAT_BLOCK = 1000066006,
VK_FORMAT_ASTC_8x8_SFLOAT_BLOCK = 1000066007,
VK_FORMAT_ASTC_10x5_SFLOAT_BLOCK = 1000066008,
VK_FORMAT_ASTC_10x6_SFLOAT_BLOCK = 1000066009,
VK_FORMAT_ASTC_10x8_SFLOAT_BLOCK = 1000066010,
VK_FORMAT_ASTC_10x10_SFLOAT_BLOCK = 1000066011,
VK_FORMAT_ASTC_12x10_SFLOAT_BLOCK = 1000066012,
VK_FORMAT_ASTC_12x12_SFLOAT_BLOCK = 1000066013,
// Provided by VK_EXT_texture_compression_astc_hdr
VK_FORMAT_ASTC_4x4_SFLOAT_BLOCK_EXT = VK_FORMAT_ASTC_4x4_SFLOAT_BLOCK,
// Provided by VK_EXT_texture_compression_astc_hdr
VK_FORMAT_ASTC_5x4_SFLOAT_BLOCK_EXT = VK_FORMAT_ASTC_5x4_SFLOAT_BLOCK,
// Provided by VK_EXT_texture_compression_astc_hdr
VK_FORMAT_ASTC_5x5_SFLOAT_BLOCK_EXT = VK_FORMAT_ASTC_5x5_SFLOAT_BLOCK,
// Provided by VK_EXT_texture_compression_astc_hdr
VK_FORMAT_ASTC_6x5_SFLOAT_BLOCK_EXT = VK_FORMAT_ASTC_6x5_SFLOAT_BLOCK,
// Provided by VK_EXT_texture_compression_astc_hdr
VK_FORMAT_ASTC_6x6_SFLOAT_BLOCK_EXT = VK_FORMAT_ASTC_6x6_SFLOAT_BLOCK,
// Provided by VK_EXT_texture_compression_astc_hdr
VK_FORMAT_ASTC_8x5_SFLOAT_BLOCK_EXT = VK_FORMAT_ASTC_8x5_SFLOAT_BLOCK,
// Provided by VK_EXT_texture_compression_astc_hdr
VK_FORMAT_ASTC_8x6_SFLOAT_BLOCK_EXT = VK_FORMAT_ASTC_8x6_SFLOAT_BLOCK,
• **VK_FORMAT_UNDEFINED** specifies that the format is not specified.

• **VK_FORMAT_R4G4_UNORM_PACK8** specifies a two-component, 8-bit packed unsigned normalized format that has a 4-bit R component in bits 4..7, and a 4-bit G component in bits 0..3.

• **VK_FORMAT_R4G4B4A4_UNORM_PACK16** specifies a four-component, 16-bit packed unsigned normalized format that has a 4-bit R component in bits 12..15, a 4-bit G component in bits 8..11, a 4-bit B component in bits 4..7, and a 4-bit A component in bits 0..3.

• **VK_FORMAT_B4G4R4A4_UNORM_PACK16** specifies a four-component, 16-bit packed unsigned normalized format that has a 4-bit B component in bits 12..15, a 4-bit G component in bits 8..11, a 4-bit R component in bits 4..7, and a 4-bit A component in bits 0..3.

• **VK_FORMAT_A4R4G4B4_UNORM_PACK16** specifies a four-component, 16-bit packed unsigned normalized format that has a 4-bit A component in bits 12..15, a 4-bit R component in bits 8..11, a 4-bit G component in bits 4..7, and a 4-bit B component in bits 0..3.

• **VK_FORMAT_A4B4G4R4_UNORM_PACK16** specifies a four-component, 16-bit packed unsigned normalized format that has a 4-bit A component in bits 12..15, a 4-bit B component in bits 8..11, a 4-bit G component in bits 4..7, and a 4-bit R component in bits 0..3.

• **VK_FORMAT_R5G6B5_UNORM_PACK16** specifies a three-component, 16-bit packed unsigned normalized format that has a 5-bit R component in bits 11..15, a 6-bit G component in bits 5..10, and a 5-bit B
• **VK_FORMAT_B5G6R5_UNORM_PACK16** specifies a three-component, 16-bit packed unsigned normalized format that has a 5-bit B component in bits 11..15, a 6-bit G component in bits 5..10, and a 5-bit R component in bits 0..4.

• **VK_FORMAT_B5G5B5A1_UNORM_PACK16** specifies a four-component, 16-bit packed unsigned normalized format that has a 5-bit R component in bits 11..15, a 5-bit G component in bits 6..10, a 5-bit B component in bits 1..5, and a 1-bit A component in bit 0.

• **VK_FORMAT_B5G5R5A1_UNORM_PACK16** specifies a four-component, 16-bit packed unsigned normalized format that has a 5-bit B component in bits 11..15, a 5-bit G component in bits 6..10, a 5-bit R component in bits 1..5, and a 1-bit A component in bit 0.

• **VK_FORMAT_A1R5G5B5_UNORM_PACK16** specifies a four-component, 16-bit packed unsigned normalized format that has a 1-bit A component in bit 15, a 5-bit R component in bits 10..14, a 5-bit G component in bits 5..9, and a 5-bit B component in bits 0..4.

• **VK_FORMAT_R8_UNORM** specifies a one-component, 8-bit unsigned normalized format that has a single 8-bit R component.

• **VK_FORMAT_R8_SNORM** specifies a one-component, 8-bit signed normalized format that has a single 8-bit R component.

• **VK_FORMAT_R8_USCALED** specifies a one-component, 8-bit unsigned scaled integer format that has a single 8-bit R component.

• **VK_FORMAT_R8_SSCALED** specifies a one-component, 8-bit signed scaled integer format that has a single 8-bit R component.

• **VK_FORMAT_R8_UINT** specifies a one-component, 8-bit unsigned integer format that has a single 8-bit R component.

• **VK_FORMAT_R8_SINT** specifies a one-component, 8-bit signed integer format that has a single 8-bit R component.

• **VK_FORMAT_R8_SRGB** specifies a one-component, 8-bit unsigned normalized format that has a single 8-bit R component stored with sRGB nonlinear encoding.

• **VK_FORMAT_R8G8_UNORM** specifies a two-component, 16-bit unsigned normalized format that has an 8-bit R component in byte 0, and an 8-bit G component in byte 1.

• **VK_FORMAT_R8G8_SNORM** specifies a two-component, 16-bit signed normalized format that has an 8-bit R component in byte 0, and an 8-bit G component in byte 1.

• **VK_FORMAT_R8G8_USCALED** specifies a two-component, 16-bit unsigned scaled integer format that has an 8-bit R component in byte 0, and an 8-bit G component in byte 1.

• **VK_FORMAT_R8G8_SSCALED** specifies a two-component, 16-bit signed scaled integer format that has an 8-bit R component in byte 0, and an 8-bit G component in byte 1.

• **VK_FORMAT_R8G8_UINT** specifies a two-component, 16-bit unsigned integer format that has an 8-bit R component in byte 0, and an 8-bit G component in byte 1.

• **VK_FORMAT_R8G8_SINT** specifies a two-component, 16-bit signed integer format that has an 8-bit R component in byte 0, and an 8-bit G component in byte 1.

• **VK_FORMAT_R8G8_SRGB** specifies a two-component, 16-bit unsigned normalized format that has an 8-bit R component stored with sRGB nonlinear encoding in byte 0, and an 8-bit G component
• **VK_FORMAT_R8G8B8_UNORM** specifies a three-component, 24-bit unsigned normalized format that has an 8-bit R component in byte 0, an 8-bit G component in byte 1, and an 8-bit B component in byte 2.

• **VK_FORMAT_R8G8B8_SNORM** specifies a three-component, 24-bit signed normalized format that has an 8-bit R component in byte 0, an 8-bit G component in byte 1, and an 8-bit B component in byte 2.

• **VK_FORMAT_R8G8B8_USCALED** specifies a three-component, 24-bit unsigned scaled format that has an 8-bit R component in byte 0, an 8-bit G component in byte 1, and an 8-bit B component in byte 2.

• **VK_FORMAT_R8G8B8_SSCALED** specifies a three-component, 24-bit signed scaled format that has an 8-bit R component in byte 0, an 8-bit G component in byte 1, and an 8-bit B component in byte 2.

• **VK_FORMAT_R8G8B8_UINT** specifies a three-component, 24-bit unsigned integer format that has an 8-bit R component in byte 0, an 8-bit G component in byte 1, and an 8-bit B component in byte 2.

• **VK_FORMAT_R8G8B8_SINT** specifies a three-component, 24-bit signed integer format that has an 8-bit R component in byte 0, an 8-bit G component in byte 1, and an 8-bit B component in byte 2.

• **VK_FORMAT_R8G8B8_SRGB** specifies a three-component, 24-bit unsigned normalized format that has an 8-bit B component stored with sRGB nonlinear encoding in byte 0, an 8-bit G component stored with sRGB nonlinear encoding in byte 1, and an 8-bit R component stored with sRGB nonlinear encoding in byte 2.

• **VK_FORMAT_B8G8R8_UNORM** specifies a three-component, 24-bit unsigned normalized format that has an 8-bit B component in byte 0, an 8-bit G component in byte 1, and an 8-bit R component in byte 2.

• **VK_FORMAT_B8G8R8_SNORM** specifies a three-component, 24-bit signed normalized format that has an 8-bit B component in byte 0, an 8-bit G component in byte 1, and an 8-bit R component in byte 2.

• **VK_FORMAT_B8G8R8_USCALED** specifies a three-component, 24-bit unsigned scaled format that has an 8-bit B component in byte 0, an 8-bit G component in byte 1, and an 8-bit R component in byte 2.

• **VK_FORMAT_B8G8R8_SSCALED** specifies a three-component, 24-bit signed scaled format that has an 8-bit B component in byte 0, an 8-bit G component in byte 1, and an 8-bit R component in byte 2.

• **VK_FORMAT_B8G8R8_UINT** specifies a three-component, 24-bit unsigned integer format that has an 8-bit B component in byte 0, an 8-bit G component in byte 1, and an 8-bit R component in byte 2.

• **VK_FORMAT_B8G8R8_SINT** specifies a three-component, 24-bit signed integer format that has an 8-bit B component in byte 0, an 8-bit G component in byte 1, and an 8-bit R component in byte 2.

• **VK_FORMAT_B8G8R8_SRGB** specifies a three-component, 24-bit unsigned normalized format that has an 8-bit B component stored with sRGB nonlinear encoding in byte 0, an 8-bit G component stored with sRGB nonlinear encoding in byte 1, and an 8-bit R component stored with sRGB nonlinear encoding in byte 2.

• **VK_FORMAT_R8G8B8A8_UNORM** specifies a four-component, 32-bit unsigned normalized format that has an 8-bit R component in byte 0, an 8-bit G component in byte 1, an 8-bit B component in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_R8G8B8A8_SNORM** specifies a four-component, 32-bit signed normalized format that has
an 8-bit R component in byte 0, an 8-bit G component in byte 1, an 8-bit B component in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_R8G8B8A8_USCALED** specifies a four-component, 32-bit unsigned scaled format that has an 8-bit R component in byte 0, an 8-bit G component in byte 1, an 8-bit B component in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_R8G8B8A8_SSCALED** specifies a four-component, 32-bit signed scaled format that has an 8-bit R component in byte 0, an 8-bit G component in byte 1, an 8-bit B component in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_R8G8B8A8_UINT** specifies a four-component, 32-bit unsigned integer format that has an 8-bit R component in byte 0, an 8-bit G component in byte 1, an 8-bit B component in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_R8G8B8A8_SINT** specifies a four-component, 32-bit signed integer format that has an 8-bit R component in byte 0, an 8-bit G component in byte 1, an 8-bit B component in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_R8G8B8A8_SRGB** specifies a four-component, 32-bit unsigned normalized format that has an 8-bit R component stored with sRGB nonlinear encoding in byte 0, an 8-bit G component stored with sRGB nonlinear encoding in byte 1, an 8-bit B component stored with sRGB nonlinear encoding in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_B8G8R8A8_UNORM** specifies a four-component, 32-bit unsigned normalized format that has an 8-bit B component in byte 0, an 8-bit G component in byte 1, an 8-bit R component in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_B8G8R8A8_SNORM** specifies a four-component, 32-bit signed normalized format that has an 8-bit B component in byte 0, an 8-bit G component in byte 1, an 8-bit R component in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_B8G8R8A8_USCALED** specifies a four-component, 32-bit unsigned scaled format that has an 8-bit B component in byte 0, an 8-bit G component in byte 1, an 8-bit R component in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_B8G8R8A8_SSCALED** specifies a four-component, 32-bit signed scaled format that has an 8-bit B component in byte 0, an 8-bit G component in byte 1, an 8-bit R component in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_B8G8R8A8_UINT** specifies a four-component, 32-bit unsigned integer format that has an 8-bit B component in byte 0, an 8-bit G component in byte 1, an 8-bit R component in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_B8G8R8A8_SINT** specifies a four-component, 32-bit signed integer format that has an 8-bit B component in byte 0, an 8-bit G component in byte 1, an 8-bit R component in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_B8G8R8A8_SRGB** specifies a four-component, 32-bit unsigned normalized format that has an 8-bit B component stored with sRGB nonlinear encoding in byte 0, an 8-bit G component stored with sRGB nonlinear encoding in byte 1, an 8-bit R component stored with sRGB nonlinear encoding in byte 2, and an 8-bit A component in byte 3.

• **VK_FORMAT_A8B8G8R8_UNORM_PACK32** specifies a four-component, 32-bit packed unsigned normalized format that has an 8-bit A component in bits 24..31, an 8-bit B component in bits 16..23, an 8-bit G component in bits 8..15, and an 8-bit R component in bits 0..7.
• VK_FORMAT_A8B8G8R8_SNORM_PACK32 specifies a four-component, 32-bit packed signed normalized format that has an 8-bit A component in bits 24..31, an 8-bit B component in bits 16..23, an 8-bit G component in bits 8..15, and an 8-bit R component in bits 0..7.

• VK_FORMAT_A8B8G8R8_USCALED_PACK32 specifies a four-component, 32-bit packed unsigned scaled integer format that has an 8-bit A component in bits 24..31, an 8-bit B component in bits 16..23, an 8-bit G component in bits 8..15, and an 8-bit R component in bits 0..7.

• VK_FORMAT_A8B8G8R8_SSCALED_PACK32 specifies a four-component, 32-bit packed signed scaled integer format that has an 8-bit A component in bits 24..31, an 8-bit B component in bits 16..23, an 8-bit G component in bits 8..15, and an 8-bit R component in bits 0..7.

• VK_FORMAT_A8B8G8R8_UINT_PACK32 specifies a four-component, 32-bit packed unsigned integer format that has an 8-bit A component in bits 24..31, an 8-bit B component in bits 16..23, an 8-bit G component in bits 8..15, and an 8-bit R component in bits 0..7.

• VK_FORMAT_A8B8G8R8_SINT_PACK32 specifies a four-component, 32-bit packed signed integer format that has an 8-bit A component in bits 24..31, an 8-bit B component in bits 16..23, an 8-bit G component in bits 8..15, and an 8-bit R component in bits 0..7.

• VK_FORMAT_A8B8G8R8_SRGB_PACK32 specifies a four-component, 32-bit packed unsigned normalized format that has an 8-bit A component in bits 24..31, an 8-bit B component stored with sRGB nonlinear encoding in bits 16..23, an 8-bit G component stored with sRGB nonlinear encoding in bits 8..15, and an 8-bit R component stored with sRGB nonlinear encoding in bits 0..7.

• VK_FORMAT_A2R10G10B10_UNORM_PACK32 specifies a four-component, 32-bit packed unsigned normalized format that has a 2-bit A component in bits 30..31, a 10-bit R component in bits 20..29, a 10-bit G component in bits 10..19, and a 10-bit B component in bits 0..9.

• VK_FORMAT_A2R10G10B10_SNORM_PACK32 specifies a four-component, 32-bit packed signed normalized format that has a 2-bit A component in bits 30..31, a 10-bit R component in bits 20..29, a 10-bit G component in bits 10..19, and a 10-bit B component in bits 0..9.

• VK_FORMAT_A2R10G10B10_USCALED_PACK32 specifies a four-component, 32-bit packed unsigned scaled integer format that has a 2-bit A component in bits 30..31, a 10-bit R component in bits 20..29, a 10-bit G component in bits 10..19, and a 10-bit B component in bits 0..9.

• VK_FORMAT_A2R10G10B10_SSCALED_PACK32 specifies a four-component, 32-bit packed signed scaled integer format that has a 2-bit A component in bits 30..31, a 10-bit R component in bits 20..29, a 10-bit G component in bits 10..19, and a 10-bit B component in bits 0..9.

• VK_FORMAT_A2R10G10B10_UINT_PACK32 specifies a four-component, 32-bit packed unsigned integer format that has a 2-bit A component in bits 30..31, a 10-bit R component in bits 20..29, a 10-bit G component in bits 10..19, and a 10-bit B component in bits 0..9.

• VK_FORMAT_A2R10G10B10_SINT_PACK32 specifies a four-component, 32-bit packed signed integer format that has a 2-bit A component in bits 30..31, a 10-bit R component in bits 20..29, a 10-bit G component in bits 10..19, and a 10-bit B component in bits 0..9.

• VK_FORMAT_A2B10G10R10_UNORM_PACK32 specifies a four-component, 32-bit packed unsigned normalized format that has a 2-bit A component in bits 30..31, a 10-bit B component in bits 20..29, a 10-bit G component in bits 10..19, and a 10-bit R component in bits 0..9.

• VK_FORMAT_A2B10G10R10_SNORM_PACK32 specifies a four-component, 32-bit packed signed normalized format that has a 2-bit A component in bits 30..31, a 10-bit B component in bits 20..29, a 10-bit G component in bits 10..19, and a 10-bit R component in bits 0..9.
• **VK_FORMAT_A2B10G10R10_USCALED_PACK32** specifies a four-component, 32-bit packed unsigned scaled integer format that has a 2-bit A component in bits 30..31, a 10-bit B component in bits 20..29, a 10-bit G component in bits 10..19, and a 10-bit R component in bits 0..9.

• **VK_FORMAT_A2B10G10R10_SSCALED_PACK32** specifies a four-component, 32-bit packed signed scaled integer format that has a 2-bit A component in bits 30..31, a 10-bit B component in bits 20..29, a 10-bit G component in bits 10..19, and a 10-bit R component in bits 0..9.

• **VK_FORMAT_A2B10G10R10_UINT_PACK32** specifies a four-component, 32-bit packed unsigned integer format that has a 2-bit A component in bits 30..31, a 10-bit B component in bits 20..29, a 10-bit G component in bits 10..19, and a 10-bit R component in bits 0..9.

• **VK_FORMAT_A2B10G10R10_SINT_PACK32** specifies a four-component, 32-bit packed signed integer format that has a 2-bit A component in bits 30..31, a 10-bit B component in bits 20..29, a 10-bit G component in bits 10..19, and a 10-bit R component in bits 0..9.

• **VK_FORMAT_R16_UNORM** specifies a one-component, 16-bit unsigned normalized format that has a single 16-bit R component.

• **VK_FORMAT_R16_SNORM** specifies a one-component, 16-bit signed normalized format that has a single 16-bit R component.

• **VK_FORMAT_R16_USCALED** specifies a one-component, 16-bit unsigned scaled integer format that has a single 16-bit R component.

• **VK_FORMAT_R16_SSCALED** specifies a one-component, 16-bit signed scaled integer format that has a single 16-bit R component.

• **VK_FORMAT_R16_UINT** specifies a one-component, 16-bit unsigned integer format that has a single 16-bit R component.

• **VK_FORMAT_R16_SINT** specifies a one-component, 16-bit signed integer format that has a single 16-bit R component.

• **VK_FORMAT_R16_SFLOAT** specifies a one-component, 16-bit signed floating-point format that has a single 16-bit R component.

• **VK_FORMAT_R16G16_UNORM** specifies a two-component, 32-bit unsigned normalized format that has a 16-bit R component in bytes 0..1, and a 16-bit G component in bytes 2..3.

• **VK_FORMAT_R16G16_SNORM** specifies a two-component, 32-bit signed normalized format that has a 16-bit R component in bytes 0..1, and a 16-bit G component in bytes 2..3.

• **VK_FORMAT_R16G16_USCALED** specifies a two-component, 32-bit unsigned scaled integer format that has a 16-bit R component in bytes 0..1, and a 16-bit G component in bytes 2..3.

• **VK_FORMAT_R16G16_SSCALED** specifies a two-component, 32-bit signed scaled integer format that has a 16-bit R component in bytes 0..1, and a 16-bit G component in bytes 2..3.

• **VK_FORMAT_R16G16_UINT** specifies a two-component, 32-bit unsigned integer format that has a 16-bit R component in bytes 0..1, and a 16-bit G component in bytes 2..3.

• **VK_FORMAT_R16G16_SINT** specifies a two-component, 32-bit signed integer format that has a 16-bit R component in bytes 0..1, and a 16-bit G component in bytes 2..3.

• **VK_FORMAT_R16G16_SFLOAT** specifies a two-component, 32-bit signed floating-point format that has a 16-bit R component in bytes 0..1, and a 16-bit G component in bytes 2..3.

• **VK_FORMAT_R16G16B16_UNORM** specifies a three-component, 48-bit unsigned normalized format that
has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, and a 16-bit B component in bytes 4..5.

- **VK_FORMAT_R16G16B16_SNORM** specifies a three-component, 48-bit signed normalized format that has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, and a 16-bit B component in bytes 4..5.

- **VK_FORMAT_R16G16B16_USCALED** specifies a three-component, 48-bit unsigned scaled integer format that has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, and a 16-bit B component in bytes 4..5.

- **VK_FORMAT_R16G16B16_SSCALED** specifies a three-component, 48-bit signed scaled integer format that has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, and a 16-bit B component in bytes 4..5.

- **VK_FORMAT_R16G16B16_UINT** specifies a three-component, 48-bit unsigned integer format that has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, and a 16-bit B component in bytes 4..5.

- **VK_FORMAT_R16G16B16_SINT** specifies a three-component, 48-bit signed integer format that has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, and a 16-bit B component in bytes 4..5.

- **VK_FORMAT_R16G16B16_SFLOAT** specifies a three-component, 48-bit signed floating-point format that has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, and a 16-bit B component in bytes 4..5.

- **VK_FORMAT_R16G16B16A16_UNORM** specifies a four-component, 64-bit unsigned normalized format that has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, a 16-bit B component in bytes 4..5, and a 16-bit A component in bytes 6..7.

- **VK_FORMAT_R16G16B16A16_SNORM** specifies a four-component, 64-bit signed normalized format that has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, a 16-bit B component in bytes 4..5, and a 16-bit A component in bytes 6..7.

- **VK_FORMAT_R16G16B16A16_USCALED** specifies a four-component, 64-bit unsigned scaled integer format that has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, a 16-bit B component in bytes 4..5, and a 16-bit A component in bytes 6..7.

- **VK_FORMAT_R16G16B16A16_SSCALED** specifies a four-component, 64-bit signed scaled integer format that has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, a 16-bit B component in bytes 4..5, and a 16-bit A component in bytes 6..7.

- **VK_FORMAT_R16G16B16A16_UINT** specifies a four-component, 64-bit unsigned integer format that has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, a 16-bit B component in bytes 4..5, and a 16-bit A component in bytes 6..7.

- **VK_FORMAT_R16G16B16A16_SINT** specifies a four-component, 64-bit signed integer format that has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, a 16-bit B component in bytes 4..5, and a 16-bit A component in bytes 6..7.

- **VK_FORMAT_R16G16B16A16_SFLOAT** specifies a four-component, 64-bit signed floating-point format that has a 16-bit R component in bytes 0..1, a 16-bit G component in bytes 2..3, a 16-bit B component in bytes 4..5, and a 16-bit A component in bytes 6..7.

- **VK_FORMAT_R32_UINT** specifies a one-component, 32-bit unsigned integer format that has a single
32-bit R component.

- **VK_FORMAT_R32_SINT** specifies a one-component, 32-bit signed integer format that has a single 32-bit R component.

- **VK_FORMAT_R32_SFLOAT** specifies a one-component, 32-bit signed floating-point format that has a single 32-bit R component.

- **VK_FORMAT_R32G32_UINT** specifies a two-component, 64-bit unsigned integer format that has a 32-bit R component in bytes 0..3, and a 32-bit G component in bytes 4..7.

- **VK_FORMAT_R32G32_SINT** specifies a two-component, 64-bit signed integer format that has a 32-bit R component in bytes 0..3, and a 32-bit G component in bytes 4..7.

- **VK_FORMAT_R32G32_SFLOAT** specifies a two-component, 64-bit signed floating-point format that has a 32-bit R component in bytes 0..3, and a 32-bit G component in bytes 4..7.

- **VK_FORMAT_R32G32B32_UINT** specifies a three-component, 96-bit unsigned integer format that has a 32-bit R component in bytes 0..3, a 32-bit G component in bytes 4..7, and a 32-bit B component in bytes 8..11.

- **VK_FORMAT_R32G32B32_SINT** specifies a three-component, 96-bit signed integer format that has a 32-bit R component in bytes 0..3, a 32-bit G component in bytes 4..7, and a 32-bit B component in bytes 8..11.

- **VK_FORMAT_R32G32B32_SFLOAT** specifies a three-component, 96-bit signed floating-point format that has a 32-bit R component in bytes 0..3, a 32-bit G component in bytes 4..7, and a 32-bit B component in bytes 8..11.

- **VK_FORMAT_R32G32B32A32_UINT** specifies a four-component, 128-bit unsigned integer format that has a 32-bit R component in bytes 0..3, a 32-bit G component in bytes 4..7, a 32-bit B component in bytes 8..11, and a 32-bit A component in bytes 12..15.

- **VK_FORMAT_R32G32B32A32_SINT** specifies a four-component, 128-bit signed integer format that has a 32-bit R component in bytes 0..3, a 32-bit G component in bytes 4..7, a 32-bit B component in bytes 8..11, and a 32-bit A component in bytes 12..15.

- **VK_FORMAT_R32G32B32A32_SFLOAT** specifies a four-component, 128-bit signed floating-point format that has a 32-bit R component in bytes 0..3, a 32-bit G component in bytes 4..7, a 32-bit B component in bytes 8..11, and a 32-bit A component in bytes 12..15.

- **VK_FORMAT_R64_UINT** specifies a one-component, 64-bit unsigned integer format that has a single 64-bit R component.

- **VK_FORMAT_R64_SINT** specifies a one-component, 64-bit signed integer format that has a single 64-bit R component.

- **VK_FORMAT_R64_SFLOAT** specifies a one-component, 64-bit signed floating-point format that has a single 64-bit R component.

- **VK_FORMAT_R64G64_UINT** specifies a two-component, 128-bit unsigned integer format that has a 64-bit R component in bytes 0..7, and a 64-bit G component in bytes 8..15.

- **VK_FORMAT_R64G64_SINT** specifies a two-component, 128-bit signed integer format that has a 64-bit R component in bytes 0..7, and a 64-bit G component in bytes 8..15.

- **VK_FORMAT_R64G64_SFLOAT** specifies a two-component, 128-bit signed floating-point format that has a 64-bit R component in bytes 0..7, and a 64-bit G component in bytes 8..15.
• **VK_FORMAT_R64G64B64_UINT** specifies a three-component, 192-bit unsigned integer format that has a 64-bit R component in bytes 0..7, a 64-bit G component in bytes 8..15, and a 64-bit B component in bytes 16..23.

• **VK_FORMAT_R64G64B64_SINT** specifies a three-component, 192-bit signed integer format that has a 64-bit R component in bytes 0..7, a 64-bit G component in bytes 8..15, and a 64-bit B component in bytes 16..23.

• **VK_FORMAT_R64G64B64_SFLOAT** specifies a three-component, 192-bit signed floating-point format that has a 64-bit R component in bytes 0..7, a 64-bit G component in bytes 8..15, and a 64-bit B component in bytes 16..23.

• **VK_FORMAT_R64G64B64A64_UINT** specifies a four-component, 256-bit unsigned integer format that has a 64-bit R component in bytes 0..7, a 64-bit G component in bytes 8..15, a 64-bit B component in bytes 16..23, and a 64-bit A component in bytes 24..31.

• **VK_FORMAT_R64G64B64A64_SINT** specifies a four-component, 256-bit signed integer format that has a 64-bit R component in bytes 0..7, a 64-bit G component in bytes 8..15, a 64-bit B component in bytes 16..23, and a 64-bit A component in bytes 24..31.

• **VK_FORMAT_R64G64B64A64_SFLOAT** specifies a four-component, 256-bit signed floating-point format that has a 64-bit R component in bytes 0..7, a 64-bit G component in bytes 8..15, a 64-bit B component in bytes 16..23, and a 64-bit A component in bytes 24..31.

• **VK_FORMAT_B10G11R11_UFLOAT_PACK32** specifies a three-component, 32-bit packed unsigned floating-point format that has a 10-bit B component in bits 22..31, an 11-bit G component in bits 11..21, an 11-bit R component in bits 0..10. See [Unsigned 10-Bit Floating-Point Numbers](#) and [Unsigned 11-Bit Floating-Point Numbers](#).

• **VK_FORMAT_E5B9G9R9_UFLOAT_PACK32** specifies a three-component, 32-bit packed unsigned floating-point format that has a 5-bit shared exponent in bits 27..31, a 9-bit B component mantissa in bits 18..26, a 9-bit G component mantissa in bits 9..17, and a 9-bit R component mantissa in bits 0..8.

• **VK_FORMAT_D16_UNORM** specifies a one-component, 16-bit unsigned normalized format that has a single 16-bit depth component.

• **VK_FORMAT_X8_D24_UNORM_PACK32** specifies a two-component, 32-bit format that has 24 unsigned normalized bits in the depth component and, optionally, 8 bits that are unused.

• **VK_FORMAT_D32_SFLOAT** specifies a one-component, 32-bit signed floating-point format that has 32 bits in the depth component.

• **VK_FORMAT_S8_UINT** specifies a one-component, 8-bit unsigned integer format that has 8 bits in the stencil component.

• **VK_FORMAT_D16_UNORM_S8_UINT** specifies a two-component, 24-bit format that has 16 unsigned normalized bits in the depth component and 8 unsigned integer bits in the stencil component.

• **VK_FORMAT_D24_UNORM_S8_UINT** specifies a two-component, 32-bit packed format that has 8 unsigned integer bits in the stencil component, and 24 unsigned normalized bits in the depth component.

• **VK_FORMAT_D32_SFLOAT_S8_UINT** specifies a two-component format that has 32 signed float bits in the depth component and 8 unsigned integer bits in the stencil component. There are optionally 24 bits that are unused.

• **VK_FORMAT_BC1_RGB_UNORM_BLOCK** specifies a three-component, block-compressed format where
each 64-bit compressed texel block encodes a 4\times4 rectangle of unsigned normalized RGB texel data. This format has no alpha and is considered opaque.

- **VK_FORMAT_BC1_RGB_SRGB_BLOCK** specifies a three-component, block-compressed format where each 64-bit compressed texel block encodes a 4\times4 rectangle of unsigned normalized RGB texel data with sRGB nonlinear encoding. This format has no alpha and is considered opaque.

- **VK_FORMAT_BC1_RGBA_UNORM_BLOCK** specifies a four-component, block-compressed format where each 64-bit compressed texel block encodes a 4\times4 rectangle of unsigned normalized RGBA texel data, and provides 1 bit of alpha.

- **VK_FORMAT_BC1_RGBA_SRGB_BLOCK** specifies a four-component, block-compressed format where each 64-bit compressed texel block encodes a 4\times4 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding, and provides 1 bit of alpha.

- **VK_FORMAT_BC2_UNORM_BLOCK** specifies a four-component, block-compressed format where each 128-bit compressed texel block encodes a 4\times4 rectangle of unsigned normalized RGBA texel data with the first 64 bits encoding alpha values followed by 64 bits encoding RGB values.

- **VK_FORMAT_BC2_SRGB_BLOCK** specifies a four-component, block-compressed format where each 128-bit compressed texel block encodes a 4\times4 rectangle of unsigned normalized RGBA texel data with the first 64 bits encoding alpha values followed by 64 bits encoding RGB values with sRGB nonlinear encoding.

- **VK_FORMAT_BC3_UNORM_BLOCK** specifies a four-component, block-compressed format where each 128-bit compressed texel block encodes a 4\times4 rectangle of unsigned normalized RGBA texel data with the first 64 bits encoding alpha values followed by 64 bits encoding RGB values.

- **VK_FORMAT_BC3_SRGB_BLOCK** specifies a four-component, block-compressed format where each 128-bit compressed texel block encodes a 4\times4 rectangle of unsigned normalized RGBA texel data with the first 64 bits encoding alpha values followed by 64 bits encoding RGB values with sRGB nonlinear encoding.

- **VK_FORMAT_BC4_UNORM_BLOCK** specifies a one-component, block-compressed format where each 64-bit compressed texel block encodes a 4\times4 rectangle of unsigned normalized red texel data.

- **VK_FORMAT_BC4_SNORM_BLOCK** specifies a one-component, block-compressed format where each 64-bit compressed texel block encodes a 4\times4 rectangle of signed normalized red texel data.

- **VK_FORMAT_BC5_UNORM_BLOCK** specifies a two-component, block-compressed format where each 128-bit compressed texel block encodes a 4\times4 rectangle of unsigned normalized RG texel data with the first 64 bits encoding red values followed by 64 bits encoding green values.

- **VK_FORMAT_BC5_SNORM_BLOCK** specifies a two-component, block-compressed format where each 128-bit compressed texel block encodes a 4\times4 rectangle of signed normalized RG texel data with the first 64 bits encoding red values followed by 64 bits encoding green values.

- **VK_FORMAT_BC6H_UFLOAT_BLOCK** specifies a three-component, block-compressed format where each 128-bit compressed texel block encodes a 4\times4 rectangle of unsigned floating-point RGB texel data.

- **VK_FORMAT_BC6H_SFLOAT_BLOCK** specifies a three-component, block-compressed format where each 128-bit compressed texel block encodes a 4\times4 rectangle of signed floating-point RGB texel data.

- **VK_FORMAT_BC7_UNORM_BLOCK** specifies a four-component, block-compressed format where each 128-bit compressed texel block encodes a 4\times4 rectangle of unsigned normalized RGBA texel data.
• **VK_FORMAT_BC7_SRGB_BLOCK** specifies a four-component, block-compressed format where each 128-bit compressed texel block encodes a 4×4 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

• **VK_FORMAT_ETC2_R8G8B8_UNORM_BLOCK** specifies a three-component, ETC2 compressed format where each 64-bit compressed texel block encodes a 4×4 rectangle of unsigned normalized RGB texel data. This format has no alpha and is considered opaque.

• **VK_FORMAT_ETC2_R8G8B8_SR6G_BLOCK** specifies a three-component, ETC2 compressed format where each 64-bit compressed texel block encodes a 4×4 rectangle of unsigned normalized RGB texel data with sRGB nonlinear encoding. This format has no alpha and is considered opaque.

• **VK_FORMAT_ETC2_R8G8B8A1_UNORM_BLOCK** specifies a four-component, ETC2 compressed format where each 64-bit compressed texel block encodes a 4×4 rectangle of unsigned normalized RGB texel data, and provides 1 bit of alpha.

• **VK_FORMAT_ETC2_R8G8B8A1_SRGB_BLOCK** specifies a four-component, ETC2 compressed format where each 64-bit compressed texel block encodes a 4×4 rectangle of unsigned normalized RGB texel data with sRGB nonlinear encoding, and provides 1 bit of alpha.

• **VK_FORMAT_ETC2_R8G8B8A8_UNORM_BLOCK** specifies a four-component, ETC2 compressed format where each 128-bit compressed texel block encodes a 4×4 rectangle of unsigned normalized RGBA texel data with the first 64 bits encoding alpha values followed by 64 bits encoding RGB values.

• **VK_FORMAT_ETC2_R8G8B8A8_SRGB_BLOCK** specifies a four-component, ETC2 compressed format where each 128-bit compressed texel block encodes a 4×4 rectangle of unsigned normalized RGBA texel data with the first 64 bits encoding alpha values followed by 64 bits encoding RGB values with sRGB nonlinear encoding applied.

• **VK_FORMAT_EAC_R11_UNORM_BLOCK** specifies a one-component, ETC2 compressed format where each 64-bit compressed texel block encodes a 4×4 rectangle of unsigned normalized red texel data.

• **VK_FORMAT_EAC_R11_SNORM_BLOCK** specifies a one-component, ETC2 compressed format where each 64-bit compressed texel block encodes a 4×4 rectangle of signed normalized red texel data.

• **VK_FORMAT_EAC_R11611_UNORM_BLOCK** specifies a two-component, ETC2 compressed format where each 128-bit compressed texel block encodes a 4×4 rectangle of unsigned normalized RG texel data with the first 64 bits encoding red values followed by 64 bits encoding green values.

• **VK_FORMAT_EAC_R11611_SNORM_BLOCK** specifies a two-component, ETC2 compressed format where each 128-bit compressed texel block encodes a 4×4 rectangle of signed normalized RG texel data with the first 64 bits encoding red values followed by 64 bits encoding green values.

• **VK_FORMAT_ASTC_4x4_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 4×4 rectangle of unsigned normalized RGBA texel data.

• **VK_FORMAT_ASTC_4x4_SR6G_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 4×4 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

• **VK_FORMAT_ASTC_4x4_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 4×4 rectangle of signed floating-point RGBA texel data.
data.

- **VK_FORMAT_ASTC_5x4_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 5×4 rectangle of unsigned normalized RGBA texel data.

- **VK_FORMAT_ASTC_5x4_SRGB_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 5×4 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

- **VK_FORMAT_ASTC_5x4_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 5×4 rectangle of signed floating-point RGBA texel data.

- **VK_FORMAT_ASTC_5x5_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 5×5 rectangle of unsigned normalized RGBA texel data.

- **VK_FORMAT_ASTC_5x5_SRGB_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 5×5 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

- **VK_FORMAT_ASTC_5x5_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 5×5 rectangle of signed floating-point RGBA texel data.

- **VK_FORMAT_ASTC_6x5_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 6×5 rectangle of unsigned normalized RGBA texel data.

- **VK_FORMAT_ASTC_6x5_SRGB_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 6×5 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

- **VK_FORMAT_ASTC_6x5_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 6×5 rectangle of signed floating-point RGBA texel data.

- **VK_FORMAT_ASTC_6x6_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 6×6 rectangle of unsigned normalized RGBA texel data.

- **VK_FORMAT_ASTC_6x6_SRGB_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 6×6 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

- **VK_FORMAT_ASTC_6x6_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 6×6 rectangle of signed floating-point RGBA texel data.

- **VK_FORMAT_ASTC_8x5_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes an 8×5 rectangle of unsigned normalized RGBA texel data.

- **VK_FORMAT_ASTC_8x5_SRGB_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes an 8×5 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.
texel data with sRGB nonlinear encoding applied to the RGB components.

- **VK_FORMAT_ASTC_8x5_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 8×5 rectangle of signed floating-point RGBA texel data.

- **VK_FORMAT_ASTC_8x6_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes an 8×6 rectangle of unsigned normalized RGBA texel data.

- **VK_FORMAT_ASTC_8x6_SRGB_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes an 8×6 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

- **VK_FORMAT_ASTC_8x6_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 8×6 rectangle of signed floating-point RGBA texel data.

- **VK_FORMAT_ASTC_8x8_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes an 8×8 rectangle of unsigned normalized RGBA texel data.

- **VK_FORMAT_ASTC_8x8_SRGB_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes an 8×8 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

- **VK_FORMAT_ASTC_8x8_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 8×8 rectangle of signed floating-point RGBA texel data.

- **VK_FORMAT_ASTC_10x5_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 10×5 rectangle of unsigned normalized RGBA texel data.

- **VK_FORMAT_ASTC_10x5_SRGB_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 10×5 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

- **VK_FORMAT_ASTC_10x5_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 10×5 rectangle of signed floating-point RGBA texel data.

- **VK_FORMAT_ASTC_10x6_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 10×6 rectangle of unsigned normalized RGBA texel data.

- **VK_FORMAT_ASTC_10x6_SRGB_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 10×6 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

- **VK_FORMAT_ASTC_10x6_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 10×6 rectangle of signed floating-point RGBA texel data.

- **VK_FORMAT_ASTC_10x8_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 10×8 rectangle of unsigned normalized RGBA
- **VK_FORMAT_ASTC_10x8_SRGB_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 10×8 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

- **VK_FORMAT_ASTC_10x8_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 10×8 rectangle of signed floating-point RGBA texel data.

- **VK_FORMAT_ASTC_10x10_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 10×10 rectangle of unsigned normalized RGBA texel data.

- **VK_FORMAT_ASTC_10x10_SRGB_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 10×10 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

- **VK_FORMAT_ASTC_10x10_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 10×10 rectangle of signed floating-point RGBA texel data.

- **VK_FORMAT_ASTC_12x10_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 12×10 rectangle of unsigned normalized RGBA texel data.

- **VK_FORMAT_ASTC_12x10_SRGB_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 12×10 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

- **VK_FORMAT_ASTC_12x10_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 12×10 rectangle of signed floating-point RGBA texel data.

- **VK_FORMAT_ASTC_12x12_UNORM_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 12×12 rectangle of unsigned normalized RGBA texel data.

- **VK_FORMAT_ASTC_12x12_SRGB_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 12×12 rectangle of unsigned normalized RGBA texel data with sRGB nonlinear encoding applied to the RGB components.

- **VK_FORMAT_ASTC_12x12_SFLOAT_BLOCK** specifies a four-component, ASTC compressed format where each 128-bit compressed texel block encodes a 12×12 rectangle of signed floating-point RGBA texel data.

- **VK_FORMAT_G8B8G8R8_422_UNORM** specifies a four-component, 32-bit format containing a pair of G components, an R component, and a B component, collectively encoding a 2×1 rectangle of unsigned normalized RGB texel data. One G value is present at each i coordinate, with the B and R values shared across both G values and thus recorded at half the horizontal resolution of the image. This format has an 8-bit G component for the even i coordinate in byte 0, an 8-bit B component in byte 1, an 8-bit G component for the odd i coordinate in byte 2, and an 8-bit R component in byte 3. This format only supports images with a width that is a multiple of two. For the purposes of the constraints on copy extents, this format is treated as a compressed format with a 2×1 compressed texel block.
• **VK_FORMAT_B8G8R8G8_422_UNORM** specifies a four-component, 32-bit format containing a pair of G components, an R component, and a B component, collectively encoding a 2×1 rectangle of unsigned normalized RGB texel data. One G value is present at each i coordinate, with the B and R values shared across both G values and thus recorded at half the horizontal resolution of the image. This format has an 8-bit B component in byte 0, an 8-bit G component for the even i coordinate in byte 1, an 8-bit R component in byte 2, and an 8-bit G component for the odd i coordinate in byte 3. This format only supports images with a width that is a multiple of two. For the purposes of the constraints on copy extents, this format is treated as a compressed format with a 2×1 compressed texel block.

• **VK_FORMAT_G8_B8_R8_3PLANE_420_UNORM** specifies an unsigned normalized multi-planar format that has an 8-bit G component in plane 0, an 8-bit B component in plane 1, and an 8-bit R component in plane 2. The horizontal and vertical dimensions of the R and B planes are halved relative to the image dimensions, and each R and B component is shared with the G components for which \( i_G \times 0.5 = i_B = i_R \) and \( J_G \times 0.5 = J_B = J_R \). The location of each plane when this image is in linear layout can be determined via `vkGetImageSubresourceLayout`, using `VK_IMAGE_ASPECT_PLANE_0_BIT` for the G plane, `VK_IMAGE_ASPECT_PLANE_1_BIT` for the B plane, and `VK_IMAGE_ASPECT_PLANE_2_BIT` for the R plane. This format only supports images with a width and height that is a multiple of two.

• **VK_FORMAT_G8_B8R8_2PLANE_420_UNORM** specifies an unsigned normalized multi-planar format that has an 8-bit G component in plane 0, and a two-component, 16-bit BR plane 1 consisting of an 8-bit B component in byte 0 and an 8-bit R component in byte 1. The horizontal and vertical dimensions of the BR plane are halved relative to the image dimensions, and each R and B value is shared with the G components for which \( i_G \times 0.5 = i_B = i_R \). The location of each plane when this image is in linear layout can be determined via `vkGetImageSubresourceLayout`, using `VK_IMAGE_ASPECT_PLANE_0_BIT` for the G plane, and `VK_IMAGE_ASPECT_PLANE_1_BIT` for the BR plane. This format only supports images with a width and height that is a multiple of two.

• **VK_FORMAT_G8_B8_R8_3PLANE_444_UNORM** specifies an unsigned normalized multi-planar format that has an 8-bit G component in plane 0, an 8-bit B component in plane 1, and an 8-bit R component in plane 2. Each plane has the same dimensions and each R, G and B component contributes to a
single texel. The location of each plane when this image is in linear layout can be determined via `vkGetImageSubresourceLayout`, using `VK_IMAGE_ASPECT_PLANE_0_BIT` for the G plane, `VK_IMAGE_ASPECT_PLANE_1_BIT` for the B plane, and `VK_IMAGE_ASPECT_PLANE_2_BIT` for the R plane.

- **VK_FORMAT_R10X6_UNORM_PACK16** specifies a one-component, 16-bit unsigned normalized format that has a single 10-bit R component in the top 10 bits of a 16-bit word, with the bottom 6 bits unused.

- **VK_FORMAT_R10X6G10X6_UNORM_2PACK16** specifies a two-component, 32-bit unsigned normalized format that has a 10-bit R component in the top 10 bits of the word in bytes 0..1, and a 10-bit G component in the top 10 bits of the word in bytes 2..3, with the bottom 6 bits of each word unused.

- **VK_FORMAT_R10X6G10X6B10X6A10X6_UNORM_4PACK16** specifies a four-component, 64-bit unsigned normalized format that has a 10-bit R component in the top 10 bits of the word in bytes 0..1, a 10-bit G component in the top 10 bits of the word in bytes 2..3, a 10-bit B component in the top 10 bits of the word in bytes 4..5, and a 10-bit A component in the top 10 bits of the word in bytes 6..7, with the bottom 6 bits of each word unused.

- **VK_FORMAT_G10X6B10X6G10X6R10X6_422_UNORM_4PACK16** specifies a four-component, 64-bit format containing a pair of G components, an R component, and a B component, collectively encoding a 2×1 rectangle of unsigned normalized RGB texel data. One G value is present at each $i$ coordinate, with the B and R values shared across both G values and thus recorded at half the horizontal resolution of the image. This format has a 10-bit G component for the even $i$ coordinate in the top 10 bits of the word in bytes 0..1, a 10-bit B component in the top 10 bits of the word in bytes 2..3, a 10-bit G component for the odd $i$ coordinate in the top 10 bits of the word in bytes 4..5, and a 10-bit R component in the top 10 bits of the word in bytes 6..7, with the bottom 6 bits of each word unused. This format only supports images with a width that is a multiple of two. For the purposes of the constraints on copy extents, this format is treated as a compressed format with a 2×1 compressed texel block.

- **VK_FORMAT_B10X6G10X6R10X6G10X6_422_UNORM_4PACK16** specifies a four-component, 64-bit format containing a pair of G components, an R component, and a B component, collectively encoding a 2×1 rectangle of unsigned normalized RGB texel data. One G value is present at each $i$ coordinate, with the B and R values shared across both G values and thus recorded at half the horizontal resolution of the image. This format has a 10-bit B component in the top 10 bits of the word in bytes 0..1, a 10-bit G component for the even $i$ coordinate in the top 10 bits of the word in bytes 2..3, a 10-bit R component in the top 10 bits of the word in bytes 4..5, and a 10-bit G component for the odd $i$ coordinate in the top 10 bits of the word in bytes 6..7, with the bottom 6 bits of each word unused. This format only supports images with a width that is a multiple of two. For the purposes of the constraints on copy extents, this format is treated as a compressed format with a 2×1 compressed texel block.

- **VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_420_UNORM_3PACK16** specifies an unsigned normalized multiplanar format that has a 10-bit G component in the top 10 bits of each 16-bit word of plane 0, a 10-bit B component in the top 10 bits of each 16-bit word of plane 1, and a 10-bit R component in the top 10 bits of each 16-bit word of plane 2, with the bottom 6 bits of each word unused. The horizontal and vertical dimensions of the R and B planes are halved relative to the image dimensions, and each R and B component is shared with the G components for which $I_G \times 0.5 = I_B = I_R$ and $U_G \times 0.5 = J_B = J_R$. The location of each plane when this image is in linear layout can be determined via `vkGetImageSubresourceLayout`, using
for the G plane, **VK_IMAGE_ASPECT_PLANE_1_BIT** for the B plane, and **VK_IMAGE_ASPECT_PLANE_2_BIT** for the R plane. This format only supports images with a width and height that is a multiple of two.

- **VK_FORMAT_G10X6_B10X6R10X6_2PLANE_420_UNORM_3PACK16** specifies an unsigned normalized multiplanar format that has a 10-bit G component in the top 10 bits of each 16-bit word of plane 0, and a two-component, 32-bit BR plane 1 consisting of a 10-bit B component in the top 10 bits of the word in bytes 0..1, and a 10-bit R component in the top 10 bits of the word in bytes 2..3, with the bottom 6 bits of each word unused. The horizontal and vertical dimensions of the BR plane are halved relative to the image dimensions, and each R and B value is shared with the G components for which \[ i_G \times 0.5 ] = i_B = i_R \] and \[ j_G \times 0.5 ] = j_B = j_R \]. The location of each plane when this image is in linear layout can be determined via **vkGetImageSubresourceLayout**, using **VK_IMAGE_ASPECT_PLANE_0_BIT** for the G plane, and **VK_IMAGE_ASPECT_PLANE_1_BIT** for the BR plane. This format only supports images with a width and height that is a multiple of two.

- **VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_422_UNORM_3PACK16** specifies an unsigned normalized multiplanar format that has a 10-bit G component in the top 10 bits of each 16-bit word of plane 0, a 10-bit B component in the top 10 bits of each 16-bit word of plane 1, and a 10-bit R component in the top 10 bits of each 16-bit word of plane 2, with the bottom 6 bits of each word unused. The horizontal dimension of the R and B plane is halved relative to the image dimensions, and each R and B value is shared with the G components for which \[ i_G \times 0.5 ] = i_B = i_R \]. The location of each plane when this image is in linear layout can be determined via **vkGetImageSubresourceLayout**, using **VK_IMAGE_ASPECT_PLANE_0_BIT** for the G plane, **VK_IMAGE_ASPECT_PLANE_1_BIT** for the B plane, and **VK_IMAGE_ASPECT_PLANE_2_BIT** for the R plane. This format only supports images with a width that is a multiple of two.

- **VK_FORMAT_G10X6_B10X6R10X6_2PLANE_422_UNORM_3PACK16** specifies an unsigned normalized multiplanar format that has a 10-bit G component in the top 10 bits of each 16-bit word of plane 0, and a two-component, 32-bit BR plane 1 consisting of a 10-bit B component in the top 10 bits of the word in bytes 0..1, and a 10-bit R component in the top 10 bits of the word in bytes 2..3, with the bottom 6 bits of each word unused. The horizontal dimension of the BR plane is halved relative to the image dimensions, and each R and B value is shared with the G components for which \[ i_G \times 0.5 ] = i_B = i_R \]. The location of each plane when this image is in linear layout can be determined via **vkGetImageSubresourceLayout**, using **VK_IMAGE_ASPECT_PLANE_0_BIT** for the G plane, and **VK_IMAGE_ASPECT_PLANE_1_BIT** for the BR plane. This format only supports images with a width that is a multiple of two.

- **VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_444_UNORM_3PACK16** specifies an unsigned normalized multiplanar format that has a 10-bit G component in the top 10 bits of each 16-bit word of plane 0, a 10-bit B component in the top 10 bits of each 16-bit word of plane 1, and a 10-bit R component in the top 10 bits of each 16-bit word of plane 2, with the bottom 6 bits of each word unused. Each plane has the same dimensions and each R, G and B component contributes to a single texel. The location of each plane when this image is in linear layout can be determined via **vkGetImageSubresourceLayout**, using **VK_IMAGE_ASPECT_PLANE_0_BIT** for the G plane, **VK_IMAGE_ASPECT_PLANE_1_BIT** for the B plane, and **VK_IMAGE_ASPECT_PLANE_2_BIT** for the R plane.

- **VK_FORMAT_R12X4_UNORM_PACK16** specifies a one-component, 16-bit unsigned normalized format that has a single 12-bit R component in the top 12 bits of a 16-bit word, with the bottom 4 bits unused.

- **VK_FORMAT_R12X4G12X4_UNORM_2PACK16** specifies a two-component, 32-bit unsigned normalized format
format that has a 12-bit R component in the top 12 bits of the word in bytes 0..1, and a 12-bit G component in the top 12 bits of the word in bytes 2..3, with the bottom 4 bits of each word unused.

- **VK_FORMAT_R12X4G12X4B12X4_A12X4_UNORM_4PACK16** specifies a four-component, 64-bit unsigned normalized format that has a 12-bit R component in the top 12 bits of the word in bytes 0..1, a 12-bit G component in the top 12 bits of the word in bytes 2..3, a 12-bit B component in the top 12 bits of the word in bytes 4..5, and a 12-bit A component in the top 12 bits of the word in bytes 6..7, with the bottom 4 bits of each word unused.

- **VK_FORMAT_G12X4_B12X4_R12X4_2PLANE_422_UNORM_4PACK16** specifies a four-component, 64-bit format containing a pair of G components, an R component, and a B component, collectively encoding a 2×1 rectangle of unsigned normalized RGB texel data. One G value is present at each coordinate, with the B and R values shared across both G values and thus recorded at half the horizontal resolution of the image. This format has a 12-bit B component in the top 12 bits of the word in bytes 0..1, a 12-bit G component in the top 12 bits of the word in bytes 2..3, a 12-bit G component for the odd i coordinate in the top 12 bits of the word in bytes 4..5, and a 12-bit R component in the top 12 bits of the word in bytes 6..7, with the bottom 4 bits of each word unused. This format only supports images with a width that is a multiple of two. For the purposes of the constraints on copy extents, this format is treated as a compressed format with a 2×1 compressed texel block.

- **VK_FORMAT_B12X4G12X4_R12X4_3PLANE_420_UNORM_3PACK16** specifies an unsigned normalized multi-planar format that has a 12-bit G component in the top 12 bits of each 16-bit word of plane 0, a 12-bit B component in the top 12 bits of each 16-bit word of plane 1, and a 12-bit R component in the top 12 bits of each 16-bit word of plane 2, with the bottom 4 bits of each word unused. The horizontal and vertical dimensions of the R and B planes are halved relative to the image dimensions, and each R and B component is shared with the G components for which \(i_G \times 0.5 = i_B = i_R\) and \(j_G \times 0.5 = j_B = j_R\). The location of each plane when this image is in linear layout can be determined via `vkGetImageSubresourceLayout`, using `VK_IMAGE_ASPECT_PLANE_0_BIT` for the G plane, `VK_IMAGE_ASPECT_PLANE_1_BIT` for the B plane, and `VK_IMAGE_ASPECT_PLANE_2_BIT` for the R plane. This format only supports images with a width and height that is a multiple of two.

- **VK_FORMAT_B12X4G12X4_R12X4_2PLANE_420_UNORM_3PACK16** specifies an unsigned normalized multi-planar format that has a 12-bit G component in the top 12 bits of each 16-bit word of plane 0, and a two-component, 32-bit BR plane 1 consisting of a 12-bit B component in the top 12 bits of the word in bytes 0..1, and a 12-bit R component in the top 12 bits of the word in bytes 2..3, with the bottom 4 bits of each word unused. The horizontal and vertical dimensions of the BR plane
are halved relative to the image dimensions, and each R and B value is shared with the G components for which \( |G_i \times 0.5| = I_B = I_R \) and \( |G_i \times 0.5| = J_B = J_R \). The location of each plane when this image is in linear layout can be determined via `vkGetImageSubresourceLayout`, using `VK_IMAGE_ASPECT_PLANE_0_BIT` for the G plane, and `VK_IMAGE_ASPECT_PLANE_1_BIT` for the BR plane. This format only supports images with a width and height that is a multiple of two.

- **VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_422_UNORM_3PACK16** specifies an unsigned normalized multi-planar format that has a 12-bit G component in the top 12 bits of each 16-bit word of plane 0, a 12-bit B component in the top 12 bits of each 16-bit word of plane 1, and a 12-bit R component in the top 12 bits of each 16-bit word of plane 2, with the bottom 4 bits of each word unused. The horizontal dimension of the R and B plane is halved relative to the image dimensions, and each R and B value is shared with the G components for which \( |G_i \times 0.5| = I_B = I_R \). The location of each plane when this image is in linear layout can be determined via `vkGetImageSubresourceLayout`, using `VK_IMAGE_ASPECT_PLANE_0_BIT` for the G plane, `VK_IMAGE_ASPECT_PLANE_1_BIT` for the BR plane, and `VK_IMAGE_ASPECT_PLANE_2_BIT` for the R plane. This format only supports images with a width that is a multiple of two.

- **VK_FORMAT_G12X4_B12X4R12X4_2PLANE_422_UNORM_3PACK16** specifies an unsigned normalized multi-planar format that has a 12-bit G component in the top 12 bits of each 16-bit word of plane 0, and a two-component, 32-bit BR plane 1 consisting of a 12-bit B component in the top 12 bits of the word in bytes 0..1, and a 12-bit R component in the top 12 bits of the word in bytes 2..3, with the bottom 4 bits of each word unused. The horizontal dimension of the BR plane is halved relative to the image dimensions, and each R and B value is shared with the G components for which \( |G_i \times 0.5| = I_B = I_R \). The location of each plane when this image is in linear layout can be determined via `vkGetImageSubresourceLayout`, using `VK_IMAGE_ASPECT_PLANE_0_BIT` for the G plane, and `VK_IMAGE_ASPECT_PLANE_1_BIT` for the BR plane. This format only supports images with a width that is a multiple of two.

- **VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_444_UNORM_3PACK16** specifies an unsigned normalized multi-planar format that has a 12-bit G component in the top 12 bits of each 16-bit word of plane 0, a 12-bit B component in the top 12 bits of each 16-bit word of plane 1, and a 12-bit R component in the top 12 bits of each 16-bit word of plane 2, with the bottom 4 bits of each word unused. Each plane has the same dimensions and each R, G and B component contributes to a single texel. The location of each plane when this image is in linear layout can be determined via `vkGetImageSubresourceLayout`, using `VK_IMAGE_ASPECT_PLANE_0_BIT` for the G plane, `VK_IMAGE_ASPECT_PLANE_1_BIT` for the B plane, and `VK_IMAGE_ASPECT_PLANE_2_BIT` for the R plane.

- **VK_FORMAT_G16B16G16R16_422_UNORM** specifies a four-component, 64-bit format containing a pair of G components, an R component, and a B component, collectively encoding a 2×1 rectangle of unsigned normalized RGB texel data. One G value is present at each \( i \) coordinate, with the B and R values shared across both G values and thus recorded at half the horizontal resolution of the image. This format has a 16-bit G component for the even \( i \) coordinate in the word in bytes 0..1, a 16-bit B component in the word in bytes 2..3, a 16-bit G component for the odd \( i \) coordinate in the word in bytes 4..5, and a 16-bit R component in the word in bytes 6..7. This format only supports images with a width that is a multiple of two. For the purposes of the constraints on copy extents, this format is treated as a compressed format with a 2×1 compressed texel block.

- **VK_FORMAT_B16G16R16G16_422_UNORM** specifies a four-component, 64-bit format containing a pair of G components, an R component, and a B component, collectively encoding a 2×1 rectangle of unsigned normalized RGB texel data. One G value is present at each \( i \) coordinate, with the B and R values shared across both G values and thus recorded at half the horizontal resolution of the
image. This format has a 16-bit B component in the word in bytes 0..1, a 16-bit G component for the even i coordinate in the word in bytes 2..3, a 16-bit R component in the word in bytes 4..5, and a 16-bit G component for the odd i coordinate in the word in bytes 6..7. This format only supports images with a width that is a multiple of two. For the purposes of the constraints on copy extents, this format is treated as a compressed format with a 2×1 compressed texel block.

- **VK_FORMAT_G16_B16_R16_3PLANE_420_UNORM** specifies an unsigned normalized multi-planar format that has a 16-bit G component in each 16-bit word of plane 0, a 16-bit B component in each 16-bit word of plane 1, and a 16-bit R component in each 16-bit word of plane 2. The horizontal and vertical dimensions of the R and B planes are halved relative to the image dimensions, and each R and B component is shared with the G components for which \( |i_G \times 0.5| = j_B = j_R \). The location of each plane when this image is in linear layout can be determined via `vkGetImageSubresourceLayout`, using `VK_IMAGE_ASPECT_PLANE_0_BIT` for the G plane, `VK_IMAGE_ASPECT_PLANE_1_BIT` for the B plane, and `VK_IMAGE_ASPECT_PLANE_2_BIT` for the R plane. This format only supports images with a width and height that is a multiple of two.

- **VK_FORMAT_G16_B16R16_2PLANE_420_UNORM** specifies an unsigned normalized multi-planar format that has a 16-bit G component in each 16-bit word of plane 0, and a two-component, 32-bit BR plane 1 consisting of a 16-bit B component in the word in bytes 0..1, and a 16-bit R component in the word in bytes 2..3. The horizontal and vertical dimensions of the BR plane are halved relative to the image dimensions, and each R and B value is shared with the G components for which \( |i_G \times 0.5| = j_B = j_R \). The location of each plane when this image is in linear layout can be determined via `vkGetImageSubresourceLayout`, using `VK_IMAGE_ASPECT_PLANE_0_BIT` for the G plane, and `VK_IMAGE_ASPECT_PLANE_1_BIT` for the BR plane. This format only supports images with a width and height that is a multiple of two.

- **VK_FORMAT_G16_B16_R16_3PLANE_422_UNORM** specifies an unsigned normalized multi-planar format that has a 16-bit G component in each 16-bit word of plane 0, a 16-bit B component in each 16-bit word of plane 1, and a 16-bit R component in each 16-bit word of plane 2. The horizontal dimension of the R and B plane is halved relative to the image dimensions, and each R and B value is shared with the G components for which \( |i_G \times 0.5| = j_B = j_R \). The location of each plane when this image is in linear layout can be determined via `vkGetImageSubresourceLayout`, using `VK_IMAGE_ASPECT_PLANE_0_BIT` for the G plane, `VK_IMAGE_ASPECT_PLANE_1_BIT` for the B plane, and `VK_IMAGE_ASPECT_PLANE_2_BIT` for the R plane. This format only supports images with a width that is a multiple of two.

- **VK_FORMAT_G16_B16R16_2PLANE_422_UNORM** specifies an unsigned normalized multi-planar format that has a 16-bit G component in each 16-bit word of plane 0, and a two-component, 32-bit BR plane 1 consisting of a 16-bit B component in the word in bytes 0..1, and a 16-bit R component in the word in bytes 2..3. The horizontal dimension of the BR plane is halved relative to the image dimensions, and each R and B value is shared with the G components for which \( |i_G \times 0.5| = j_B = j_R \). The location of each plane when this image is in linear layout can be determined via `vkGetImageSubresourceLayout`, using `VK_IMAGE_ASPECT_PLANE_0_BIT` for the G plane, and `VK_IMAGE_ASPECT_PLANE_1_BIT` for the BR plane. This format only supports images with a width that is a multiple of two.

- **VK_FORMAT_G16_B16_R16_3PLANE_444_UNORM** specifies an unsigned normalized multi-planar format that has a 16-bit G component in each 16-bit word of plane 0, a 16-bit B component in each 16-bit word of plane 1, and a 16-bit R component in each 16-bit word of plane 2. Each plane has the same dimensions and each R, G and B component contributes to a single texel. The location of each plane when this image is in linear layout can be determined via
vkGetImageSubresourceLayout, using VK_IMAGE_ASPECT_PLANE_0_BIT for the G plane, VK_IMAGE_ASPECT_PLANE_1_BIT for the B plane, and VK_IMAGE_ASPECT_PLANE_2_BIT for the R plane.

- **VK_FORMAT_G8_B8R8_2PLANE_444_UNORM** specifies an unsigned normalized *multi-planar format* that has an 8-bit G component in plane 0, and a two-component, 16-bit BR plane 1 consisting of an 8-bit B component in byte 0 and an 8-bit R component in byte 1. Both planes have the same dimensions and each R, G and B component contributes to a single texel. The location of each plane when this image is in linear layout can be determined via vkGetImageSubresourceLayout, using VK_IMAGE_ASPECT_PLANE_0_BIT for the G plane, and VK_IMAGE_ASPECT_PLANE_1_BIT for the BR plane.

- **VK_FORMAT_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16** specifies an unsigned normalized *multi-planar format* that has a 10-bit G component in the top 10 bits of each 16-bit word of plane 0, and a two-component, 32-bit BR plane 1 consisting of a 10-bit B component in the top 10 bits of the word in bytes 0..1, and a 10-bit R component in the top 10 bits of the word in bytes 2..3, the bottom 6 bits of each word unused. Both planes have the same dimensions and each R, G and B component contributes to a single texel. The location of each plane when this image is in linear layout can be determined via vkGetImageSubresourceLayout, using VK_IMAGE_ASPECT_PLANE_0_BIT for the G plane, and VK_IMAGE_ASPECT_PLANE_1_BIT for the BR plane.

- **VK_FORMAT_G12X4_B12X4R12X4_2PLANE_444_UNORM_3PACK16** specifies an unsigned normalized *multi-planar format* that has a 12-bit G component in the top 12 bits of each 16-bit word of plane 0, and a two-component, 32-bit BR plane 1 consisting of a 12-bit B component in the top 12 bits of the word in bytes 0..1, and a 12-bit R component in the top 12 bits of the word in bytes 2..3, the bottom 4 bits of each word unused. Both planes have the same dimensions and each R, G and B component contributes to a single texel. The location of each plane when this image is in linear layout can be determined via vkGetImageSubresourceLayout, using VK_IMAGE_ASPECT_PLANE_0_BIT for the G plane, and VK_IMAGE_ASPECT_PLANE_1_BIT for the BR plane.

- **VK_FORMAT_G16_B16R16_2PLANE_444_UNORM** specifies an unsigned normalized *multi-planar format* that has a 16-bit G component in each 16-bit word of plane 0, and a two-component, 32-bit BR plane 1 consisting of a 16-bit B component in the word in bytes 0..1, and a 16-bit R component in the word in bytes 2..3. Both planes have the same dimensions and each R, G and B component contributes to a single texel. The location of each plane when this image is in linear layout can be determined via vkGetImageSubresourceLayout, using VK_IMAGE_ASPECT_PLANE_0_BIT for the G plane, and VK_IMAGE_ASPECT_PLANE_1_BIT for the BR plane.

### 34.1.1. Compatible Formats of Planes of Multi-Planar Formats

Individual planes of multi-planar formats are size-compatible with single-plane color formats if they occupy the same number of bits per texel block, and are compatible with those formats if they have the same block extent.

In the following table, individual planes of a *multi-planar* format are compatible with the format listed against the relevant plane index for that multi-planar format, and any format compatible with the listed single-plane format according to [Format Compatibility Classes](#). These planes are also size-compatible with any format that is size-compatible with the listed single-plane format.

*Table 51. Plane Format Compatibility Table*
<table>
<thead>
<tr>
<th>Plane</th>
<th>Compatible format for plane</th>
<th>Width relative to the width $w$ of the plane with the largest dimensions</th>
<th>Height relative to the height $h$ of the plane with the largest dimensions</th>
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<tbody>
<tr>
<td>VK_FORMAT_G8_B8_R8_3PLANE_420_UNORM</td>
<td>VK_FORMAT_R8_UNORM</td>
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<td>$w/2$</td>
<td>$h$</td>
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<td>$h/2$</td>
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<td>VK_FORMAT_R10X6G10X6R10X6_2PACK16</td>
<td>$w/2$</td>
<td>$h$</td>
</tr>
<tr>
<td></td>
<td>VK_FORMAT_R10X6G10X6R10X6_2PACK16</td>
<td>$w/2$</td>
<td>$h$</td>
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<tr>
<td>VK_FORMAT_G10X6_B10X6R10X6_2PLANE_422_UNORM_3PACK16</td>
<td>VK_FORMAT_R10X6_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
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<td>VK_FORMAT_R10X6G10X6R10X6_2PACK16</td>
<td>$w/2$</td>
<td>$h$</td>
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<tr>
<td></td>
<td>VK_FORMAT_R10X6G10X6R10X6_2PACK16</td>
<td>$w/2$</td>
<td>$h$</td>
</tr>
<tr>
<td>Plane</td>
<td>Compatible format for plane</td>
<td>Width relative to the width $w$ of the plane with the largest dimensions</td>
<td>Height relative to the height $h$ of the plane with the largest dimensions</td>
</tr>
<tr>
<td>-------</td>
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<tr>
<td>VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_444_UNORM_3PACK16</td>
<td>VK_FORMAT_R10X6_UNORM_PACK16</td>
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</tr>
<tr>
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<td>h</td>
</tr>
<tr>
<td>VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_420_UNORM_3PACK16</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
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<td>h</td>
</tr>
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<td>w/2</td>
<td>h/2</td>
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<tr>
<td>VK_FORMAT_G12X4_B12X4R12X4_2PLANE_420_UNORM_3PACK16</td>
<td>VK_FORMAT_R12X4G12X4_UNORM_2PACK16</td>
<td>w</td>
<td>h</td>
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<tr>
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<td>h/2</td>
</tr>
<tr>
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<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>w</td>
<td>h</td>
</tr>
<tr>
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<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>w/2</td>
<td>h</td>
</tr>
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<td>w/2</td>
<td>h</td>
</tr>
<tr>
<td>VK_FORMAT_G12X4_B12X4R12X4_2PLANE_422_UNORM_3PACK16</td>
<td>VK_FORMAT_R12X4G12X4_UNORM_2PACK16</td>
<td>w</td>
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<td>w/2</td>
<td>h</td>
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<tr>
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<td>w/2</td>
<td>h</td>
</tr>
<tr>
<td>VK_FORMAT_G16_B16_R16_3PLANE_420_UNORM</td>
<td>VK_FORMAT_R16_UNORM</td>
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</tr>
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<td>h/2</td>
</tr>
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<td>h/2</td>
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<td>VK_FORMAT_R16_UNORM</td>
<td>w/2</td>
<td>h/2</td>
</tr>
<tr>
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<td>VK_FORMAT_R16G16_UNORM</td>
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<td>w/2</td>
<td>h</td>
</tr>
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<td>VK_FORMAT_R16_UNORM</td>
<td>w</td>
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<td>w/2</td>
<td>h</td>
</tr>
<tr>
<td>Plane</td>
<td>Compatible format for plane</td>
<td>Width relative to the width $w$ of the plane with the largest dimensions</td>
<td>Height relative to the height $h$ of the plane with the largest dimensions</td>
</tr>
<tr>
<td>-------</td>
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<td>$h$</td>
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<td>$h$</td>
</tr>
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</tr>
<tr>
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<td>VK_FORMAT_R8G8_UNORM</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td></td>
<td>VK_FORMAT_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>VK_FORMAT_R10X6_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td>1</td>
<td>VK_FORMAT_R10X6G10X6_UNORM_2PACK16</td>
<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td></td>
<td>VK_FORMAT_G12X4_B12X4R12X4_2PLANE_444_UNORM_3PACK16</td>
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<td></td>
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<td>0</td>
<td>VK_FORMAT_R12X4_UNORM_PACK16</td>
<td>$w$</td>
<td>$h$</td>
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<tr>
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<td>$w$</td>
<td>$h$</td>
</tr>
<tr>
<td></td>
<td>VK_FORMAT_G16_B16R16_2PLANE_444_UNORM</td>
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<td></td>
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<td>VK_FORMAT_R16_UNORM</td>
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<td>$h$</td>
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<tr>
<td>1</td>
<td>VK_FORMAT_R16G16_UNORM</td>
<td>$w$</td>
<td>$h$</td>
</tr>
</tbody>
</table>

### 34.1.2. Multi-planar Format Image Aspect

When using `VkImageAspectFlagBits` to select a plane of a multi-planar format, the following are the valid options:

- **Two planes**
  - `VK_IMAGE_ASPECT_PLANE_0_BIT`
  - `VK_IMAGE_ASPECT_PLANE_1_BIT`

- **Three planes**
  - `VK_IMAGE_ASPECT_PLANE_0_BIT`
  - `VK_IMAGE_ASPECT_PLANE_1_BIT`
  - `VK_IMAGE_ASPECT_PLANE_2_BIT`
34.1.3. Packed Formats

For the purposes of address alignment when accessing buffer memory containing vertex attribute or texel data, the following formats are considered packed - components of the texels or attributes are stored in bitfields packed into one or more 8-, 16-, or 32-bit fundamental data type.

- Packed into 8-bit data types:
  - VK_FORMAT_R4G4_UNORM_PACK8

- Packed into 16-bit data types:
  - VK_FORMAT_R4G4B4A4_UNORM_PACK16
  - VK_FORMAT_B4G4R4A4_UNORM_PACK16
  - VK_FORMAT_R5G6B5_UNORM_PACK16
  - VK_FORMAT_B5G6R5_UNORM_PACK16
  - VK_FORMAT_R5G5B5A1_UNORM_PACK16
  - VK_FORMAT_B5G5R5A1_UNORM_PACK16
  - VK_FORMAT_A1R5G5B5_UNORM_PACK16
  - VK_FORMAT_R10X6_UNORM_PACK16
  - VK_FORMAT_R10X6G10X6_UNORM_2PACK16
  - VK_FORMAT_R10X6G10X6B10X6A10X6_UNORM_4PACK16
  - VK_FORMAT_G10X6B10X6R10X6G10X6_422_UNORM_4PACK16
  - VK_FORMAT_B10X6G10X6R10X6G10X6_422_UNORM_4PACK16
  - VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_420_UNORM_3PACK16
  - VK_FORMAT_G10X6_B10X6R10X6_2PLANE_420_UNORM_3PACK16
  - VK_FORMAT_G10X6_B10X6R10X6_3PLANE_422_UNORM_3PACK16
  - VK_FORMAT_G10X6_B10X6R10X6_2PLANE_422_UNORM_3PACK16
  - VK_FORMAT_G10X6_B10X6R10X6_3PLANE_444_UNORM_3PACK16
  - VK_FORMAT_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16
  - VK_FORMAT_R12X4_UNORM_PACK16
  - VK_FORMAT_R12X4G12X4_UNORM_2PACK16
  - VK_FORMAT_R12X4G12X4B12X4A12X4_UNORM_4PACK16
  - VK_FORMAT_G12X4B12X4G12X4R12X4_422_UNORM_4PACK16
  - VK_FORMAT_B12X4G12X4R12X4G12X4_422_UNORM_4PACK16
  - VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_420_UNORM_3PACK16
  - VK_FORMAT_G12X4_B12X4R12X4_2PLANE_420_UNORM_3PACK16
  - VK_FORMAT_G12X4_B12X4R12X4_3PLANE_422_UNORM_3PACK16
  - VK_FORMAT_G12X4_B12X4R12X4_2PLANE_422_UNORM_3PACK16
  - VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_444_UNORM_3PACK16
  - VK_FORMAT_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16
34.1.4. Identification of Formats

A “format” is represented by a single enum value. The name of a format is usually built up by using the following pattern:

\[ \text{VK\_FORMAT\_{component-format|compression-scheme}\_{numeric-format}} \]

The component-format indicates either the size of the R, G, B, and A components (if they are present) in the case of a color format, or the size of the depth (D) and stencil (S) components (if they are present) in the case of a depth/stencil format (see below). An X indicates a component that is
unused, but **may** be present for padding.
Table 52. Interpretation of Numeric Format

<table>
<thead>
<tr>
<th>Numeric format</th>
<th>Type-Declaration instructions</th>
<th>Numeric type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UNORM</td>
<td>OpTypeFloat</td>
<td>floating-point</td>
<td>The components are unsigned normalized values in the range [0,1]</td>
</tr>
<tr>
<td>SNORM</td>
<td>OpTypeFloat</td>
<td>floating-point</td>
<td>The components are signed normalized values in the range [-1,1]</td>
</tr>
<tr>
<td>USCALED</td>
<td>OpTypeFloat</td>
<td>floating-point</td>
<td>The components are unsigned integer values that get converted to floating-point in the range [0,2ⁿ⁻¹]</td>
</tr>
<tr>
<td>SSCALED</td>
<td>OpTypeFloat</td>
<td>floating-point</td>
<td>The components are signed integer values that get converted to floating-point in the range [-2ⁿ⁻¹,2ⁿ⁻¹-1]</td>
</tr>
<tr>
<td>UINT</td>
<td>OpTypeInt</td>
<td>unsigned integer</td>
<td>The components are unsigned integer values in the range [0,2ⁿ-1]</td>
</tr>
<tr>
<td>SINT</td>
<td>OpTypeInt</td>
<td>signed integer</td>
<td>The components are signed integer values in the range [-2ⁿ⁻¹,2ⁿ⁻¹-1]</td>
</tr>
<tr>
<td>UFLOAT</td>
<td>OpTypeFloat</td>
<td>floating-point</td>
<td>The components are unsigned floating-point numbers (used by packed, shared exponent, and some compressed formats)</td>
</tr>
<tr>
<td>SFLOAT</td>
<td>OpTypeFloat</td>
<td>floating-point</td>
<td>The components are signed floating-point numbers</td>
</tr>
<tr>
<td>SRGB</td>
<td>OpTypeFloat</td>
<td>floating-point</td>
<td>The R, G, and B components are unsigned normalized values that represent values using sRGB nonlinear encoding, while the A component (if one exists) is a regular unsigned normalized value</td>
</tr>
</tbody>
</table>

n is the number of bits in the component.

The suffix 
_PACKnn indicates that the format is packed into an underlying type with nn bits. The suffix _mPACKnn is a short-hand that indicates that the format has m groups of components (which may or may not be stored in separate planes) that are each packed into an underlying type with nn bits.

The suffix _BLOCK indicates that the format is a block-compressed format, with the representation of multiple pixels encoded interdependently within a region.

Table 53. Interpretation of Compression Scheme

<table>
<thead>
<tr>
<th>Compression scheme</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BC</td>
<td>Block Compression. See Block-Compressed Image Formats.</td>
</tr>
<tr>
<td>ETC2</td>
<td>Ericsson Texture Compression. See ETC Compressed Image Formats.</td>
</tr>
<tr>
<td>EAC</td>
<td>ETC2 Alpha Compression. See ETC Compressed Image Formats.</td>
</tr>
</tbody>
</table>
For multi-planar images, the components in separate planes are separated by underscores, and the number of planes is indicated by the addition of a _2PLANE or _3PLANE suffix. Similarly, the separate aspects of depth-stencil formats are separated by underscores, although these are not considered separate planes. Formats are suffixed by _422 to indicate that planes other than the first are reduced in size by a factor of two horizontally or that the R and B values appear at half the horizontal frequency of the G values, _420 to indicate that planes other than the first are reduced in size by a factor of two both horizontally and vertically, and _444 for consistency to indicate that all three planes of a three-planar image are the same size.

Note
No common format has a single plane containing both R and B components but does not store these components at reduced horizontal resolution.

34.1.5. Representation and Texel Block Size

Color formats must be represented in memory in exactly the form indicated by the format’s name. This means that promoting one format to another with more bits per component and/or additional components must not occur for color formats. Depth/stencil formats have more relaxed requirements as discussed below.

Each format has a texel block size, the number of bytes used to store one texel block (a single addressable element of an uncompressed image, or a single compressed block of a compressed image). The texel block size for each format is shown in the Compatible formats table.

The representation of non-packed formats is that the first component specified in the name of the format is in the lowest memory addresses and the last component specified is in the highest memory addresses. See Byte mappings for non-packed/compressed color formats. The in-memory ordering of bytes within a component is determined by the host endianness.

Table 54. Byte mappings for non-packed/compressed color formats

<table>
<thead>
<tr>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
<th>← Byte</th>
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</thead>
<tbody>
<tr>
<td>R</td>
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<tr>
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</tbody>
</table>

1501
Packed formats store multiple components within one underlying type. The bit representation is that the first component specified in the name of the format is in the most-significant bits and the last component specified is in the least-significant bits of the underlying type. The in-memory ordering of bytes comprising the underlying type is determined by the host endianness.

Table 55. Bit mappings for packed 8-bit formats

<table>
<thead>
<tr>
<th>Bit</th>
<th>7</th>
<th>6</th>
<th>5</th>
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</table>

<table>
<thead>
<tr>
<th>Bit</th>
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<th>3</th>
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Table 56. Bit mappings for packed 16-bit formats

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<td>A</td>
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</table>

Table 55. Bit mappings for packed 8-bit formats

Table 56. Bit mappings for packed 16-bit formats
### Table 57. Bit mappings for packed 32-bit formats

<table>
<thead>
<tr>
<th>Bit</th>
<th>31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
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<td>A</td>
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</tr>
<tr>
<td>R</td>
<td>G</td>
</tr>
<tr>
<td>X</td>
<td></td>
</tr>
</tbody>
</table>

**VK_FORMAT_A8B8G8R8_*_PACK32**

- A: 0 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- B: 7 6 5 4 3 2 1 0 7 6 5 4 3 2 1 0
- R: 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
- X: 11 10 9 8 7 6 5 4 3 2 1 0

---

**VK_FORMAT_A2R10G10B10_*_PACK32**

- A: 1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
- B: 1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
- R: 1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
- X: 1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0

---

**VK_FORMAT_A1R5G5B5_*_PACK16**

- A: 0 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- B: 0 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- R: 0 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- X: 0 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0

---

**VK_FORMAT_R5G6B5_UNORM_PACK16**

- A: 4 3 2 1 0 5 4 3 2 1 0 4 3 2 1 0
- B: 4 3 2 1 0 5 4 3 2 1 0 4 3 2 1 0
- R: 4 3 2 1 0 5 4 3 2 1 0 4 3 2 1 0
- X: 4 3 2 1 0 5 4 3 2 1 0 4 3 2 1 0

---

**VK_FORMAT_A4R4G4B4_UNORM_PACK16**

- A: 3 2 1 0 3 2 1 0 3 2 1 0 3 2 1 0
- B: 3 2 1 0 3 2 1 0 3 2 1 0 3 2 1 0
- R: 3 2 1 0 3 2 1 0 3 2 1 0 3 2 1 0
- X: 3 2 1 0 3 2 1 0 3 2 1 0 3 2 1 0

---

**VK_FORMAT_A4B4G4R4_UNORM_PACK16**

- A: 3 2 1 0 3 2 1 0 3 2 1 0 3 2 1 0
- B: 3 2 1 0 3 2 1 0 3 2 1 0 3 2 1 0
- R: 3 2 1 0 3 2 1 0 3 2 1 0 3 2 1 0
- X: 3 2 1 0 3 2 1 0 3 2 1 0 3 2 1 0

---

**VK_FORMAT_R5G6R5_UNORM_PACK16**

- A: 4 3 2 1 0 5 4 3 2 1 0 4 3 2 1 0
- B: 4 3 2 1 0 5 4 3 2 1 0 4 3 2 1 0
- R: 4 3 2 1 0 5 4 3 2 1 0 4 3 2 1 0
- X: 4 3 2 1 0 5 4 3 2 1 0 4 3 2 1 0

---

**VK_FORMAT_A1R5G5B5A1_UNORM_PACK16**

- A: 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- B: 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- R: 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- X: 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0

---

**VK_FORMAT_B5G6R5A1_UNORM_PACK16**

- A: 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- B: 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- R: 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- X: 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0

---

**VK_FORMAT_R5G5B5A1_UNORM_PACK16**

- A: 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- B: 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- R: 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- X: 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0

---

**VK_FORMAT_R10X6_UNORM_PACK16**

- A: 0 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- B: 0 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- R: 0 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- X: 0 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0

---

**VK_FORMAT_R12X4_UNORM_PACK16**

- A: 0 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- B: 0 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- R: 0 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0
- X: 0 4 3 2 1 0 4 3 2 1 0 4 3 2 1 0

---

**VK_FORMAT_A2R10G10B10_*_PACK32**

- A: 1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
- B: 1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
- R: 1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
- X: 1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0

---

**VK_FORMAT_A2B10G10R10_*_PACK32**

- A: 1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
- B: 1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
- R: 1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
- X: 1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0
34.1.6. Depth/Stencil Formats

Depth/stencil formats are considered opaque and need not be stored in the exact number of bits per texel or component ordering indicated by the format enum. However, implementations must not substitute a different depth or stencil precision than is described in the format (e.g. D16 must not be implemented as D24 or D32).

34.1.7. Format Compatibility Classes

Uncompressed color formats are compatible with each other if they occupy the same number of bits per texel block. Compressed color formats are compatible with each other if the only difference between them is the numeric format of the uncompressed pixels. Each depth/stencil format is only compatible with itself. In the following table, all the formats in the same row are compatible. Each format has a defined texel block extent specifying how many texels each texel block represents in each dimension.

Table 58. Compatible Formats

<table>
<thead>
<tr>
<th>Class, Texel Block Size, Texel Block Extent, # Texels/Block</th>
<th>Formats</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-bit Block size 1 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_R4G4_UNORM_PACK8, VK_FORMAT_R8_UNORM, VK_FORMAT_R8_SNORM, VK_FORMAT_R8_USCALED, VK_FORMAT_R8_SSCALED, VK_FORMAT_R8_UINT, VK_FORMAT_R8_SINT, VK_FORMAT_R8_SRGB</td>
</tr>
<tr>
<td>Class, Texel Block Size, Texel Block Extent, # Texels/Block</td>
<td>Formats</td>
</tr>
<tr>
<td>-----------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>16-bit Block size 2 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_R10X6_UNORM_PACK16, VK_FORMAT_R12X4_UNORM_PACK16, VK_FORMAT_A4R4G4B4_UNORM_PACK16, VK_FORMAT_A4B4G4R4_UNORM_PACK16, VK_FORMAT_R4G4B4A4_UNORM_PACK16, VK_FORMAT_B4G4R4A4_UNORM_PACK16, VK_FORMAT_R5G6B5_UNORM_PACK16, VK_FORMAT_B5G6R5_UNORM_PACK16, VK_FORMAT_R5G5B5A1_UNORM_PACK16, VK_FORMAT_B5G5R5A1_UNORM_PACK16, VK_FORMAT_A1R5G5B5_UNORM_PACK16, VK_FORMAT_R8G8_UNORM, VK_FORMAT_R8G8_SNORM, VK_FORMAT_R8G8_USCALED, VK_FORMAT_R8G8_SSCALED, VK_FORMAT_R8G8_UINT, VK_FORMAT_R8G8_SINT, VK_FORMAT_R8G8_SRGB, VK_FORMAT_R16_UNORM, VK_FORMAT_R16_SNORM, VK_FORMAT_R16_USCALED, VK_FORMAT_R16_SSCALED, VK_FORMAT_R16_UINT, VK_FORMAT_R16_SINT, VK_FORMAT_R16_SFLOAT</td>
</tr>
<tr>
<td>24-bit Block size 3 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_R8G8B8_UNORM, VK_FORMAT_R8G8B8_SNORM, VK_FORMAT_R8G8B8_USCALED, VK_FORMAT_R8G8B8_SSCALED, VK_FORMAT_R8G8B8_UINT, VK_FORMAT_R8G8B8_SINT, VK_FORMAT_R8G8B8_SRGB, VK_FORMAT_B8G8R8_UNORM, VK_FORMAT_B8G8R8_SNORM, VK_FORMAT_B8G8R8_USCALED, VK_FORMAT_B8G8R8_SSCALED, VK_FORMAT_B8G8R8_UINT, VK_FORMAT_B8G8R8_SINT, VK_FORMAT_B8G8R8_SRGB</td>
</tr>
<tr>
<td>Class, Texel Block Size, Texel Block Extent, # Texels/Block</td>
<td>Formats</td>
</tr>
<tr>
<td>-------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>32-bit Block size 4 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_R10X6G10X6_UNORM_2PACK16, VK_FORMAT_R12X4G12X4_UNORM_2PACK16, VK_FORMAT_R8G8888_A8_UNORM, VK_FORMAT_R8G8888_A8_SNORM, VK_FORMAT_R8G8888_A8_USCALED, VK_FORMAT_R8G8888_A8_SSCALED, VK_FORMAT_R8G8888_A8_UINT, VK_FORMAT_R8G8888_A8_SINT, VK_FORMAT_R8G8888_A8_SRGB, VK_FORMAT_B8G8R8A8_UNORM, VK_FORMAT_B8G8R8A8_SNORM, VK_FORMAT_B8G8R8A8_USCALED, VK_FORMAT_B8G8R8A8_SSCALED, VK_FORMAT_B8G8R8A8_UINT, VK_FORMAT_B8G8R8A8_SINT, VK_FORMAT_B8G8R8A8_SRGB, VK_FORMAT_A8B8G8R8_UNORM_PACK32, VK_FORMAT_A8B8G8R8_SNORM_PACK32, VK_FORMAT_A8B8G8R8_USCALED_PACK32, VK_FORMAT_A8B8G8R8_SSCALED_PACK32, VK_FORMAT_A8B8G8R8_UINT_PACK32, VK_FORMAT_A8B8G8R8_SINT_PACK32, VK_FORMAT_A8B8G8R8_SRGB_PACK32, VK_FORMAT_A2R10G10B10_UNORM_PACK32, VK_FORMAT_A2R10G10B10_SNORM_PACK32, VK_FORMAT_A2R10G10B10_USCALED_PACK32, VK_FORMAT_A2R10G10B10_SSCALED_PACK32, VK_FORMAT_A2R10G10B10_UINT_PACK32, VK_FORMAT_A2R10G10B10_SINT_PACK32, VK_FORMAT_A2R10G10B10_SRGB_PACK32, VK_FORMAT_R16G16_UNORM, VK_FORMAT_R16G16_SNORM, VK_FORMAT_R16G16_USCALED, VK_FORMAT_R16G16_SSCALED, VK_FORMAT_R16G16_UINT, VK_FORMAT_R16G16_SINT, VK_FORMAT_R16G16_SFLOAT, VK_FORMAT_R32_UINT, VK_FORMAT_R32_SINT, VK_FORMAT_R32_SFLOAT, VK_FORMAT_B10G11R11_UFLOAT_PACK32, VK_FORMAT_E5B9G9R9_UFLOAT_PACK32</td>
</tr>
<tr>
<td>Class, Texel Block Size, Texel Block Extent, # Texels/Block</td>
<td>Formats</td>
</tr>
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<td>------------------------------------------------------------</td>
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</tr>
<tr>
<td>48-bit Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_R16G16B16_UNORM, VK_FORMAT_R16G16B16_SNORM, VK_FORMAT_R16G16B16_USCALED, VK_FORMAT_R16G16B16_SSCALED, VK_FORMAT_R16G16B16_UINT, VK_FORMAT_R16G16B16_SINT, VK_FORMAT_R16G16B16_SFLOAT</td>
</tr>
<tr>
<td>96-bit Block size 12 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_R32G32B32_UINT, VK_FORMAT_R32G32B32_SINT, VK_FORMAT_R32G32B32_SFLOAT</td>
</tr>
<tr>
<td>128-bit Block size 16 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_R32G32B32A32_UINT, VK_FORMAT_R32G32B32A32_SINT, VK_FORMAT_R32G32B32A32_SFLOAT, VK_FORMAT_R64G64_UINT, VK_FORMAT_R64G64_SINT, VK_FORMAT_R64G64_SFLOAT</td>
</tr>
<tr>
<td>192-bit Block size 24 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_R64G64B64_UINT, VK_FORMAT_R64G64B64_SINT, VK_FORMAT_R64G64B64_SFLOAT</td>
</tr>
<tr>
<td>256-bit Block size 32 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_R64G64B64A64_UINT, VK_FORMAT_R64G64B64A64_SINT, VK_FORMAT_R64G64B64A64_SFLOAT</td>
</tr>
<tr>
<td>Class, Texel Block Size, Texel Block Extent, # Texels/Block</td>
<td>Formats</td>
</tr>
<tr>
<td>----------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>D16 Block size 2 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_D16_UNORM</td>
</tr>
<tr>
<td>D24 Block size 4 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_X8_D24_UNORM_PACK32</td>
</tr>
<tr>
<td>D32 Block size 4 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_D32_SFLOAT</td>
</tr>
<tr>
<td>S8 Block size 1 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_S8_UINT</td>
</tr>
<tr>
<td>D16S8 Block size 3 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_D16_UNORM_S8_UINT</td>
</tr>
<tr>
<td>D24S8 Block size 4 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_D24_UNORM_S8_UINT</td>
</tr>
<tr>
<td>D32S8 Block size 5 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_D32_SFLOAT_S8_UINT</td>
</tr>
<tr>
<td>BC1_RGB Block size 8 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_BC1_RGB_UNORM_BLOCK, VK_FORMAT_BC1_RGB_SRGB_BLOCK</td>
</tr>
<tr>
<td>BC1_RGBA Block size 8 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_BC1_RGBA_UNORM_BLOCK, VK_FORMAT_BC1_RGBA_SRGB_BLOCK</td>
</tr>
<tr>
<td>BC2 Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_BC2_UNORM_BLOCK, VK_FORMAT_BC2_SRGB_BLOCK</td>
</tr>
<tr>
<td>Class, Texel Block Size, Texel Block Extent, # Texels/Block</td>
<td>Formats</td>
</tr>
<tr>
<td>-------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td><strong>BC3</strong> Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_BC3_UNORM_BLOCK, VK_FORMAT_BC3_SRGB_BLOCK</td>
</tr>
<tr>
<td><strong>BC4</strong> Block size 8 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_BC4_UNORM_BLOCK, VK_FORMAT_BC4_SNORM_BLOCK</td>
</tr>
<tr>
<td><strong>BC5</strong> Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_BC5_UNORM_BLOCK, VK_FORMAT_BC5_SNORM_BLOCK</td>
</tr>
<tr>
<td><strong>BC6H</strong> Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_BC6H_UFLOAT_BLOCK, VK_FORMAT_BC6H_SFLOAT_BLOCK</td>
</tr>
<tr>
<td><strong>BC7</strong> Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_BC7_UNORM_BLOCK, VK_FORMAT_BC7_SRGB_BLOCK</td>
</tr>
<tr>
<td><strong>ETC2_RGB</strong> Block size 8 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_ETC2_R8G8B8_UNORM_BLOCK, VK_FORMAT_ETC2_R8G8B8_SRGB_BLOCK</td>
</tr>
<tr>
<td><strong>ETC2_RGBA</strong> Block size 8 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_ETC2_R8G8B8A1_UNORM_BLOCK, VK_FORMAT_ETC2_R8G8B8A1_SRGB_BLOCK</td>
</tr>
<tr>
<td><strong>ETC2_EAC_RGBA</strong> Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_ETC2_R8G8B8A8_UNORM_BLOCK, VK_FORMAT_ETC2_R8G8B8A8_SRGB_BLOCK</td>
</tr>
<tr>
<td><strong>EAC_R</strong> Block size 8 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_EAC_R11_UNORM_BLOCK, VK_FORMAT_EAC_R11_SNORM_BLOCK</td>
</tr>
<tr>
<td><strong>EAC_RG</strong> Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_EAC_R11G11_UNORM_BLOCK, VK_FORMAT_EAC_R11G11_SNORM_BLOCK</td>
</tr>
<tr>
<td>Class, Texel Block Size, Texel Block Extent, # Texels/Block</td>
<td>Formats</td>
</tr>
<tr>
<td>-------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>ASTC_4x4 Block size 16 byte 4x4x1 block extent 16 texel/block</td>
<td>VK_FORMAT_ASTC_4x4_SFLOAT_BLOCK, VK_FORMAT_ASTC_4x4_UNORM_BLOCK, VK_FORMAT_ASTC_4x4_SRGB_BLOCK</td>
</tr>
<tr>
<td>ASTC_5x4 Block size 16 byte 5x4x1 block extent 20 texel/block</td>
<td>VK_FORMAT_ASTC_5x4_SFLOAT_BLOCK, VK_FORMAT_ASTC_5x4_UNORM_BLOCK, VK_FORMAT_ASTC_5x4_SRGB_BLOCK</td>
</tr>
<tr>
<td>ASTC_5x5 Block size 16 byte 5x5x1 block extent 25 texel/block</td>
<td>VK_FORMAT_ASTC_5x5_SFLOAT_BLOCK, VK_FORMAT_ASTC_5x5_UNORM_BLOCK, VK_FORMAT_ASTC_5x5_SRGB_BLOCK</td>
</tr>
<tr>
<td>ASTC_6x5 Block size 16 byte 6x5x1 block extent 30 texel/block</td>
<td>VK_FORMAT_ASTC_6x5_SFLOAT_BLOCK, VK_FORMAT_ASTC_6x5_UNORM_BLOCK, VK_FORMAT_ASTC_6x5_SRGB_BLOCK</td>
</tr>
<tr>
<td>ASTC_6x6 Block size 16 byte 6x6x1 block extent 36 texel/block</td>
<td>VK_FORMAT_ASTC_6x6_SFLOAT_BLOCK, VK_FORMAT_ASTC_6x6_UNORM_BLOCK, VK_FORMAT_ASTC_6x6_SRGB_BLOCK</td>
</tr>
<tr>
<td>ASTC_8x5 Block size 16 byte 8x5x1 block extent 40 texel/block</td>
<td>VK_FORMAT_ASTC_8x5_SFLOAT_BLOCK, VK_FORMAT_ASTC_8x5_UNORM_BLOCK, VK_FORMAT_ASTC_8x5_SRGB_BLOCK</td>
</tr>
<tr>
<td>ASTC_8x6 Block size 16 byte 8x6x1 block extent 48 texel/block</td>
<td>VK_FORMAT_ASTC_8x6_SFLOAT_BLOCK, VK_FORMAT_ASTC_8x6_UNORM_BLOCK, VK_FORMAT_ASTC_8x6_SRGB_BLOCK</td>
</tr>
<tr>
<td>ASTC_8x8 Block size 16 byte 8x8x1 block extent 64 texel/block</td>
<td>VK_FORMAT_ASTC_8x8_SFLOAT_BLOCK, VK_FORMAT_ASTC_8x8_UNORM_BLOCK, VK_FORMAT_ASTC_8x8_SRGB_BLOCK</td>
</tr>
<tr>
<td>ASTC_10x5 Block size 16 byte 10x5x1 block extent 50 texel/block</td>
<td>VK_FORMAT_ASTC_10x5_SFLOAT_BLOCK, VK_FORMAT_ASTC_10x5_UNORM_BLOCK, VK_FORMAT_ASTC_10x5_SRGB_BLOCK</td>
</tr>
<tr>
<td>ASTC_10x6 Block size 16 byte 10x6x1 block extent 60 texel/block</td>
<td>VK_FORMAT_ASTC_10x6_SFLOAT_BLOCK, VK_FORMAT_ASTC_10x6_UNORM_BLOCK, VK_FORMAT_ASTC_10x6_SRGB_BLOCK</td>
</tr>
<tr>
<td>Class, Texel Block Size, Texel Block Extent, # Texels/Block</td>
<td>Formats</td>
</tr>
<tr>
<td>-----------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>ASTC_10x8 Block size 16 byte 10x8x1 block extent 80 texel/block</td>
<td>VK_FORMAT_ASTC_10x8_SFLOAT_BLOCK, VK_FORMAT_ASTC_10x8_UNORM_BLOCK, VK_FORMAT_ASTC_10x8_SRGB_BLOCK</td>
</tr>
<tr>
<td>ASTC_10x10 Block size 16 byte 10x10x1 block extent 100 texel/block</td>
<td>VK_FORMAT_ASTC_10x10_SFLOAT_BLOCK, VK_FORMAT_ASTC_10x10_UNORM_BLOCK, VK_FORMAT_ASTC_10x10_SRGB_BLOCK</td>
</tr>
<tr>
<td>ASTC_12x10 Block size 16 byte 12x10x1 block extent 120 texel/block</td>
<td>VK_FORMAT_ASTC_12x10_SFLOAT_BLOCK, VK_FORMAT_ASTC_12x10_UNORM_BLOCK, VK_FORMAT_ASTC_12x10_SRGB_BLOCK</td>
</tr>
<tr>
<td>ASTC_12x12 Block size 16 byte 12x12x1 block extent 144 texel/block</td>
<td>VK_FORMAT_ASTC_12x12_SFLOAT_BLOCK, VK_FORMAT_ASTC_12x12_UNORM_BLOCK, VK_FORMAT_ASTC_12x12_SRGB_BLOCK</td>
</tr>
<tr>
<td>32-bit G8B8G8R8 Block size 4 byte 2x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G8B8G8R8_422_UNORM</td>
</tr>
<tr>
<td>32-bit B8G8R8G8 Block size 4 byte 2x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_B8G8R8G8_422_UNORM</td>
</tr>
<tr>
<td>8-bit 3-plane 420 Block size 3 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G8_B8_R8_3PLANE_420_UNORM</td>
</tr>
<tr>
<td>8-bit 2-plane 420 Block size 3 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G8_B8R8_2PLANE_420_UNORM</td>
</tr>
<tr>
<td>8-bit 3-plane 422 Block size 3 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G8_B8_R8_3PLANE_422_UNORM</td>
</tr>
<tr>
<td>8-bit 2-plane 422 Block size 3 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G8_B8R8_2PLANE_422_UNORM</td>
</tr>
<tr>
<td>Class, Texel Block Size, Texel Block Extent, # Texels/Block</td>
<td>Formats</td>
</tr>
<tr>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>8-bit 3-plane 444&lt;br&gt;Block size 3 byte&lt;br&gt;1x1x1 block extent&lt;br&gt;1 texel/block</td>
<td>VK_FORMAT_G8_B8_R8_3PLANE_444_UNORM</td>
</tr>
<tr>
<td>64-bit R10G10B10A10&lt;br&gt;Block size 8 byte&lt;br&gt;1x1x1 block extent&lt;br&gt;1 texel/block</td>
<td>VK_FORMAT_R10X6G10X6B10X6A10X6_UNORM_4PACK16</td>
</tr>
<tr>
<td>64-bit G10B10G10R10&lt;br&gt;Block size 8 byte&lt;br&gt;2x1x1 block extent&lt;br&gt;1 texel/block</td>
<td>VK_FORMAT_G10X6B10X6G10X6R10X6_422_UNORM_4PACK16</td>
</tr>
<tr>
<td>64-bit B10G10R10G10&lt;br&gt;Block size 8 byte&lt;br&gt;2x1x1 block extent&lt;br&gt;1 texel/block</td>
<td>VK_FORMAT_B10X6G10X6R10X6G10X6_422_UNORM_4PACK16</td>
</tr>
<tr>
<td>10-bit 3-plane 420&lt;br&gt;Block size 6 byte&lt;br&gt;1x1x1 block extent&lt;br&gt;1 texel/block</td>
<td>VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_420_UNORM_3PACK16</td>
</tr>
<tr>
<td>10-bit 2-plane 420&lt;br&gt;Block size 6 byte&lt;br&gt;1x1x1 block extent&lt;br&gt;1 texel/block</td>
<td>VK_FORMAT_G10X6_B10X6R10X6_2PLANE_420_UNORM_3PACK16</td>
</tr>
<tr>
<td>10-bit 3-plane 422&lt;br&gt;Block size 6 byte&lt;br&gt;1x1x1 block extent&lt;br&gt;1 texel/block</td>
<td>VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_422_UNORM_3PACK16</td>
</tr>
<tr>
<td>10-bit 2-plane 422&lt;br&gt;Block size 6 byte&lt;br&gt;1x1x1 block extent&lt;br&gt;1 texel/block</td>
<td>VK_FORMAT_G10X6_B10X6R10X6_2PLANE_422_UNORM_3PACK16</td>
</tr>
<tr>
<td>10-bit 3-plane 444&lt;br&gt;Block size 6 byte&lt;br&gt;1x1x1 block extent&lt;br&gt;1 texel/block</td>
<td>VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_444_UNORM_3PACK16</td>
</tr>
<tr>
<td>64-bit R12G12B12A12&lt;br&gt;Block size 8 byte&lt;br&gt;1x1x1 block extent&lt;br&gt;1 texel/block</td>
<td>VK_FORMAT_R12X4G12X4B12X4A12X4_UNORM_4PACK16</td>
</tr>
<tr>
<td>Class, Texel Block Size, Texel Block Extent, # Texels/Block</td>
<td>Formats</td>
</tr>
<tr>
<td>------------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>64-bit G12B12G12R12 Block size 8 byte 2x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G12X4B12X4G12X4R12X4_422_UNORM_4PACK16</td>
</tr>
<tr>
<td>64-bit B12G12R12G12 Block size 8 byte 2x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_B12X4G12X4R12X4G12X4_422_UNORM_4PACK16</td>
</tr>
<tr>
<td>12-bit 3-plane 420 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_420_UNORM_3PACK16</td>
</tr>
<tr>
<td>12-bit 2-plane 420 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G12X4_B12X4R12X4_2PLANE_420_UNORM_3PACK16</td>
</tr>
<tr>
<td>12-bit 3-plane 422 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_422_UNORM_3PACK16</td>
</tr>
<tr>
<td>12-bit 2-plane 422 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G12X4_B12X4R12X4_2PLANE_422_UNORM_3PACK16</td>
</tr>
<tr>
<td>12-bit 3-plane 444 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_444_UNORM_3PACK16</td>
</tr>
<tr>
<td>64-bit G16B16G16R16 Block size 8 byte 2x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G16B16G16R16_422_UNORM</td>
</tr>
<tr>
<td>64-bit B16G16R16G16 Block size 8 byte 2x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_B16G16R16G16_422_UNORM</td>
</tr>
<tr>
<td>16-bit 3-plane 420 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G16_B16_R16_3PLANE_420_UNORM</td>
</tr>
<tr>
<td>Class, Texel Block Size, Texel BlockExtent, # Texels/Block</td>
<td>Formats</td>
</tr>
<tr>
<td>------------------------------------------------------------</td>
<td>---------------------------------------------</td>
</tr>
<tr>
<td>16-bit 2-plane 420 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G16_B16R16_2PLANE_420_UNORM</td>
</tr>
<tr>
<td>16-bit 3-plane 422 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G16_B16_R16_3PLANE_422_UNORM</td>
</tr>
<tr>
<td>16-bit 2-plane 422 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G16_B16R16_2PLANE_422_UNORM</td>
</tr>
<tr>
<td>16-bit 3-plane 444 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G16_B16_R16_3PLANE_444_UNORM</td>
</tr>
<tr>
<td>8-bit 2-plane 444 Block size 3 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G8_B8R8_2PLANE_444_UNORM</td>
</tr>
<tr>
<td>10-bit 2-plane 444 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16</td>
</tr>
<tr>
<td>12-bit 2-plane 444 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G12X4_B12X4R12X4_2PLANE_444_UNORM_3PACK16</td>
</tr>
<tr>
<td>16-bit 2-plane 444 Block size 6 byte 1x1x1 block extent 1 texel/block</td>
<td>VK_FORMAT_G16_B16R16_2PLANE_444_UNORM</td>
</tr>
</tbody>
</table>

**Size Compatibility**

Color formats with the same texel block size are considered *size-compatible*. If two size-compatible formats have different block extents (i.e. for compressed formats), then an image with size $A \times B \times C$ in one format with a block extent of $a \times b \times c$ can be represented as an image with size $X \times Y \times Z$ in the other format with block extent $x \times y \times z$ at the ratio between the block extents for each format, where
\[ \frac{A}{a} = \frac{X}{x} \]

\[ \frac{B}{b} = \frac{Y}{y} \]

\[ \frac{C}{c} = \frac{Z}{z} \]

Note
For example, a 7x3 image in the `VK_FORMAT_ASTC_8x5_UNORM_BLOCK` format can be represented as a 1x1 `VK_FORMAT_R64G64_UINT` image.

Images created with the `VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT` flag can have size-compatible views created from them to enable access via different size-compatible formats. Image views created in this way will be sized to match the expectations of the block extents noted above.

Copy operations are able to copy between size-compatible formats in different resources to enable manipulation of data in different formats. The extent used in these copy operations always matches the source image, and is resized to the expectations of the block extents noted above for the destination image.

### 34.2. Format Properties

To query supported format features which are properties of the physical device, call:

```c
// Provided by VK_VERSION_1_0
void vkGetPhysicalDeviceFormatProperties(
    VkPhysicalDevice physicalDevice,
    VkFormat format,
    VkFormatProperties* pFormatProperties);
```

- `physicalDevice` is the physical device from which to query the format properties.
- `format` is the format whose properties are queried.
- `pFormatProperties` is a pointer to a `VkFormatProperties` structure in which physical device properties for `format` are returned.

**Valid Usage (Implicit)**

- VUID-vkGetPhysicalDeviceFormatProperties-physicalDevice-parameter `physicalDevice` must be a valid `VkPhysicalDevice` handle
- VUID-vkGetPhysicalDeviceFormatProperties-format-parameter `format` must be a valid `VkFormat` value
- VUID-vkGetPhysicalDeviceFormatProperties-pFormatProperties-parameter `pFormatProperties` must be a valid pointer to a `VkFormatProperties` structure
The `VkFormatProperties` structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkFormatProperties {
    VkFormatFeatureFlags linearTilingFeatures;
    VkFormatFeatureFlags optimalTilingFeatures;
    VkFormatFeatureFlags bufferFeatures;
} VkFormatProperties;
```

- `linearTilingFeatures` is a bitmask of `VkFormatFeatureFlagBits` specifying features supported by images created with a `tiling` parameter of `VK_IMAGE_TILING_LINEAR`.

- `optimalTilingFeatures` is a bitmask of `VkFormatFeatureFlagBits` specifying features supported by images created with a `tiling` parameter of `VK_IMAGE_TILING_OPTIMAL`.

- `bufferFeatures` is a bitmask of `VkFormatFeatureFlagBits` specifying features supported by buffers.

**Note**

If no format feature flags are supported, the format itself is not supported, and images of that format cannot be created.

If `format` is a block-compressed format, then `bufferFeatures` **must** not support any features for the format.

If `format` is not a multi-plane format then `linearTilingFeatures` and `optimalTilingFeatures` **must** not contain `VK_FORMAT_FEATURE_DISJOINT_BIT`.

Bits which **can** be set in the `VkFormatProperties` features `linearTilingFeatures`, `optimalTilingFeatures`, `VkDrmFormatModifierPropertiesEXT::drmFormatModifierTilingFeatures`, and `bufferFeatures` are:
typedef enum VkFormatFeatureFlagBits {
    VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT = 0x00000001,
    VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT = 0x00000002,
    VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT = 0x00000004,
    VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT = 0x00000008,
    VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT = 0x00000010,
    VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT = 0x00000020,
    VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT = 0x00000040,
    VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT = 0x00000080,
    VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT = 0x00000100,
    VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT = 0x00000200,
    VK_FORMAT_FEATURE_BLIT_SRC_BIT = 0x00000400,
    VK_FORMAT_FEATURE_BLIT_DST_BIT = 0x00000800,
    VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT = 0x00001000,
    VK_FORMAT_FEATURE_TRANSFER_SRC_BIT = 0x00004000,
    VK_FORMAT_FEATURE_TRANSFER_DST_BIT = 0x00008000,
    VK_FORMAT_FEATURE_MIDPOINT_CHROMA_SAMPLES_BIT = 0x00020000,
    VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_LINEAR_FILTER_BIT = 0x00040000,
    VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_SEPARATE_RECONSTRUCTION_FILTER_BIT = 0x00080000,
    VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_BIT = 0x00100000,
    VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_FORCEABLE_BIT = 0x00200000,
    VK_FORMAT_FEATURE_DISJOINT_BIT = 0x00400000,
    VK_FORMAT_FEATURE_COSITED_CHROMA_SAMPLES_BIT = 0x00800000,
    VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT = 0x00010000,
    VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT = 0x00002000
    VK_FORMAT_FEATURE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR = 0x40000000,
} VkFormatFeatureFlagBits;

These values may be set in linearTilingFeatures, optimalTilingFeatures, and VkDrmFormatModifierPropertiesEXT::drmFormatModifierTilingFeatures, specifying that the features
are supported by images or image views or sampler Y'CbCr conversion objects created with the queried `vkGetPhysicalDeviceFormatProperties::format`:

- **VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT** specifies that an image view can be sampled from.
- **VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT** specifies that an image view can be used as a storage image.
- **VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT** specifies that an image view can be used as storage image that supports atomic operations.
- **VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT** specifies that an image view can be used as a framebuffer color attachment and as an input attachment.
- **VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT** specifies that an image view can be used as a framebuffer color attachment that supports blending.
- **VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT** specifies that an image view can be used as a framebuffer depth/stencil attachment and as an input attachment.
- **VK_FORMAT_FEATURE_BLIT_SRC_BIT** specifies that an image can be used as `srcImage` for the `vkCmdBlitImage2KHR` and `vkCmdBlitImage` commands.
- **VK_FORMAT_FEATURE_BLIT_DST_BIT** specifies that an image can be used as `dstImage` for the `vkCmdBlitImage2KHR` and `vkCmdBlitImage` commands.
- **VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT** specifies that if `VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT` is also set, an image view can be used with a sampler that has either of `magFilter` or `minFilter` set to `VK_FILTER_LINEAR`, or `mipmapMode` set to `VK_SAMPLER_MIPMAP_MODE_LINEAR`. If `VK_FORMAT_FEATURE_BLIT_SRC_BIT` is also set, an image can be used as the `srcImage` to `vkCmdBlitImage2KHR` and `vkCmdBlitImage` with a filter of `VK_FILTER_LINEAR`. This bit must only be exposed for formats that also support the `VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT` or `VK_FORMAT_FEATURE_BLIT_SRC_BIT`.

If the format being queried is a depth/stencil format, this bit only specifies that the depth aspect (not the stencil aspect) of an image of this format supports linear filtering, and that linear filtering of the depth aspect is supported whether depth compare is enabled in the sampler or not. Where depth comparison is supported it may be linear filtered whether this bit is present or not, but where this bit is not present the filtered value may be computed in an implementation-dependent manner which differs from the normal rules of linear filtering. The resulting value must be in the range [0,1] and should be proportional to, or a weighted average of, the number of comparison passes or failures.

- **VK_FORMAT_FEATURE_TRANSFER_SRC_BIT** specifies that an image can be used as a source image for copy commands. If the application `apiVersion` is Vulkan 1.0 and `VK_KHR_maintenance1` is not supported, `VK_FORMAT_FEATURE_TRANSFER_SRC_BIT` is implied to be set when the format feature flag is not 0.
- **VK_FORMAT_FEATURE_TRANSFER_DST_BIT** specifies that an image can be used as a destination image for copy commands and clear commands. If the application `apiVersion` is Vulkan 1.0 and `VK_KHR_maintenance1` is not supported, `VK_FORMAT_FEATURE_TRANSFER_DST_BIT` is implied to be set when the format feature flag is not 0.
- **VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT** specifies `VkImage` can be used as a sampled
image with a min or max VkSamplerReductionMode. This bit **must** only be exposed for formats that also support the VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT.

- **VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT** specifies that VkImage can be used with a sampler that has either of `magFilter` or `minFilter` set to `VK_FILTER_CUBIC_EXT`, or be the source image for a blit with `filter` set to `VK_FILTER_CUBIC_EXT`. This bit **must** only be exposed for formats that also support the VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT. If the format being queried is a depth/stencil format, this only specifies that the depth aspect is cubic filterable.

- **VK_FORMAT_FEATURE_MIDPOINT_CHROMA_SAMPLES_BIT** specifies that an application **can** define a sampler Y’C_bC_r conversion using this format as a source, and that an image of this format **can** be used with a `VkSamplerYcbcrConversionCreateInfo` `xCromaOffset` and/or `yCromaOffset` of `VK_CHROMA_LOCATION_MIDPOINT`. Otherwise both `xCromaOffset` and `yCromaOffset` **must** be `VK_CHROMA_LOCATION_COSITED_EVEN`. If a format does not incorporate chroma downsampling (it is not a “422” or “420” format) but the implementation supports sampler Y’C_bC_r conversion for this format, the implementation **must** set `VK_FORMAT_FEATURE_MIDPOINT_CHROMA_SAMPLES_BIT`.

- **VK_FORMAT_FEATURE_COSITED_CHROMA_SAMPLES_BIT** specifies that an application **can** define a sampler Y’C_bC_r conversion using this format as a source, and that an image of this format **can** be used with a `VkSamplerYcbcrConversionCreateInfo` `xCromaOffset` and/or `yCromaOffset` of `VK_CHROMA_LOCATION_COSITED_EVEN`. Otherwise both `xCromaOffset` and `yCromaOffset` **must** be `VK_CHROMA_LOCATION_MIDPOINT`. If neither `VK_FORMAT_FEATURE_COSITED_CHROMA_SAMPLES_BIT` nor `VK_FORMAT_FEATURE_MIDPOINT_CHROMA_SAMPLES_BIT` is set, the application **must** not define a sampler Y’C_bC_r Conversion using this format as a source.

- **VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_LINEAR_FILTER_BIT** specifies that an application can define a sampler Y’C_bC_r conversion using this format as a source with `chromaFilter` set to `VK_FILTER_LINEAR`.

- **VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_SEPARATE_RECONSTRUCTION_FILTER_BIT** specifies that the format can have different chroma, min, and mag filters.

- **VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_BIT** specifies that reconstruction is explicit, as described in Chroma Reconstruction. If this bit is not present, reconstruction is implicit by default.

- **VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_FORCEABLE_BIT** specifies that reconstruction **can** be forcibly made explicit by setting `VkSamplerYcbcrConversionCreateInfo::forceExplicitReconstruction` to `VK_TRUE`. If the format being queried supports `VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_BIT` it **must** also support `VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_FORCEABLE_BIT`.

- **VK_FORMAT_FEATURE_DISJOINT_BIT** specifies that a multi-planar image **can** have the `VK_IMAGE_CREATE_DISJOINT_BIT` set during image creation. An implementation **must** not set `VK_FORMAT_FEATURE_DISJOINT_BIT` for single-plane formats.

- **VK_FORMAT_FEATURE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR** specifies that an image view **can** be used as a fragment shading rate attachment. An implementation **must** not set this feature for formats with a numeric format other than `UINT`, or set it as a buffer feature.
The following bits may be set in bufferFeatures, specifying that the features are supported by buffers or buffer views created with the queried vkGetPhysicalDeviceFormatProperties::format:

- **VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT** specifies that the format can be used to create a buffer view that can be bound to a **VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER** descriptor.
- **VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT** specifies that the format can be used to create a buffer view that can be bound to a **VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER** descriptor.
- **VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC Bit** specifies that atomic operations are supported on **VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER** with this format.
- **VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT** specifies that the format can be used as a vertex attribute format (VkVertexInputAttributeDescription::format).

![Note](image)

Note

**VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT** and **VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT** are only intended to be advertised for single-component formats, since SPIR-V atomic operations require a scalar type.

```c
// Provided by VK_VERSION_1_0
typedef VkFlags VkFormatFeatureFlags;
```

**VkFormatFeatureFlags** is a bitmask type for setting a mask of zero or more VkFormatFeatureFlagBits.

To query supported format features which are properties of the physical device, call:

```c
// Provided by VK_VERSION_1_1
void vkGetPhysicalDeviceFormatProperties2(
    VkPhysicalDevice physicalDevice,
    VkFormat format,
    VkFormatProperties2* pFormatProperties);
```

- **physicalDevice** is the physical device from which to query the format properties.
- **format** is the format whose properties are queried.
- **pFormatProperties** is a pointer to a VkFormatProperties2 structure in which physical device properties for **format** are returned.

**vkGetPhysicalDeviceFormatProperties2** behaves similarly to **vkGetPhysicalDeviceFormatProperties**, with the ability to return extended information in a **pNext** chain of output structures.
**format** must be a valid *VkFormat* value

- VUID-vkGetPhysicalDeviceFormatProperties2-pFormatProperties-parameter
  - *pFormatProperties* must be a valid pointer to a *VkFormatProperties2* structure

The *VkFormatProperties2* structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkFormatProperties2 {
    VkStructureType sType;
    void* pNext;
    VkFormatProperties formatProperties;
} VkFormatProperties2;
```

- *sType* is a *VkStructureType* value identifying this structure.
- *pNext* is NULL or a pointer to a structure extending this structure.
- *formatProperties* is a *VkFormatProperties* structure describing features supported by the requested format.

**Valid Usage (Implicit)**

- VUID-VkFormatProperties2-sType-sType
  - *sType* must be *VK_STRUCTURE_TYPE_FORMAT_PROPERTIES_2*

- VUID-VkFormatProperties2-pNext-pNext
  - Each *pNext* member of any structure (including this one) in the *pNext* chain must be either NULL or a pointer to a valid instance of *VkDrmFormatModifierPropertiesList2EXT* or *VkDrmFormatModifierPropertiesListEXT*

- VUID-VkFormatProperties2-sType-unique
  - The *sType* value of each struct in the *pNext* chain must be unique

To obtain the list of Linux DRM format modifiers compatible with a *VkFormat*, add a *VkDrmFormatModifierPropertiesListEXT* structure to the *pNext* chain of *VkFormatProperties2*.

The *VkDrmFormatModifierPropertiesListEXT* structure is defined as:

```c
// Provided by VK_EXT_image_drm_format_modifier
typedef struct VkDrmFormatModifierPropertiesListEXT {
    VkStructureType sType;
    void* pNext;
    uint32_t drmFormatModifierCount;
    VkDrmFormatModifierPropertiesEXT* pDrmFormatModifierProperties;
} VkDrmFormatModifierPropertiesListEXT;
```

- *sType* is a *VkStructureType* value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.

• drmFormatModifierCount is an inout parameter related to the number of modifiers compatible with the format, as described below.

• pDrmFormatModifierProperties is either NULL or a pointer to an array of VkDrmFormatModifierPropertiesEXT structures.

If pDrmFormatModifierProperties is NULL, then the function returns in drmFormatModifierCount the number of modifiers compatible with the queried format. Otherwise, the application must set drmFormatModifierCount to the length of the array pDrmFormatModifierProperties; the function will write at most drmFormatModifierCount elements to the array, and will return in drmFormatModifierCount the number of elements written.

Among the elements in array pDrmFormatModifierProperties, each returned drmFormatModifier must be unique.

### Valid Usage (Implicit)

- VUID-VkDrmFormatModifierPropertiesListEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_DRM_FORMAT_MODIFIER_PROPERTIES_LIST_EXT

The VkDrmFormatModifierPropertiesEXT structure describes properties of a VkFormat when that format is combined with a Linux DRM format modifier. These properties, like those of VkFormatProperties2, are independent of any particular image.

The VkDrmFormatModifierPropertiesEXT structure is defined as:

```c
// Provided by VK_EXT_image_drm_format_modifier
typedef struct VkDrmFormatModifierPropertiesEXT {
    uint64_t          drmFormatModifier;
    uint32_t          drmFormatModifierPlaneCount;
    VkFormatFeatureFlags       drmFormatModifierTilingFeatures;
} VkDrmFormatModifierPropertiesEXT;
```

- drmFormatModifier is a Linux DRM format modifier.

- drmFormatModifierPlaneCount is the number of memory planes in any image created with format and drmFormatModifier. An image's memory planecount is distinct from its format planecount, as explained below.

- drmFormatModifierTilingFeatures is a bitmask of VkFormatFeatureFlagBits that are supported by any image created with format and drmFormatModifier.

The returned drmFormatModifierTilingFeatures must contain at least one bit.

The implementation must not return DRM_FORMAT_MOD_INVALID in drmFormatModifier.

An image's memory planecount (as returned by drmFormatModifierPlaneCount) is distinct from its format planecount (in the sense of multi-planar Y’CgCb format). In VkImageAspectFlags, each
VK_IMAGE_ASPECT_MEMORY_PLANE_i_BIT_EXT represents a memory plane and each VK_IMAGE_ASPECT_PLANE_i_BIT a format plane.

An image's set of format planes is an ordered partition of the image's content into separable groups of format components. The ordered partition is encoded in the name of each VkFormat. For example, VK_FORMAT_G8_B8R8_2PLANE_420_UNORM contains two format planes; the first plane contains the green component and the second plane contains the blue component and red component. If the format name does not contain PLANE, then the format contains a single plane; for example, VK_FORMAT_R8G8B8A8_UNORM. Some commands, such as vkCmdCopyBufferToImage, do not operate on all format components in the image, but instead operate only on the format planes explicitly chosen by the application and operate on each format plane independently.

An image's set of memory planes is an ordered partition of the image's memory rather than the image's content. Each memory plane is a contiguous range of memory. The union of an image's memory planes is not necessarily contiguous.

If an image is linear, then the partition is the same for memory planes and for format planes. Therefore, if the returned drmFormatModifier is DRM_FORMAT_MOD_LINEAR, then drmFormatModifierPlaneCount must equal the format planecount, and drmFormatModifierTilingFeatures must be identical to the VkFormatProperties2::linearTilingFeatures returned in the same pNext chain.

If an image is non-linear, then the partition of the image's memory into memory planes is implementation-specific and may be unrelated to the partition of the image's content into format planes. For example, consider an image whose format is VK_FORMAT_G8_B8_R8_3PLANE_420_UNORM, tiling is VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT, whose drmFormatModifier is not DRM_FORMAT_MOD_LINEAR, and flags lacks VK_IMAGE_CREATE_DISJOINT_BIT. The image has 3 format planes, and commands such as vkCmdCopyBufferToImage act on each format plane independently as if the data of each format plane were separable from the data of the other planes. In a straightforward implementation, the implementation may store the image's content in 3 adjacent memory planes where each memory plane corresponds exactly to a format plane. However, the implementation may also store the image's content in a single memory plane where all format components are combined using an implementation-private block-compressed format; or the implementation may store the image's content in a collection of 7 adjacent memory planes using an implementation-private sharding technique. Because the image is non-linear and non-disjoint, the implementation has much freedom when choosing the image's placement in memory.

The memory planecount applies to function parameters and structures only when the API specifies an explicit requirement on drmFormatModifierPlaneCount. In all other cases, the memory planecount is ignored.

### 34.2.1. Potential Format Features

Some valid usage conditions depend on the format features supported by a VkImage whose VkImageTiling is unknown. In such cases the exact VkFormatFeatureFlagBits supported by the VkImage cannot be determined, so the valid usage conditions are expressed in terms of the potential format features of the VkImage format.

The potential format features of a VkFormat are defined as follows:
• The union of `VkFormatFeatureFlagBits` supported when the `VkImageTiling` is
`VK_IMAGE_TILING_OPTIMAL` , `VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT` , or `VK_IMAGE_TILING_LINEAR` if
`VkFormat` is not `VK_FORMAT_UNDEFINED`

• `VkScreenBufferFormatPropertiesQNX::formatFeatures` of a valid external format if `VkFormat` is
`VK_FORMAT_UNDEFINED`

### 34.3. Required Format Support

Implementations **must** support at least the following set of features on the listed formats. For
images, these features **must** be supported for every `VkImageType` (including arrayed and cube
variants) unless otherwise noted. These features are supported on existing formats without needing
to advertise an extension or needing to explicitly enable them. Support for additional functionality
beyond the requirements listed here is queried using the `vkGetPhysicalDeviceFormatProperties`
command.

**Note**

Unless otherwise excluded below, the required formats are supported for all
`VkImageCreateFlags` values as long as those flag values are otherwise allowed.

The following tables show which feature bits **must** be supported for each format. Formats that are
required to support `VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT` **must** also support
`VK_FORMAT_FEATURE_TRANSFER_SRC_BIT` and `VK_FORMAT_FEATURE_TRANSFER_DST_BIT`.

**Table 59. Key for format feature tables**

<table>
<thead>
<tr>
<th>symbol</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>✓</td>
<td>This feature <strong>must</strong> be supported on the named format</td>
</tr>
</tbody>
</table>
| †      | This feature **must** be supported on at least some of the named
formats, with more information in the table where the symbol appears |
| ‡      | This feature **must** be supported with some caveats or
preconditions, with more information in the table where the symbol appears |
| §      | This feature **must** be supported with some caveats or
preconditions, with more information in the table where the symbol appears |

**Table 60. Feature bits in `optimalTilingFeatures`**

- `VK_FORMAT_FEATURE_TRANSFER_SRC_BIT`
- `VK_FORMAT_FEATURE_TRANSFER_DST_BIT`
- `VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT`
- `VK_FORMAT_FEATURE_BLIT_SRC_BIT`
- `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT`
- `VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT`
- `VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT`
- `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT`
<table>
<thead>
<tr>
<th>Feature Bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_FEATURE_BLIT_DST_BIT</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT</td>
</tr>
</tbody>
</table>

Table 61. Feature bits in `bufferFeatures`

<table>
<thead>
<tr>
<th>Feature Bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT</td>
</tr>
<tr>
<td>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT</td>
</tr>
</tbody>
</table>
### Table 62. Mandatory format support: sub-byte components

<table>
<thead>
<tr>
<th>Format Features</th>
<th>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT</th>
<th>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT</th>
<th>VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT</th>
<th>VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT</th>
<th>VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT</th>
<th>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT</th>
<th>VK_FORMAT_FEATURE_BLIT_DST_BIT</th>
<th>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT</th>
<th>VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT</th>
<th>VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT</th>
<th>VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT</th>
<th>VK_FORMAT_FEATURE_BLIT_SRC_BIT</th>
<th>VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Format</td>
<td>VK_FORMAT_UNDEFINED</td>
<td>VK_FORMAT_R4G4_UNORM_PACK8</td>
<td>VK_FORMAT_R4G4B4A4_UNORM_PACK16</td>
<td>VK_FORMAT_B4G4R4A4_UNORM_PACK16</td>
<td>VK_FORMAT_R5G6B5_UNORM_PACK16</td>
<td>VK_FORMAT_B5G6R5_UNORM_PACK16</td>
<td>VK_FORMAT_A1R5G6B5_UNORM_PACK16</td>
<td>VK_FORMAT_A4R4G4B4_UNORM_PACK16</td>
<td>VK_FORMAT_A4B4G4R4_UNORM_PACK16</td>
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<td>†††</td>
</tr>
</tbody>
</table>

Format features marked † must be supported for optimalTilingFeatures if the VkPhysicalDevice supports the VkPhysicalDevice4444FormatsFeaturesEXT::formatA4R4G4B4 feature.

Format features marked ‡ must be supported for optimalTilingFeatures if the VkPhysicalDevice supports the VkPhysicalDevice4444FormatsFeaturesEXT::formatA4B4G4R4 feature.
### Table 63. Mandatory format support: 1-3 byte-sized components

<table>
<thead>
<tr>
<th>Format</th>
<th>VK_FORMAT_R8_UNORM</th>
<th>VK_FORMAT_R8_SNORM</th>
<th>VK_FORMAT_R8_USCALED</th>
<th>VK_FORMAT_R8_SSCALED</th>
<th>VK_FORMAT_R8_UINT</th>
<th>VK_FORMAT_R8_SINT</th>
<th>VK_FORMAT_R8_SRGB</th>
<th>VK_FORMAT_R8B8_UNORM</th>
<th>VK_FORMAT_R8B8_SNORM</th>
<th>VK_FORMAT_R8B8_USCALED</th>
<th>VK_FORMAT_R8B8_SSCALED</th>
<th>VK_FORMAT_R8B8_UINT</th>
<th>VK_FORMAT_R8B8_SINT</th>
<th>VK_FORMAT_R8B8_SRGB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>✓</td>
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</tr>
<tr>
<td>Format features marked with ‡ <strong>must</strong> be supported for <strong>optimalTilingFeatures</strong> if the VkPhysicalDevice supports the <strong>shaderStorageImageExtendedFormats</strong> feature.</td>
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</tbody>
</table>
Table 64. Mandatory format support: 4 byte-sized components

<table>
<thead>
<tr>
<th>Format</th>
<th>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT</th>
<th>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT</th>
<th>VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT</th>
<th>VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT</th>
<th>VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT</th>
<th>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT</th>
<th>VK_FORMAT_FEATURE_BLIT_DST_BIT</th>
<th>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT</th>
<th>VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT</th>
<th>VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT</th>
<th>VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT</th>
<th>VK_FORMAT_FEATURE_BLIT_SRC_BIT</th>
<th>VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT</th>
<th>VK_FORMAT_FEATURE_BLIT_DST_BIT</th>
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</thead>
<tbody>
<tr>
<td>VK_FORMAT_R8G8B8A8_UNORM</td>
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<td>VK_FORMAT_R8G8B8A8_USCALED</td>
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<td>VK_FORMAT_R8G8B8A8_SSCALED</td>
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### Table 65. Mandatory format support: 10- and 12-bit components

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Format features marked with ‡ must be supported for optimalTilingFeatures if the VkPhysicalDevice supports the shaderStorageImageExtendedFormats feature.
| Format | 
|--------|-------------------|
| VK_FORMAT_R16_UNORM | ‡ |
| VK_FORMAT_R16_SNORM | ‡ |
| VK_FORMAT_R16_USCALED | |
| VK_FORMAT_R16_SSCALED | |
| VK_FORMAT_R16_UINT | ✓ |
| VK_FORMAT_R16_SINT | ✓ |
| VK_FORMAT_R16_SFLOAT | ✓ |
| VK_FORMAT_R16G16_UNORM | ‡ |
| VK_FORMAT_R16G16_SNORM | ‡ |
| VK_FORMAT_R16G16_USCALED | |
| VK_FORMAT_R16G16_SSCALED | |
| VK_FORMAT_R16G16_UINT | ✓ |
| VK_FORMAT_R16G16_SINT | ✓ |
| VK_FORMAT_R16G16_SFLOAT | ✓ |
| VK_FORMAT_R16G16B16_UNORM | |
| VK_FORMAT_R16G16B16_SNORM | |
| VK_FORMAT_R16G16B16_USCALED | |
| VK_FORMAT_R16G16B16_SSCALED | |
| VK_FORMAT_R16G16B16_UINT | ✓ |
| VK_FORMAT_R16G16B16_SINT | ✓ |
| VK_FORMAT_R16G16B16_SFLOAT | ✓ |
| VK_FORMAT_R16G16B16A16_UNORM | |
| VK_FORMAT_R16G16B16A16_SNORM | |

Table 66. Mandatory format support: 16-bit components
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<td>VK_FORMAT_R16G16B16A16_SFLOAT</td>
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Format features marked with ‡ must be supported for `optimalTilingFeatures` if the `VkPhysicalDevice` supports the `shaderStorageImageExtendedFormats` feature.
Table 67. Mandatory format support: 32-bit components

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</table>

Format features marked with † must be supported for optimalTilingFeatures if the VkPhysicalDevice supports the shaderImageFloat32Atomics or the shaderImageFloat32AtomicAdd feature.
Table 68. Mandatory format support: 64-bit/uneven components

| Format features marked with ‡ must be supported for optimalTilingFeatures if the VkPhysicalDevice supports the shaderStorageImageExtendedFormats feature. |
| Format features marked with † must be supported for optimalTilingFeatures if the VkPhysicalDevice supports the shaderImageInt64Atomics feature. |

If the shaderImageInt64Atomics feature is supported, VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT and VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT must be advertised in optimalTilingFeatures for both VK_FORMAT_R64_UINT and VK_FORMAT_R64_SINT.
### Table 69. Mandatory format support: depth/stencil with VkImageType VK_IMAGE_TYPE_2D

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<tr>
<th>Feature</th>
<th>VK_FORMAT_D16_UNORM</th>
<th>VK_FORMAT_X8_D24_UNORM_PACK32</th>
<th>VK_FORMAT_D32_SFLOAT</th>
<th>VK_FORMAT_S8_UINT</th>
<th>VK_FORMAT_D16_UNORM_S8_UINT</th>
<th>VK_FORMAT_D24_UNORM_S8_UINT</th>
<th>VK_FORMAT_D32_SFLOAT_S8_UINT</th>
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**Format**

- **VK_FORMAT_D16_UNORM**: Required for at least one of **VK_FORMAT_X8_D24_UNORM_PACK32** and **VK_FORMAT_D32_SFLOAT**.
- **VK_FORMAT_S8_UINT**: Required for at least one of **VK_FORMAT_D16_UNORM_S8_UINT**, **VK_FORMAT_D24_UNORM_S8_UINT**, and **VK_FORMAT_D32_SFLOAT_S8_UINT**.

**bufferFeatures** must not support any features for these formats.
Table 70. Mandatory format support: BC compressed formats with \texttt{VkImageType VK\_IMAGE\_TYPE\_2D} and \texttt{VK\_IMAGE\_TYPE\_3D}

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<th>VK_FORMAT_FEATURE_BLIT_DST_BIT</th>
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<th>VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT</th>
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The \texttt{VK\_FORMAT\_FEATURE\_SAMPLED\_IMAGE\_BIT}, \texttt{VK\_FORMAT\_FEATURE\_BLIT\_SRC\_BIT} and \texttt{VK\_FORMAT\_FEATURE\_SAMPLED\_IMAGE\_FILTER\_LINEAR\_BIT} features must be supported in \texttt{optimalTilingFeatures} for all the formats in at least one of: this table, Mandatory format support: ETC2 and EAC compressed formats with \texttt{VkImageType VK\_IMAGE\_TYPE\_2D}, or Mandatory format support: ASTC LDR compressed formats with \texttt{VkImageType VK\_IMAGE\_TYPE\_2D}. 

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The **VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT**, **VK_FORMAT_FEATURE_BLIT_SRC_BIT**, and **VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT** features must be supported in optimal tiling features for all the formats in at least one of: this table, Mandatory format support: BC compressed formats with VkImageType **VK_IMAGE_TYPE_2D** and **VK_IMAGE_TYPE_3D**, or Mandatory format support: ASTC LDR compressed formats with VkImageType **VK_IMAGE_TYPE_2D**.
Table 72. Mandatory format support: ASTC LDR compressed formats with VkImageType VK_IMAGE_TYPE_2D

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The `VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT`, `VK_FORMAT_FEATURE_BLIT_SRC_BIT` and `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT` features **must** be supported in `optimalTilingFeatures` for all the formats in at least one of: this table, **Mandatory format support:** BC compressed formats with `VkImageType VK_IMAGE_TYPE_2D` and `VK_IMAGE_TYPE_3D`, or **Mandatory format support:** ETC2 and EAC compressed formats with `VkImageType VK_IMAGE_TYPE_2D`.

If cubic filtering is supported, `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT` **must** be supported for the following image view types:

- `VK_IMAGE_VIEW_TYPE_2D`
- `VK_IMAGE_VIEW_TYPE_2D_ARRAY`

for the following formats:

- `VK_FORMAT_R4G4_UNORM_PACK8`
- `VK_FORMAT_R4G4B4A4_UNORM_PACK16`
- `VK_FORMAT_B4G4R4A4_UNORM_PACK16`
- `VK_FORMAT_R566B5_UNORM_PACK16`
- `VK_FORMAT_B566R5_UNORM_PACK16`
- `VK_FORMAT_R565B5A1_UNORM_PACK16`
- `VK_FORMAT_B565R5A1_UNORM_PACK16`
- `VK_FORMAT_A1R5G5B5_UNORM_PACK16`
- `VK_FORMAT_R8_UNORM`
- `VK_FORMAT_R8_SNORM`
- `VK_FORMAT_R8_SRGB`
- `VK_FORMAT_R8G8_UNORM`
- `VK_FORMAT_R8G8_SNORM`
- `VK_FORMAT_R8G8_SRGB`
- `VK_FORMAT_R8G8B8_UNORM`
- `VK_FORMAT_R8G8B8_SNORM`
- `VK_FORMAT_R8G8B8_SRGB`
- `VK_FORMAT_B8G8R8_UNORM`
If ETC compressed formats are supported, \texttt{VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT} must be supported for the following image view types:

- \texttt{VK_IMAGE_VIEW_TYPE_2D}
- \texttt{VK_IMAGE_VIEW_TYPE_2D_ARRAY}

for the following additional formats:

- \texttt{VK_FORMAT_ETC2_R8G8B8_UNORM_BLOCK}
- \texttt{VK_FORMAT_ETC2_R8G8B8_SRGB_BLOCK}
- \texttt{VK_FORMAT_ETC2_R8G8B8A1_UNORM_BLOCK}
- \texttt{VK_FORMAT_ETC2_R8G8B8A1_SRGB_BLOCK}
- \texttt{VK_FORMAT_ETC2_R8G8B8A8_UNORM_BLOCK}
- \texttt{VK_FORMAT_ETC2_R8G8B8A8_SRGB_BLOCK}

If cubic filtering is supported for any other formats, the following image view types must be supported for those formats:

- \texttt{VK_IMAGE_VIEW_TYPE_2D}
- \texttt{VK_IMAGE_VIEW_TYPE_2D_ARRAY}

To be used with \texttt{VkImageView} with \texttt{subresourceRange.aspectMask} equal to \texttt{VK_IMAGE_ASPECT_COLOR_BIT}, sampler Y’C_bC_a conversion must be enabled for the following formats:
Table 73. Formats requiring sampler Y’CnCn conversion for VK_IMAGE_ASPECT_COLOR_BIT image views

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<td>VK_FORMAT_G10X6_B10X6R10X6_2PLANE_420_UNORM_3PACK16</td>
<td>2</td>
</tr>
<tr>
<td>VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_422_UNORM_3PACK16</td>
<td>3</td>
</tr>
<tr>
<td>VK_FORMAT_G10X6_B10X6R10X6_2PLANE_422_UNORM_3PACK16</td>
<td>2</td>
</tr>
<tr>
<td>VK_FORMAT_G10X6_B10X6_R10X6_3PLANE_444_UNORM_3PACK16</td>
<td>3</td>
</tr>
<tr>
<td>VK_FORMAT_R12X4G12X4B12X4A12X4_UNORM_4PACK16</td>
<td>1</td>
</tr>
<tr>
<td>VK_FORMAT_G12X4B12X4G12X4R12X4_422_UNORM_4PACK16</td>
<td>1</td>
</tr>
<tr>
<td>VK_FORMAT_B12X4G12X4R12X4G12X4_422_UNORM_4PACK16</td>
<td>1</td>
</tr>
<tr>
<td>VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_420_UNORM_3PACK16</td>
<td>3</td>
</tr>
<tr>
<td>VK_FORMAT_G12X4_B12X4R12X4_2PLANE_420_UNORM_3PACK16</td>
<td>2</td>
</tr>
<tr>
<td>VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_422_UNORM_3PACK16</td>
<td>3</td>
</tr>
<tr>
<td>VK_FORMAT_G12X4_B12X4R12X4_2PLANE_422_UNORM_3PACK16</td>
<td>2</td>
</tr>
<tr>
<td>VK_FORMAT_G12X4_B12X4_R12X4_3PLANE_444_UNORM_3PACK16</td>
<td>3</td>
</tr>
</tbody>
</table>
VK_FORMAT_G16B16G16R16_422_UNORM 1
VK_FORMAT_B16G16B16G16_422_UNORM 1
VK_FORMAT_G16_B16_R16_3PLANE_420_UNORM 3
VK_FORMAT_G16_B16R16_2PLANE_420_UNORM 2
VK_FORMAT_G16_B16_R16_3PLANE_422_UNORM 3
VK_FORMAT_G16_B16R16_2PLANE_422_UNORM 2
VK_FORMAT_G16_B16_R16_3PLANE_444_UNORM 3
VK_FORMAT_G8_B8R8_2PLANE_444_UNORM 2
VK_FORMAT_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16 2
VK_FORMAT_G12X4_B12X4R12X4_2PLANE_444_UNORM_3PACK16 2
VK_FORMAT_G16_B16R16_2PLANE_444_UNORM 2

Format features marked † must be supported for optimalTilingFeatures with VkImageType
VK_IMAGE_TYPE_2D if the VkPhysicalDevice supports the
VkPhysicalDeviceSamplerYcbcrConversionFeatures feature.

Implementations are not required to support the VK_IMAGE_CREATE_SPARSE_BINDING_BIT,
VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT, or VK_IMAGE_CREATE_SPARSE_ALIASED_BIT VkImageCreateFlags
for the above formats that require sampler Y’CbCr conversion. To determine whether the
implementation supports sparse image creation flags with these formats use

VK_FORMAT_FEATURE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR must be supported for the following
formats if the attachmentFragmentShadingRate feature is supported:

• VK_FORMAT_R8_UINT

34.3.1. Formats Without Shader Storage Format

The device-level features for using a storage image or a storage texel buffer with an image format
of Unknown, shaderStorageImageReadWithoutFormat and shaderStorageImageWriteWithoutFormat, only
apply to the following formats:

• VK_FORMAT_R8G8B8A8_UNORM
• VK_FORMAT_R8G8B8A8_SNORM
• VK_FORMAT_R8G8B8A8_UINT
• VK_FORMAT_R8G8B8A8_SINT
• VK_FORMAT_R32_UINT
• VK_FORMAT_R32_SINT
• VK_FORMAT_R32_SFLOAT
• VK_FORMAT_R32G32_UINT
• VK_FORMAT_R32G32_SINT
- VK_FORMAT_R32G32_SFLOAT
- VK_FORMAT_R32G32B32A32_UINT
- VK_FORMAT_R32G32B32A32_SINT
- VK_FORMAT_R32G32B32A32_SFLOAT
- VK_FORMAT_R16G16B16A16_UINT
- VK_FORMAT_R16G16B16A16_SINT
- VK_FORMAT_R16G16B16A16_SFLOAT
- VK_FORMAT_R16G16_SFLOAT
- VK_FORMAT_B10G11R11_UFLOAT_PACK32
- VK_FORMAT_R16_SFLOAT
- VK_FORMAT_R16G16B16A16_UNORM
- VK_FORMAT_A2B10G10R10_UNORM_PACK32
- VK_FORMAT_R16G16_UNORM
- VK_FORMAT_R8G8_UNORM
- VK_FORMAT_R16_UINT
- VK_FORMAT_R8_UINT
- VK_FORMAT_R16G16B16A16_SNORM
- VK_FORMAT_R16G16_SNORM
- VK_FORMAT_R8G8_SNORM
- VK_FORMAT_R16_SNORM
- VK_FORMAT_R8_SNORM
- VK_FORMAT_R16G16_SINT
- VK_FORMAT_R8G8_SINT
- VK_FORMAT_R16_SINT
- VK_FORMAT_R8_SINT
- VK_FORMAT_A2B10G10R10_UINT_PACK32
- VK_FORMAT_R16G16_UINT
- VK_FORMAT_R16G16_UINT
- VK_FORMAT_R8G8_UINT
- VK_FORMAT_R16_UINT
- VK_FORMAT_R8_UINT

**Note**

This list of formats is the union of required storage formats from [Required Format Support](#) section and formats listed in [shaderStorageImageExtendedFormats](#).
34.3.2. Format Feature Dependent Usage Flags

Certain resource usage flags depend on support for the corresponding format feature flag for the format in question. The following tables list the `VkBufferUsageFlagBits` and `VkImageUsageFlagBits` that have such dependencies, and the format feature flags they depend on. Additional restrictions, including, but not limited to, further required format feature flags specific to the particular use of the resource may apply, as described in the respective sections of this specification.

Table 74. Format feature dependent buffer usage flags

<table>
<thead>
<tr>
<th>Buffer usage flag</th>
<th>Required format feature flag</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>VK_BUFFER_USAGE_UNIFORM_TEXEL_BUFFER_BIT</code></td>
<td><code>VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT</code></td>
</tr>
<tr>
<td><code>VK_BUFFER_USAGE_STORAGE_TEXEL_BUFFER_BIT</code></td>
<td><code>VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT</code></td>
</tr>
<tr>
<td><code>VK_BUFFER_USAGE_VERTEX_BUFFER_BIT</code></td>
<td><code>VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT</code></td>
</tr>
</tbody>
</table>

Table 75. Format feature dependent image usage flags

<table>
<thead>
<tr>
<th>Image usage flag</th>
<th>Required format feature flag</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>VK_IMAGE_USAGE_SAMPLED_BIT</code></td>
<td><code>VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT</code></td>
</tr>
<tr>
<td><code>VK_IMAGE_USAGE_STORAGE_BIT</code></td>
<td><code>VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT</code></td>
</tr>
<tr>
<td><code>VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT</code></td>
<td><code>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT</code></td>
</tr>
<tr>
<td><code>VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT</code></td>
<td><code>VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT</code></td>
</tr>
<tr>
<td><code>VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT</code></td>
<td><code>VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT</code> or <code>VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT</code></td>
</tr>
<tr>
<td><code>VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR</code></td>
<td><code>VK_FORMAT_FEATURE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR</code></td>
</tr>
</tbody>
</table>
Chapter 35. Additional Capabilities

This chapter describes additional capabilities beyond the minimum capabilities described in the Limits and Formats chapters, including:

- Additional Image Capabilities
- Additional Buffer Capabilities
- Optional Semaphore Capabilities
- Optional Fence Capabilities
- Timestamp Calibration Capabilities

35.1. Additional Image Capabilities

Additional image capabilities, such as larger dimensions or additional sample counts for certain image types, or additional capabilities for linear tiling format images, are described in this section.

To query additional capabilities specific to image types, call:

```cpp
// Provided by VK_VERSION_1_0
VkResult vkGetPhysicalDeviceImageFormatProperties(
    VkPhysicalDevice physicalDevice,
    VkFormat format,
    VkImageType type,
    VkImageTiling tiling,
    VkImageUsageFlags usage,
    VkImageCreateFlags flags,
    VkImageFormatProperties* pImageFormatProperties);
```

- `physicalDevice` is the physical device from which to query the image capabilities.
- `format` is a `VkFormat` value specifying the image format, corresponding to `VkImageCreateInfo::format`.
- `type` is a `VkImageType` value specifying the image type, corresponding to `VkImageCreateInfo::imageType`.
- `tiling` is a `VkImageTiling` value specifying the image tiling, corresponding to `VkImageCreateInfo::tiling`.
- `usage` is a bitmask of `VkImageUsageFlagBits` specifying the intended usage of the image, corresponding to `VkImageCreateInfo::usage`.
- `flags` is a bitmask of `VkImageCreateFlagBits` specifying additional parameters of the image, corresponding to `VkImageCreateInfo::flags`.
- `pImageFormatProperties` is a pointer to a `VkImageFormatProperties` structure in which capabilities are returned.

The `format`, `type`, `tiling`, `usage`, and `flags` parameters correspond to parameters that would be
consumed by \texttt{vkCreateImage} (as members of \texttt{VkImageCreateInfo}).

If \texttt{format} is not a supported image format, or if the combination of \texttt{format}, \texttt{type}, \texttt{tiling}, \texttt{usage}, and \texttt{flags} is not supported for images, then \texttt{vkGetPhysicalDeviceImageFormatProperties} returns \texttt{VK_ERROR_FORMAT_NOT_SUPPORTED}.

The limitations on an image format that are reported by \texttt{vkGetPhysicalDeviceImageFormatProperties} have the following property: if \texttt{usage1} and \texttt{usage2} of type \texttt{VkImageUsageFlags} are such that the bits set in \texttt{usage1} are a subset of the bits set in \texttt{usage2}, and \texttt{flags1} and \texttt{flags2} of type \texttt{VkImageCreateFlags} are such that the bits set in \texttt{flags1} are a subset of the bits set in \texttt{flags2}, then the limitations for \texttt{usage1} and \texttt{flags1} must be no more strict than the limitations for \texttt{usage2} and \texttt{flags2}, for all values of \texttt{format}, \texttt{type}, and \texttt{tiling}.

If \texttt{VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations} is \texttt{VK_TRUE}, \texttt{vkGetPhysicalDeviceImageFormatProperties} must not return \texttt{VK_ERROR_OUT_OF_HOST_MEMORY}.

### Valid Usage

- \texttt{VUID-vkGetPhysicalDeviceImageFormatProperties-tiling-02248}  
  \texttt{tiling} must not be \texttt{VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT}. (Use \texttt{vkGetPhysicalDeviceImageFormatProperties2} instead)

### Valid Usage (Implicit)

- \texttt{VUID-vkGetPhysicalDeviceImageFormatProperties-physicalDevice-parameter}  
  \texttt{physicalDevice} must be a valid \texttt{VkPhysicalDevice} handle

- \texttt{VUID-vkGetPhysicalDeviceImageFormatProperties-format-parameter}  
  \texttt{format} must be a valid \texttt{VkFormat} value

- \texttt{VUID-vkGetPhysicalDeviceImageFormatProperties-type-parameter}  
  \texttt{type} must be a valid \texttt{VkImageType} value

- \texttt{VUID-vkGetPhysicalDeviceImageFormatProperties-tiling-parameter}  
  \texttt{tiling} must be a valid \texttt{VkImageTiling} value

- \texttt{VUID-vkGetPhysicalDeviceImageFormatProperties-usage-parameter}  
  \texttt{usage} must be a valid combination of \texttt{VkImageUsageFlagBits} values

- \texttt{VUID-vkGetPhysicalDeviceImageFormatProperties-usage-requiredbitmask}  
  \texttt{usage} must not be 0

- \texttt{VUID-vkGetPhysicalDeviceImageFormatProperties-flags-parameter}  
  \texttt{flags} must be a valid combination of \texttt{VkImageCreateFlagBits} values

- \texttt{VUID-vkGetPhysicalDeviceImageFormatProperties-pImageFormatProperties-parameter}  
  \texttt{pImageFormatProperties} must be a valid pointer to a \texttt{VkImageFormatProperties} structure
Return Codes

Success
• VK_SUCCESS

Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY
• VK_ERROR_FORMAT_NOT_SUPPORTED

The VkImageFormatProperties structure is defined as:

```c
// Provided by VK_VERSION_1_0
typedef struct VkImageFormatProperties {
    VkExtent3D maxExtent;
    uint32_t maxMipLevels;
    uint32_t maxArrayLayers;
    VkSampleCountFlags sampleCounts;
    VkDeviceSize maxResourceSize;
} VkImageFormatProperties;
```

• `maxExtent` are the maximum image dimensions. See the Allowed Extent Values section below for how these values are constrained by type.

• `maxMipLevels` is the maximum number of mipmap levels. `maxMipLevels` must be equal to the number of levels in the complete mipmap chain based on the `maxExtent.width`, `maxExtent.height`, and `maxExtent.depth`, except when one of the following conditions is true, in which case it may instead be 1:
  - `vkGetPhysicalDeviceImageFormatProperties::tiling` was VK_IMAGE_TILING_LINEAR
  - `VkPhysicalDeviceImageFormatInfo2::tiling` was VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT
  - the `VkPhysicalDeviceImageFormatInfo2::pNext` chain included a `VkPhysicalDeviceExternalImageFormatInfo` structure with a handle type included in the `handleTypes` member for which mipmap image support is not required
  - image format is one of the formats that require a sampler Y′C′B′R conversion

• `maxArrayLayers` is the maximum number of array layers. `maxArrayLayers` must be no less than `VkPhysicalDeviceLimits::maxImageArrayLayers`, except when one of the following conditions is true, in which case it may instead be 1:
  - `tiling` is VK_IMAGE_TILING_LINEAR
  - `tiling` is VK_IMAGE_TILING_OPTIMAL and `type` is VK_IMAGE_TYPE_3D
  - `format` is one of the formats that require a sampler Y′C′B′R conversion

• If `tiling` is VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT, then `maxArrayLayers` must not be 0.

• `sampleCounts` is a bitmask of `VkSampleCountFlagBits` specifying all the supported sample counts.
for this image as described below.

- **maxResourceSize** is an upper bound on the total image size in bytes, inclusive of all image subresources. Implementations may have an address space limit on total size of a resource, which is advertised by this property. **maxResourceSize must** be at least $2^{31}$.

**Note**

There is no mechanism to query the size of an image before creating it, to compare that size against **maxResourceSize**. If an application attempts to create an image that exceeds this limit, the creation will fail and **vkCreateImage** will return **VK_ERROR_OUT_OF_DEVICE_MEMORY**. While the advertised limit must be at least $2^{31}$, it may not be possible to create an image that approaches that size, particularly for **VK_IMAGE_TYPE_1D**.

If the combination of parameters to **vkGetPhysicalDeviceImageFormatProperties** is not supported by the implementation for use in **vkCreateImage**, then all members of **VkImageFormatProperties** will be filled with zero.

**Note**

Filling **VkImageFormatProperties** with zero for unsupported formats is an exception to the usual rule that output structures have undefined contents on error. This exception was unintentional, but is preserved for backwards compatibility.

To query additional capabilities specific to image types, call:

```c
// Provided by VK_VERSION_1_1
VkResult vkGetPhysicalDeviceImageFormatProperties2(
    VkPhysicalDevice physicalDevice,
    const VkPhysicalDeviceImageFormatInfo2* pImageFormatInfo,
    VkImageFormatProperties2* pImageFormatProperties);
```

- **physicalDevice** is the physical device from which to query the image capabilities.
- **pImageFormatInfo** is a pointer to a **VkPhysicalDeviceImageFormatInfo2** structure describing the parameters that would be consumed by **vkCreateImage**.
- **pImageFormatProperties** is a pointer to a **VkImageFormatProperties2** structure in which capabilities are returned.

**vkGetPhysicalDeviceImageFormatProperties2** behaves similarly to **vkGetPhysicalDeviceImageFormatProperties**, with the ability to return extended information in a **pNext** chain of output structures.

If **VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations** is **VK_TRUE**, **vkGetPhysicalDeviceImageFormatProperties2** must not return **VK_ERROR_OUT_OF_HOST_MEMORY**.

**Valid Usage (Implicit)**

- **VUID-vkGetPhysicalDeviceImageFormatProperties2-physicalDevice-parameter**
**physicalDevice** must be a valid `VkPhysicalDevice` handle

- **VUID-vkGetPhysicalDeviceImageFormatProperties2-pImageFormatInfo-parameter**
  `pImageFormatInfo` must be a valid pointer to a valid `VkPhysicalDeviceImageFormatInfo2` structure

- **VUID-vkGetPhysicalDeviceImageFormatProperties2-pImageFormatProperties-parameter**
  `pImageFormatProperties` must be a valid pointer to a `VkImageFormatProperties2` structure

### Return Codes

**Success**
- `VK_SUCCESS`

**Failure**
- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_FORMAT_NOT_SUPPORTED`

The `VkPhysicalDeviceImageFormatInfo2` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceImageFormatInfo2 {
    VkStructureType sType;
    const void* pNext;
    VkFormat format;
    VkImageType type;
    VkImageTiling tiling;
    VkImageUsageFlags usage;
    VkImageCreateFlags flags;
} VkPhysicalDeviceImageFormatInfo2;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure. The `pNext` chain of `VkPhysicalDeviceImageFormatInfo2` is used to provide additional image parameters to `vkGetPhysicalDeviceImageFormatProperties2`.
- **format** is a `VkFormat` value indicating the image format, corresponding to `VkImageCreateInfo::format`.
- **type** is a `VkImageType` value indicating the image type, corresponding to `VkImageCreateInfo::imageType`.
- **tiling** is a `VkImageTiling` value indicating the image tiling, corresponding to `VkImageCreateInfo::tiling`.
- **usage** is a bitmask of `VkImageUsageFlagBits` indicating the intended usage of the image, corresponding to `VkImageCreateInfo::usage`.
• **flags** is a bitmask of **VkImageCreateFlagBits** indicating additional parameters of the image, corresponding to **VkImageCreateInfo::flags**.

The members of **VkPhysicalDeviceImageFormatInfo2** correspond to the arguments to **vkGetPhysicalDeviceImageFormatProperties**, with **sType** and **pNext** added for extensibility.

### Valid Usage

- VUID-VkPhysicalDeviceImageFormatInfo2-tiling-02249
tiling must be **VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT** if and only if the **pNext** chain includes **VkPhysicalDeviceImageDrmFormatModifierInfoEXT**

- VUID-VkPhysicalDeviceImageFormatInfo2-tiling-02313
If tiling is **VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT** and flags contains **VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT**, then the **pNext** chain must include a **VkImageFormatListCreateInfo** structure with non-zero **viewFormatCount**

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceImageFormatInfo2-sType-sType
**sType** must be **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_FORMAT_INFO_2**

- VUID-VkPhysicalDeviceImageFormatInfo2-pNext-pNext
Each **pNext** member of any structure (including this one) in the **pNext** chain must be either **NULL** or a pointer to a valid instance of **VkImageFormatListCreateInfo**, **VkImageStencilUsageCreateInfo**, **VkPhysicalDeviceExternalImageFormatInfo**, **VkPhysicalDeviceImageDrmFormatModifierInfoEXT**, or **VkPhysicalDeviceImageViewImageFormatInfoEXT**

- VUID-VkPhysicalDeviceImageFormatInfo2-sType-unique
The **sType** value of each struct in the **pNext** chain must be unique

- VUID-VkPhysicalDeviceImageFormatInfo2-format-parameter
**format** must be a valid **VkFormat** value

- VUID-VkPhysicalDeviceImageFormatInfo2-type-parameter
**type** must be a valid **VkImageType** value

- VUID-VkPhysicalDeviceImageFormatInfo2-tiling-parameter
**tiling** must be a valid **VkImageTiling** value

- VUID-VkPhysicalDeviceImageFormatInfo2-usage-parameter
**usage** must be a valid combination of **VkImageUsageFlagBits** values

- VUID-VkPhysicalDeviceImageFormatInfo2-usage-requiredbitmap
**usage** must not be 0

- VUID-VkPhysicalDeviceImageFormatInfo2-flags-parameter
**flags** must be a valid combination of **VkImageCreateFlagBits** values

The **VkImageFormatProperties2** structure is defined as:
typedef struct VkImageFormatProperties2 {
    VkStructureType sType;
    void* pNext;
    VkImageFormatProperties imageFormatProperties;
} VkImageFormatProperties2;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure. The **pNext** chain of `VkImageFormatProperties2` is used to allow the specification of additional capabilities to be returned from `vkGetPhysicalDeviceImageFormatProperties2`.
- **imageFormatProperties** is a `VkImageFormatProperties` structure in which capabilities are returned.

If the combination of parameters to `vkGetPhysicalDeviceImageFormatProperties2` is not supported by the implementation for use in `vkCreateImage`, then all members of `imageFormatProperties` will be filled with zero.

**Note**
Filling `imageFormatProperties` with zero for unsupported formats is an exception to the usual rule that output structures have undefined contents on error. This exception was unintentional, but is preserved for backwards compatibility. This exception only applies to `imageFormatProperties`, not **sType**, **pNext**, or any structures chained from **pNext**.

### Valid Usage (Implicit)

- **VUID-VkImageFormatProperties2-sType-sType**
  **sType** must be `VK_STRUCTURE_TYPE_IMAGE_FORMAT_PROPERTIES_2`

- **VUID-VkImageFormatProperties2-pNext-pNext**
  Each **pNext** member of any structure (including this one) in the **pNext** chain must be either NULL or a pointer to a valid instance of `VkExternalImageFormatProperties`, `VkFilterCubicImageViewImageFormatPropertiesEXT`, `VkSamplerYcbcrConversionImageFormatProperties` or `VkPhysicalDeviceExternalImageFormatInfo` structure to the **pNext** chain of the `VkImageFormatProperties2` structure.

- **VUID-VkImageFormatProperties2-sType-unique**
  The **sType** value of each struct in the **pNext** chain must be unique

To determine the image capabilities compatible with an external memory handle type, add a `VkPhysicalDeviceExternalImageFormatInfo` structure to the **pNext** chain of the `VkPhysicalDeviceImageFormatInfo2` structure and a `VkExternalImageFormatProperties` structure to the **pNext** chain of the `VkImageFormatProperties2` structure.

The `VkPhysicalDeviceExternalImageFormatInfo` structure is defined as:
typedef struct VkPhysicalDeviceExternalImageFormatInfo {
    VkStructureType sType;
    const void* pNext;
    VkExternalMemoryHandleTypeFlagBits handleType;
} VkPhysicalDeviceExternalImageFormatInfo;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **handleType** is a `VkExternalMemoryHandleTypeFlagBits` value specifying the memory handle type that will be used with the memory associated with the image.

If **handleType** is 0, `vkGetPhysicalDeviceImageFormatProperties2` will behave as if `VkPhysicalDeviceExternalImageFormatInfo` was not present, and `VkExternalImageFormatProperties` will be ignored.

If **handleType** is not compatible with the **format**, **type**, **tiling**, **usage**, and **flags** specified in `VkPhysicalDeviceImageFormatInfo2`, then `vkGetPhysicalDeviceImageFormatProperties2` returns `VK_ERROR_FORMAT_NOT_SUPPORTED`.

### Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceExternalImageFormatInfo-sType-sType**
  
  **sType** must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_IMAGE_FORMAT_INFO`

- **VUID-VkPhysicalDeviceExternalImageFormatInfo-handleType-parameter**
  
  If **handleType** is not 0, **handleType** must be a valid `VkExternalMemoryHandleTypeFlagBits` value

Possible values of `VkPhysicalDeviceExternalImageFormatInfo::handleType`, specifying an external memory handle type, are:
typedef enum VkExternalMemoryHandleTypeFlagBits {
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD_BIT = 0x00000001,
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_BIT = 0x00000002,
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT = 0x00000004,
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_BIT = 0x00000008,
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_KMT_BIT = 0x00000010,
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_HEAP_BIT = 0x00000020,
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_RESOURCE_BIT = 0x00000040,
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_DMA_BUF_BIT_EXT = 0x00000200,
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_ALLOCATION_BIT_EXT = 0x00000080,
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_MAPPED_FOREIGN_MEMORY_BIT_EXT = 0x00000100,
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCI_BUF_BIT_NV = 0x00002000,
    VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX = 0x00004000,
} VkExternalMemoryHandleTypeFlagBits;

• **VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD_BIT** specifies a POSIX file descriptor handle that has only limited valid usage outside of Vulkan and other compatible APIs. It must be compatible with the POSIX system calls `dup`, `dup2`, `close`, and the non-standard system call `dup3`. Additionally, it must be transportable over a socket using an `SCM_RIGHTS` control message. It owns a reference to the underlying memory resource represented by its Vulkan memory object.

• **VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_BIT** specifies an NT handle that has only limited valid usage outside of Vulkan and other compatible APIs. It must be compatible with the functions `DuplicateHandle`, `CloseHandle`, `CompareObjectHandles`, `GetHandleInformation`, and `SetHandleInformation`. It owns a reference to the underlying memory resource represented by its Vulkan memory object.

• **VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT** specifies a global share handle that has only limited valid usage outside of Vulkan and other compatible APIs. It is not compatible with any native APIs. It does not own a reference to the underlying memory resource represented by its Vulkan memory object, and will therefore become invalid when all Vulkan memory objects associated with it are destroyed.

• **VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_BIT** specifies an NT handle returned by `IDXGIResource1::CreateSharedHandle` referring to a Direct3D 10 or 11 texture resource. It owns a reference to the memory used by the Direct3D resource.

• **VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_KMT_BIT** specifies a global share handle returned by `IDXGIResource::GetSharedHandle` referring to a Direct3D 10 or 11 texture resource. It does not own a reference to the underlying Direct3D resource, and will therefore become invalid when all Vulkan memory objects and Direct3D resources associated with it are destroyed.

• **VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_HEAP_BIT** specifies an NT handle returned by `ID3D12Device::CreateSharedHandle` referring to a Direct3D 12 heap resource. It owns a reference to the resources used by the Direct3D heap.
• **VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12RESOURCE_BIT** specifies an NT handle returned by `ID3D12Device::CreateSharedHandle` referring to a Direct3D 12 committed resource. It owns a reference to the memory used by the Direct3D resource.

• **VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_ALLOCATION_BIT_EXT** specifies a host pointer returned by a host memory allocation command. It does not own a reference to the underlying memory resource, and will therefore become invalid if the host memory is freed.

• **VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_MAPPED_FOREIGN_MEMORY_BIT_EXT** specifies a host pointer to host mapped foreign memory. It does not own a reference to the underlying memory resource, and will therefore become invalid if the foreign memory is unmapped or otherwise becomes no longer available.

• **VK_EXTERNAL_MEMORY_HANDLE_TYPE_DMA_BUF_BIT_EXT** is a file descriptor for a Linux dma_buf. It owns a reference to the underlying memory resource represented by its Vulkan memory object.

• **VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCI_BUF_BIT_NV** specifies a volatile memory object (`NvSciBufObj`) that is backed by a buffer and shareable across various hardware engines including the CPU, and software (intra-process and inter-process) and hardware (system memory) operating domains.

• **VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX** specifies a `screen_buffer` object defined by the QNX SDP. See QNX Screen Buffer for more details of this handle type.
Some external memory handle types can only be shared within the same underlying physical
device and/or the same driver version, as defined in the following table:

**Table 76. External memory handle types compatibility**

<table>
<thead>
<tr>
<th>Handle type</th>
<th>VkPhysicalDeviceIDProperties::driverUUID</th>
<th>VkPhysicalDeviceIDProperties::deviceUUID</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_FD_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_MEMORY_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_KMT_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_HEAP_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12RESOURCE_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_ALLOCATION_BIT_EXT</td>
<td>No restriction</td>
<td>No restriction</td>
</tr>
<tr>
<td>VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_MAPPED_FOREIGN_MEMORY_BIT_EXT</td>
<td>No restriction</td>
<td>No restriction</td>
</tr>
<tr>
<td>VK_EXTERNAL_MEMORY_HANDLE_TYPE_DMA_BUF_BIT_EXT</td>
<td>No restriction</td>
<td>No restriction</td>
</tr>
<tr>
<td>VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCI_BUF_BIT_NV</td>
<td>No restriction</td>
<td>No restriction</td>
</tr>
<tr>
<td>VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX</td>
<td>No restriction</td>
<td>No restriction</td>
</tr>
</tbody>
</table>

**Note**
The above table does not restrict the drivers and devices with which
VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_ALLOCATION_BIT_EXT and
VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_MAPPED_FOREIGN_MEMORY_BIT_EXT may be shared, as these handle types inherently mean memory that does not come from
the same device, as they import memory from the host or a foreign device, respectively.

**Note**
Even though the above table does not restrict the drivers and devices with which
VK_EXTERNAL_MEMORY_HANDLE_TYPE_DMA_BUF_BIT_EXT may be shared, query
mechanisms exist in the Vulkan API that prevent the import of incompatible dma-
bufs (such as vkGetMemoryFdPropertiesKHR) and that prevent incompatible
usage of dma-bufs (such as VkPhysicalDeviceExternalBufferInfo and
// Provided by VK_VERSION_1_1
typedef VkFlags VkExternalMemoryHandleTypeFlags;

VkExternalMemoryHandleTypeFlags is a bitmask type for setting a mask of zero or more VkExternalMemoryHandleTypeFlagBits.

The VkExternalImageFormatProperties structure is defined as:

// Provided by VK_VERSION_1_1
typedef struct VkExternalImageFormatProperties {
    VkStructureType sType;
    void* pNext;
    VkExternalMemoryProperties externalMemoryProperties;
} VkExternalImageFormatProperties;

• sType is a VkStructureType value identifying this structure.
• pNext is NULL or a pointer to a structure extending this structure.
• externalMemoryProperties is a VkExternalMemoryProperties structure specifying various capabilities of the external handle type when used with the specified image creation parameters.

Valid Usage (Implicit)

• VUID-VkExternalImageFormatProperties-sType-sType
  sType must be VK_STRUCTURE_TYPE_EXTERNAL_IMAGE_FORMAT_PROPERTIES

The VkExternalMemoryProperties structure is defined as:

// Provided by VK_VERSION_1_1
typedef struct VkExternalMemoryProperties {
    VkExternalMemoryFeatureFlags externalMemoryFeatures;
    VkExternalMemoryHandleTypeFlags exportFromImportedHandleTypes;
    VkExternalMemoryHandleTypeFlags compatibleHandleTypes;
} VkExternalMemoryProperties;

• externalMemoryFeatures is a bitmask of VkExternalMemoryFeatureFlagBits specifying the features of handleType.
• exportFromImportedHandleTypes is a bitmask of VkExternalMemoryHandleTypeFlagBits specifying which types of imported handle handleType can be exported from.
• compatibleHandleTypes is a bitmask of VkExternalMemoryHandleTypeFlagBits specifying handle types which can be specified at the same time as handleType when creating an image compatible
with external memory.

compatibleHandleTypes must include at least handleType. Inclusion of a handle type in compatibleHandleTypes does not imply the values returned in VkImageFormatProperties2 will be the same when VkPhysicalDeviceExternalImageFormatInfo: :handleType is set to that type. The application is responsible for querying the capabilities of all handle types intended for concurrent use in a single image and intersecting them to obtain the compatible set of capabilities.

Bits which may be set in VkExternalMemoryProperties: :externalMemoryFeatures, specifying features of an external memory handle type, are:

```c
// Provided by VK_VERSION_1_1
typedef enum VkExternalMemoryFeatureFlagBits {
    VK_EXTERNAL_MEMORY_FEATURE_DEDICATED_ONLY_BIT = 0x00000001,
    VK_EXTERNAL_MEMORY_FEATURE_EXPORTABLE_BIT = 0x00000002,
    VK_EXTERNAL_MEMORY_FEATURE_IMPORTABLE_BIT = 0x00000004,
} VkExternalMemoryFeatureFlagBits;
```

- **VK_EXTERNAL_MEMORY_FEATURE_DEDICATED_ONLY_BIT** specifies that images or buffers created with the specified parameters and handle type must use the mechanisms defined by VkMemoryDedicatedRequirements and VkMemoryDedicatedAllocateInfo to create (or import) a dedicated allocation for the image or buffer.
- **VK_EXTERNAL_MEMORY_FEATURE_EXPORTABLE_BIT** specifies that handles of this type can be exported from Vulkan memory objects.
- **VK_EXTERNAL_MEMORY_FEATURE_IMPORTABLE_BIT** specifies that handles of this type can be imported as Vulkan memory objects.

Because their semantics in external APIs roughly align with that of an image or buffer with a dedicated allocation in Vulkan, implementations are required to report **VK_EXTERNAL_MEMORY_FEATURE_DEDICATED_ONLY_BIT** for the following external handle types:

- **VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_BIT**
- **VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D11_TEXTURE_KMT_BIT**
- **VK_EXTERNAL_MEMORY_HANDLE_TYPE_D3D12_RESOURCE_BIT**
- **VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX** for images only

Implementations must not report **VK_EXTERNAL_MEMORY_FEATURE_DEDICATED_ONLY_BIT** for buffers with external handle type **VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX**. Implementations must not report **VK_EXTERNAL_MEMORY_FEATURE_DEDICATED_ONLY_BIT** for images or buffers with external handle type **VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_ALLOCATION_BIT_EXT**, or **VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_MAPPED_FOREIGN_MEMORY_BIT_EXT**.

```c
// Provided by VK_VERSION_1_1
typedef VkFlags VkExternalMemoryFeatureFlags;
```

VkExternalMemoryFeatureFlags is a bitmask type for setting a mask of zero or more
To query the image capabilities that are compatible with a Linux DRM format modifier, set `VkPhysicalDeviceImageFormatInfo2::tiling` to `VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT` and add a `VkPhysicalDeviceImageDrmFormatModifierInfoEXT` structure to the `pNext` chain of `VkPhysicalDeviceImageFormatInfo2`.

The `VkPhysicalDeviceImageDrmFormatModifierInfoEXT` structure is defined as:

```c
typedef struct VkPhysicalDeviceImageDrmFormatModifierInfoEXT {
    VkStructureType sType;
    const void* pNext;
    uint64_t drmFormatModifier;
    VkSharingMode sharingMode;
    uint32_t queueFamilyIndexCount;
    const uint32_t* pQueueFamilyIndices;
} VkPhysicalDeviceImageDrmFormatModifierInfoEXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `drmFormatModifier` is the image’s Linux DRM format modifier, corresponding to `VkImageDrmFormatModifierExplicitCreateInfoEXT::modifier` or to `VkImageDrmFormatModifierListCreateInfoEXT::pModifiers`.
- `sharingMode` specifies how the image will be accessed by multiple queue families.
- `queueFamilyIndexCount` is the number of entries in the `pQueueFamilyIndices` array.
- `pQueueFamilyIndices` is a pointer to an array of `queueFamilyIndexCount` `uint32_t` values.

If the `drmFormatModifier` is incompatible with the parameters specified in `VkPhysicalDeviceImageFormatInfo2` and its `pNext` chain, then `vkGetPhysicalDeviceImageFormatProperties2` returns `VK_ERROR_FORMAT_NOT_SUPPORTED`. The implementation must support the query of any `drmFormatModifier`, including unknown and invalid modifier values.

### Valid Usage

- **VUID-VkPhysicalDeviceImageDrmFormatModifierInfoEXT-sharingMode-02314**
  If `sharingMode` is `VK_SHARING_MODE_CONCURRENT`, then `pQueueFamilyIndices` must be a valid pointer to an array of `queueFamilyIndexCount` `uint32_t` values.

- **VUID-VkPhysicalDeviceImageDrmFormatModifierInfoEXT-sharingMode-02315**
  If `sharingMode` is `VK_SHARING_MODE_CONCURRENT`, then `queueFamilyIndexCount` must be greater than 1.

- **VUID-VkPhysicalDeviceImageDrmFormatModifierInfoEXT-sharingMode-02316**
  If `sharingMode` is `VK_SHARING_MODE_CONCURRENT`, each element of `pQueueFamilyIndices` must be
unique and **must** be less than the `pQueueFamilyPropertyCount` returned by `vkGetPhysicalDeviceQueueFamilyProperties2` for the `physicalDevice` that was used to create `device`.

### Valid Usage (Implicit)

- **VUID-VkPhysicalDeviceImageDrmFormatModifierInfoEXT-sType-sType**
  - `sType` **must** be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_DRM_FORMAT_MODIFIER_INFO_EXT`
- **VUID-VkPhysicalDeviceImageDrmFormatModifierInfoEXT-sharingMode-parameter**
  - `sharingMode` **must** be a valid `VkSharingMode` value

To determine the number of combined image samplers required to support a multi-planar format, add `VkSamplerYcbcrConversionImageFormatProperties` to the `pNext` chain of the `VkImageFormatProperties2` structure in a call to `vkGetPhysicalDeviceImageFormatProperties2`.

The `VkSamplerYcbcrConversionImageFormatProperties` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkSamplerYcbcrConversionImageFormatProperties {
    VkStructureType sType;
    void* pNext;
    uint32_t combinedImageSamplerDescriptorCount;
} VkSamplerYcbcrConversionImageFormatProperties;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `combinedImageSamplerDescriptorCount` is the number of combined image sampler descriptors that the implementation uses to access the format.

### Valid Usage (Implicit)

- **VUID-VkSamplerYcbcrConversionImageFormatProperties-sType-sType**
  - `sType` **must** be `VK_STRUCTURE_TYPE_SAMPLER_YCBCR_CONVERSION_IMAGE_FORMAT_PROPERTIES`

`combinedImageSamplerDescriptorCount` is a number between 1 and the number of planes in the format. A descriptor set layout binding with immutable Y’C_6C_8 conversion samplers will have a maximum `combinedImageSamplerDescriptorCount` which is the maximum across all formats supported by its samplers of the `combinedImageSamplerDescriptorCount` for each format. Descriptor sets with that layout will internally use that maximum `combinedImageSamplerDescriptorCount` descriptors for each descriptor in the binding. This expanded number of descriptors will be consumed from the descriptor pool when a descriptor set is allocated, and counts towards the `maxDescriptorSetSamplers`, `maxDescriptorSetSampledImages`, `maxPerStageDescriptorSamplers`, and `maxPerStageDescriptorSampledImages` limits.
Note

All descriptors in a binding use the same maximum combinedImageSamplerDescriptorCount descriptors to allow implementations to use a uniform stride for dynamic indexing of the descriptors in the binding.

For example, consider a descriptor set layout binding with two descriptors and immutable samplers for multi-planar formats that have VkSamplerYcbcrConversionImageFormatProperties::combinedImageSamplerDescriptorCount values of 2 and 3 respectively. There are two descriptors in the binding and the maximum combinedImageSamplerDescriptorCount is 3, so descriptor sets with this layout consume 6 descriptors from the descriptor pool. To create a descriptor pool that allows allocating four descriptor sets with this layout, descriptorCount must be at least 24.

To determine if cubic filtering can be used with a given image format and a given image view type add a VkPhysicalDeviceImageViewImageFormatInfoEXT structure to the pNext chain of the VkPhysicalDeviceImageFormatInfo2 structure, and a VkFilterCubicImageViewImageFormatPropertiesEXT structure to the pNext chain of the VkImageFormatProperties2 structure.

The VkPhysicalDeviceImageViewImageFormatInfoEXT structure is defined as:

```c
// Provided by VK_EXT_filter_cubic
typedef struct VkPhysicalDeviceImageViewImageFormatInfoEXT {
    VkStructureType sType;
    void* pNext;
    VkImageViewType imageViewType;
} VkPhysicalDeviceImageViewImageFormatInfoEXT;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- imageViewType is a VkImageViewType value specifying the type of the image view.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceImageViewImageFormatInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_VIEW_IMAGE_FORMAT_INFO_EXT

- VUID-VkPhysicalDeviceImageViewImageFormatInfoEXT-imageViewType-parameter
  imageViewType must be a valid VkImageViewType value

The VkFilterCubicImageViewImageFormatPropertiesEXT structure is defined as:
typedef struct VkFilterCubicImageViewImageFormatPropertiesEXT {
    VkStructureType sType;
    void* pNext;
    VkBool32 filterCubic;
    VkBool32 filterCubicMinmax;
} VkFilterCubicImageViewImageFormatPropertiesEXT;

- **sType** is a [VkStructureType](https://www.khronos.org/registry/vulkan/specs/1.3-extensions/man/htmlVkStructureType.html) value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **filterCubic** tells if image format, image type and image view type can be used with cubic filtering. This field is set by the implementation. User-specified value is ignored.
- **filterCubicMinmax** tells if image format, image type and image view type can be used with cubic filtering and minmax filtering. This field is set by the implementation. User-specified value is ignored.

### Valid Usage (Implicit)

- VUID-VkFilterCubicImageViewImageFormatPropertiesEXT-sType-sType
  
  *sType* must be `VK_STRUCTURE_TYPE_FILTER_CUBIC_IMAGE_VIEW_IMAGE_FORMAT_PROPERTIES_EXT`.

### Valid Usage

- VUID-VkFilterCubicImageViewImageFormatPropertiesEXT-pNext-02627
  
  If the `pNext` chain of the `VkImageFormatProperties2` structure includes a `VkFilterCubicImageViewImageFormatPropertiesEXT` structure, the `pNext` chain of the `VkPhysicalDeviceImageFormatInfo2` structure must include a `VkPhysicalDeviceImageViewImageFormatInfoEXT` structure with an `imageViewType` that is compatible with `imageType`.

### 35.1.1. Supported Sample Counts

`vkGetPhysicalDeviceImageFormatProperties` returns a bitmask of [VkSampleCountFlagBits](https://www.khronos.org/registry/vulkan/specs/1.3-extensions/man/htmlVkSampleCountFlagBits.html) in `sampleCounts` specifying the supported sample counts for the image parameters.

`sampleCounts` will be set to `VK_SAMPLE_COUNT_1_BIT` if at least one of the following conditions is true:

- **tiling** is `VK_IMAGE_TILING_LINEAR`.
- **type** is not `VK_IMAGE_TYPE_2D`.
- **flags** contains `VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT`.
- Neither the `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT` flag nor the `VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT` flag in `VkFormatProperties::optimalTilingFeatures` returned by `vkGetPhysicalDeviceFormatProperties` is set.
• `VkPhysicalDeviceExternalImageFormatInfo::handleType` is an external handle type for which multisampled image support is not required.

• `format` is one of the formats that require a sampler Y’CbCr conversion

• `usage` contains `VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`

Otherwise, the bits set in `sampleCounts` will be the sample counts supported for the specified values of `usage` and `format`. For each bit set in `usage`, the supported sample counts relate to the limits in `VkPhysicalDeviceLimits` as follows:

- If `usage` includes `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT` and `format` is a floating- or fixed-point color format, a superset of `VkPhysicalDeviceLimits::framebufferColorSampleCounts`
- If `usage` includes `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT` and `format` is an integer format, a superset of `VkPhysicalDeviceVulkan12Properties::framebufferIntegerColorSampleCounts`
- If `usage` includes `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT`, and `format` includes a depth component, a superset of `VkPhysicalDeviceLimits::framebufferDepthSampleCounts`
- If `usage` includes `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT`, and `format` includes a stencil component, a superset of `VkPhysicalDeviceLimits::framebufferStencilSampleCounts`
- If `usage` includes `VK_IMAGE_USAGE_SAMPLED_BIT`, and `format` includes a color component, a superset of `VkPhysicalDeviceLimits::sampledImageColorSampleCounts`
- If `usage` includes `VK_IMAGE_USAGE_SAMPLED_BIT`, and `format` includes a depth component, a superset of `VkPhysicalDeviceLimits::sampledImageDepthSampleCounts`
- If `usage` includes `VK_IMAGE_USAGE_SAMPLED_BIT`, and `format` is an integer format, a superset of `VkPhysicalDeviceLimits::sampledImageIntegerSampleCounts`
- If `usage` includes `VK_IMAGE_USAGE_STORAGE_BIT`, a superset of `VkPhysicalDeviceLimits::storageImageSampleCounts`

If multiple bits are set in `usage`, `sampleCounts` will be the intersection of the per-usage values described above.

If none of the bits described above are set in `usage`, then there is no corresponding limit in `VkPhysicalDeviceLimits`. In this case, `sampleCounts` must include at least `VK_SAMPLE_COUNT_1_BIT`.

### 35.1.2. Allowed Extent Values Based on Image Type

Implementations may support extent values larger than the required minimum/maximum values for certain types of images. `VkImageFormatProperties::maxExtent` for each type is subject to the constraints below.

**Note**

Implementations must support images with dimensions up to the required minimum/maximum values for all types of images. It follows that the query for additional capabilities must return extent values that are at least as large as the required values.

For `VK_IMAGE_TYPE_1D`:
• `maxExtent.width ≥ VkPhysicalDeviceLimits::maxImageDimension1D`
• `maxExtent.height = 1`
• `maxExtent.depth = 1`

For `VK_IMAGE_TYPE_2D` when `flags` does not contain `VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT`:

• `maxExtent.width ≥ VkPhysicalDeviceLimits::maxImageDimension2D`
• `maxExtent.height ≥ VkPhysicalDeviceLimits::maxImageDimension2D`
• `maxExtent.depth = 1`

For `VK_IMAGE_TYPE_2D` when `flags` contains `VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT`:

• `maxExtent.width ≥ VkPhysicalDeviceLimits::maxImageDimensionCube`
• `maxExtent.height ≥ VkPhysicalDeviceLimits::maxImageDimensionCube`
• `maxExtent.depth = 1`

For `VK_IMAGE_TYPE_3D`:

• `maxExtent.width ≥ VkPhysicalDeviceLimits::maxImageDimension3D`
• `maxExtent.height ≥ VkPhysicalDeviceLimits::maxImageDimension3D`
• `maxExtent.depth ≥ VkPhysicalDeviceLimits::maxImageDimension3D`

### 35.2. Additional Buffer Capabilities

To query the external handle types supported by buffers, call:

```c
// Provided by VK_VERSION_1_1
void vkGetPhysicalDeviceExternalBufferProperties(
    VkPhysicalDevice physicalDevice,
    const VkPhysicalDeviceExternalBufferInfo* pExternalBufferInfo,
    VkExternalBufferProperties* pExternalBufferProperties);
```

• `physicalDevice` is the physical device from which to query the buffer capabilities.
• `pExternalBufferInfo` is a pointer to a `VkPhysicalDeviceExternalBufferInfo` structure describing the parameters that would be consumed by `vkCreateBuffer`.
• `pExternalBufferProperties` is a pointer to a `VkExternalBufferProperties` structure in which capabilities are returned.

### Valid Usage (Implicit)

• VUID-vkGetPhysicalDeviceExternalBufferProperties-physicalDevice-parameter `physicalDevice` must be a valid `VkPhysicalDevice` handle

• VUID-vkGetPhysicalDeviceExternalBufferProperties-pExternalBufferInfo-parameter `pExternalBufferInfo` must be a valid pointer to a valid
The `VkPhysicalDeviceExternalBufferInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceExternalBufferInfo {
    VkStructureType sType;
    const void* pNext;
    VkBufferCreateFlags flags;
    VkBufferUsageFlags usage;
    VkExternalMemoryHandleTypeFlagBits handleType;
} VkPhysicalDeviceExternalBufferInfo;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `flags` is a bitmask of `VkBufferCreateFlagBits` describing additional parameters of the buffer, corresponding to `VkBufferCreateInfo::flags`.
- `usage` is a bitmask of `VkBufferUsageFlagBits` describing the intended usage of the buffer, corresponding to `VkBufferCreateInfo::usage`.
- `handleType` is a `VkExternalMemoryHandleTypeFlagBits` value specifying the memory handle type that will be used with the memory associated with the buffer.

Only usage flags representable in `VkBufferUsageFlagBits` are returned in this structure’s `usage`.

### Valid Usage

- VUID-VkPhysicalDeviceExternalBufferInfo-None-09499
  `usage` must be a valid combination of `VkBufferUsageFlagBits` values
- VUID-VkPhysicalDeviceExternalBufferInfo-None-09500
  `usage` must not be 0

### Valid Usage (Implicit)

- VUID-VkPhysicalDeviceExternalBufferInfo-sType-sType
  `sType` must be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_BUFFER_INFO`
- VUID-VkPhysicalDeviceExternalBufferInfo-pNext-pNext
  `pNext` must be `NULL`
flags must be a valid combination of VkBufferCreateFlagBits values

- VUID-VkPhysicalDeviceExternalBufferInfo-handleType-parameter
  handleType must be a valid VkExternalMemoryHandleTypeFlagBits value

The VkExternalBufferProperties structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkExternalBufferProperties {
    VkStructureType sType;
    void* pNext;
    VkExternalMemoryProperties externalMemoryProperties;
} VkExternalBufferProperties;
```

- sType is a VkStructureType value identifying this structure.
- pNext is NULL or a pointer to a structure extending this structure.
- externalMemoryProperties is a VkExternalMemoryProperties structure specifying various capabilities of the external handle type when used with the specified buffer creation parameters.

Valid Usage (Implicit)

- VUID-VkExternalBufferProperties-sType-sType
  sType must be VK_STRUCTURE_TYPE_EXTERNAL_BUFFER_PROPERTIES

- VUID-VkExternalBufferProperties-pNext-pNext
  pNext must be NULL

35.3. Optional Semaphore Capabilities

Semaphores may support import and export of their payload to external handles. To query the external handle types supported by semaphores, call:

```c
// Provided by VK_VERSION_1_1
void vkGetPhysicalDeviceExternalSemaphoreProperties(  
    VkPhysicalDevice physicalDevice,  
    const VkPhysicalDeviceExternalSemaphoreInfo* pExternalSemaphoreInfo,  
    VkExternalSemaphoreProperties* pExternalSemaphoreProperties);
```

- physicalDevice is the physical device from which to query the semaphore capabilities.
- pExternalSemaphoreInfo is a pointer to a VkPhysicalDeviceExternalSemaphoreInfo structure describing the parameters that would be consumed by vkCreateSemaphore.
- pExternalSemaphoreProperties is a pointer to a VkExternalSemaphoreProperties structure in which capabilities are returned.
Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceExternalSemaphoreProperties-physicalDevice-parameter physicalDevice must be a valid VkPhysicalDevice handle
- VUID-vkGetPhysicalDeviceExternalSemaphoreProperties-pExternalSemaphoreInfo-parameter pExternalSemaphoreInfo must be a valid pointer to a valid VkPhysicalDeviceExternalSemaphoreInfo structure
- VUID-vkGetPhysicalDeviceExternalSemaphoreProperties-pExternalSemaphoreProperties-parameter pExternalSemaphoreProperties must be a valid pointer to a valid VkExternalSemaphoreProperties structure

The VkPhysicalDeviceExternalSemaphoreInfo structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceExternalSemaphoreInfo {
    VkStructureType sType;
    const void* pNext;
    VkExternalSemaphoreHandleTypeFlagBits handleType;
} VkPhysicalDeviceExternalSemaphoreInfo;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `handleType` is a VkExternalSemaphoreHandleTypeFlagBits value specifying the external semaphore handle type for which capabilities will be returned.

Valid Usage (Implicit)

- VUID-VkPhysicalDeviceExternalSemaphoreInfo-sType-sType sType must be VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SEMAPHORE_INFO
- VUID-VkPhysicalDeviceExternalSemaphoreInfo-pNext-pNext pNext must be NULL or a pointer to a valid instance of VkSemaphoreTypeCreateInfo
- VUID-VkPhysicalDeviceExternalSemaphoreInfo-sType-unique The sType value of each struct in the pNext chain must be unique
- VUID-VkPhysicalDeviceExternalSemaphoreInfo-handleType-parameter handleType must be a valid VkExternalSemaphoreHandleTypeFlagBits value

Bits which may be set in VkPhysicalDeviceExternalSemaphoreInfo::handleType, specifying an external semaphore handle type, are:
typedef enum VkExternalSemaphoreHandleTypeFlagBits {
    VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_FD_BIT = 0x00000001,
    VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_BIT = 0x00000002,
    VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT = 0x00000004,
    VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D12_FENCE_BIT = 0x00000008,
    VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SYNC_FD_BIT = 0x00000010,
    // Provided by VK_NV_external_sci_sync
    VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV = 0x00000020,
    VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D11_FENCE_BIT =
} VkExternalSemaphoreHandleTypeFlagBits;

• VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_FD_BIT specifies a POSIX file descriptor handle that has only limited valid usage outside of Vulkan and other compatible APIs. It must be compatible with the POSIX system calls dup, dup2, close, and the non-standard system call dup3. Additionally, it must be transportable over a socket using an SCM_RIGHTS control message. It owns a reference to the underlying synchronization primitive represented by its Vulkan semaphore object.

• VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_BIT specifies an NT handle that has only limited valid usage outside of Vulkan and other compatible APIs. It must be compatible with the functions DuplicateHandle, CloseHandle, CompareObjectHandles, GetHandleInformation, and SetHandleInformation. It owns a reference to the underlying synchronization primitive represented by its Vulkan semaphore object.

• VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT specifies a global share handle that has only limited valid usage outside of Vulkan and other compatible APIs. It is not compatible with any native APIs. It does not own a reference to the underlying synchronization primitive represented by its Vulkan semaphore object, and will therefore become invalid when all Vulkan semaphore objects associated with it are destroyed.

• VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D12_FENCE_BIT specifies an NT handle returned by ID3D12Device::CreateSharedHandle referring to a Direct3D 12 fence, or ID3D11Device5::CreateFence referring to a Direct3D 11 fence. It owns a reference to the underlying synchronization primitive associated with the Direct3D fence.

• VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D11_FENCE_BIT is an alias of VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D12_FENCE_BIT with the same meaning. It is provided for convenience and code clarity when interacting with D3D11 fences.

• VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SYNC_FD_BIT specifies a POSIX file descriptor handle to a Linux Sync File or Android Fence object. It can be used with any native API accepting a valid sync file or fence as input. It owns a reference to the underlying synchronization primitive associated with the file descriptor. Implementations which support importing this handle type must accept any type of sync or fence FD supported by the native system they are running on.

• VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV specifies a synchronization object (NvSciSyncObj) shareable across various hardware engines including the CPU and software (intra-process and inter-process) operating domains and perform signal and wait operations.

Note
Handles of type `VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SYNC_FD_BIT` generated by the implementation may represent either Linux Sync Files or Android Fences at the implementation’s discretion. Applications **should** only use operations defined for both types of file descriptors, unless they know via means external to Vulkan the type of the file descriptor, or are prepared to deal with the system-defined operation failures resulting from using the wrong type.
Some external semaphore handle types can only be shared within the same underlying physical device and/or the same driver version, as defined in the following table:

Table 77. External semaphore handle types compatibility

<table>
<thead>
<tr>
<th>Handle type</th>
<th>VkPhysicalDeviceIDProperties::driverUUID</th>
<th>VkPhysicalDeviceIDProperties::deviceUUID</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_FD_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_D3D12_FENCE_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SYNC_FD_BIT</td>
<td>No restriction</td>
<td>No restriction</td>
</tr>
<tr>
<td>VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_ZIRCON_EVENT_BIT_FUCHSIA</td>
<td>No restriction</td>
<td>No restriction</td>
</tr>
<tr>
<td>VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV</td>
<td>No restriction</td>
<td>No restriction</td>
</tr>
</tbody>
</table>

// Provided by VK_VERSION_1_1
typedef VkFlags VkExternalSemaphoreHandleTypeFlags;

VkExternalSemaphoreHandleTypeFlags is a bitmask type for setting a mask of zero or more VkExternalSemaphoreHandleTypeFlagBits.

The VkExternalSemaphoreProperties structure is defined as:

// Provided by VK_VERSION_1_1
typedef struct VkExternalSemaphoreProperties {
    VkStructureType                      sType;
    void*                                 pNext;
    VkExternalSemaphoreHandleTypeFlags   exportFromImportedHandleTypes;
    VkExternalSemaphoreHandleTypeFlags   compatibleHandleTypes;
    VkExternalSemaphoreFeatureFlags      externalSemaphoreFeatures;
} VkExternalSemaphoreProperties;

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure.
- `exportFromImportedHandleTypes` is a bitmask of VkExternalSemaphoreHandleTypeFlagBits specifying which types of imported handle `handleType` can be exported from.
- `compatibleHandleTypes` is a bitmask of VkExternalSemaphoreHandleTypeFlagBits specifying handle types which can be specified at the same time as `handleType` when creating a semaphore.
- `externalSemaphoreFeatures` is a bitmask of VkExternalSemaphoreFeatureFlagBits describing the
features of `handleType`.

If `handleType` is not supported by the implementation, then `VkExternalSemaphoreProperties::externalSemaphoreFeatures` will be set to zero.

### Valid Usage (Implicit)

- **VUID-VkExternalSemaphoreProperties-sType-sType**
  
  `sType` must be `VK_STRUCTURE_TYPE_EXTERNAL_SEMAPHORE_PROPERTIES`

- **VUID-VkExternalSemaphoreProperties-pNext-pNext**
  
  `pNext` must be `NULL`

Bits which **may** be set in `VkExternalSemaphoreProperties::externalSemaphoreFeatures`, specifying the features of an external semaphore handle type, are:

```c
// Provided by VK_VERSION_1_1
typedef enum VkExternalSemaphoreFeatureFlagBits {
    VK_EXTERNAL_SEMAPHORE_FEATURE_EXPORTABLE_BIT = 0x00000001,
    VK_EXTERNAL_SEMAPHORE_FEATURE_IMPORTABLE_BIT = 0x00000002,
} VkExternalSemaphoreFeatureFlagBits;
```

- **VK_EXTERNAL_SEMAPHORE_FEATURE_EXPORTABLE_BIT** specifies that handles of this type **can** be exported from Vulkan semaphore objects.

- **VK_EXTERNAL_SEMAPHORE_FEATURE_IMPORTABLE_BIT** specifies that handles of this type **can** be imported as Vulkan semaphore objects.

```c
// Provided by VK_VERSION_1_1
typedef VkFlags VkExternalSemaphoreFeatureFlags;
```

`VkExternalSemaphoreFeatureFlags` is a bitmask type for setting a mask of zero or more `VkExternalSemaphoreFeatureFlagBits`.

### 35.4. Optional Fence Capabilities

Fences **may** support import and export of their payload to external handles. To query the external handle types supported by fences, call:

```c
// Provided by VK_VERSION_1_1
void vkGetPhysicalDeviceExternalFenceProperties(
    VkPhysicalDevice physicalDevice,
    const VkPhysicalDeviceExternalFenceInfo* pExternalFenceInfo,
    VkExternalFenceProperties* pExternalFenceProperties);
```

- **physicalDevice** is the physical device from which to query the fence capabilities.
• `pExternalFenceInfo` is a pointer to a `VkPhysicalDeviceExternalFenceInfo` structure describing the parameters that would be consumed by `vkCreateFence`.

• `pExternalFenceProperties` is a pointer to a `VkExternalFenceProperties` structure in which capabilities are returned.

**Valid Usage (Implicit)**

- VUID-vkGetPhysicalDeviceExternalFenceProperties-physicalDevice-parameter
  `physicalDevice` **must** be a valid `VkPhysicalDevice` handle

- VUID-vkGetPhysicalDeviceExternalFenceProperties-pExternalFenceInfo-parameter
  `pExternalFenceInfo` **must** be a valid pointer to a valid `VkPhysicalDeviceExternalFenceInfo` structure

- VUID-vkGetPhysicalDeviceExternalFenceProperties-pExternalFenceProperties-parameter
  `pExternalFenceProperties` **must** be a valid pointer to a `VkExternalFenceProperties` structure

The `VkPhysicalDeviceExternalFenceInfo` structure is defined as:

```c
// Provided by VK_VERSION_1_1
typedef struct VkPhysicalDeviceExternalFenceInfo {
    VkStructureType sType;
    const void*pNext;
    VkExternalFenceHandleTypeFlagBits handleType;
} VkPhysicalDeviceExternalFenceInfo;
```

• `sType` is a `VkStructureType` value identifying this structure.

• `pNext` is `NULL` or a pointer to a structure extending this structure.

• `handleType` is a `VkExternalFenceHandleTypeFlagBits` value specifying an external fence handle type for which capabilities will be returned.

**Note**

Handles of type `VK_EXTERNAL_FENCE_HANDLE_TYPE_SYNC_FD_BIT` generated by the implementation may represent either Linux Sync Files or Android Fences at the implementation’s discretion. Applications **should** only use operations defined for both types of file descriptors, unless they know via means external to Vulkan the type of the file descriptor, or are prepared to deal with the system-defined operation failures resulting from using the wrong type.

**Valid Usage (Implicit)**

- VUID-VkPhysicalDeviceExternalFenceInfo-sType-sType
  `sType` **must** be `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_FENCE_INFO`

- VUID-VkPhysicalDeviceExternalFenceInfo-pNext-pNext
pNext must be NULL

- VUID-VkPhysicalDeviceExternalFenceInfo-handleType-parameter
  handleType must be a valid VkExternalFenceHandleTypeFlagBits value

Bits which may be set in

- VkPhysicalDeviceExternalFenceInfo::handleType
- VkExternalFenceProperties::exportFromImportedHandleTypes
- VkExternalFenceProperties::compatibleHandleTypes

indicate external fence handle types, and are:

```c
// Provided by VK_VERSION_1_1
typedef enum VkExternalFenceHandleTypeFlagBits {
    VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_FD_BIT = 0x00000001,
    VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_WIN32_BIT = 0x00000002,
    VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT = 0x00000004,
    VK_EXTERNAL_FENCE_HANDLE_TYPE_SYNC_FD_BIT = 0x00000008,
    // Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
    VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV = 0x00000010,
    // Provided by VK_NV_external_sci_sync, VK_NV_external_sci_sync2
    VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_FENCE_BIT_NV = 0x00000020,
} VkExternalFenceHandleTypeFlagBits;
```

- VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_FD_BIT specifies a POSIX file descriptor handle that has only limited valid usage outside of Vulkan and other compatible APIs. It must be compatible with the POSIX system calls dup, dup2, close, and the non-standard system call dup3. Additionally, it must be transportable over a socket using an SCM_RIGHTS control message. It owns a reference to the underlying synchronization primitive represented by its Vulkan fence object.

- VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_WIN32_BIT specifies an NT handle that has only limited valid usage outside of Vulkan and other compatible APIs. It must be compatible with the functions DuplicateHandle, CloseHandle, CompareObjectHandles, GetHandleInformation, and SetHandleInformation. It owns a reference to the underlying synchronization primitive represented by its Vulkan fence object.

- VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT specifies a global share handle that has only limited valid usage outside of Vulkan and other compatible APIs. It is not compatible with any native APIs. It does not own a reference to the underlying synchronization primitive represented by its Vulkan fence object, and will therefore become invalid when all Vulkan fence objects associated with it are destroyed.

- VK_EXTERNAL_FENCE_HANDLE_TYPE_SYNC_FD_BIT specifies a POSIX file descriptor handle to a Linux Sync File or Android Fence. It can be used with any native API accepting a valid sync file or fence as input. It owns a reference to the underlying synchronization primitive associated with the file descriptor. Implementations which support importing this handle type must accept any type of sync or fence FD supported by the native system they are running on.

- VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV specifies a synchronization object...
(NvSciSyncObj) shareable across various hardware engines including the CPU and software (intra-process and inter-process) operating domains and perform signal and wait operations.

- VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_FENCE_BIT_NV specifies a struct of NvSciSyncFence that is a snapshot of a synchronization object's underlying primitive and represents its possible state.
Some external fence handle types can only be shared within the same underlying physical device and/or the same driver version, as defined in the following table:

**Table 78. External fence handle types compatibility**

<table>
<thead>
<tr>
<th>Handle type</th>
<th>VkPhysicalDeviceIDProperties::driverUUID</th>
<th>VkPhysicalDeviceIDProperties::deviceUUID</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_FD_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_WIN32_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_FENCE_HANDLE_TYPE_OPAQUE_WIN32_KMT_BIT</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_FENCE_HANDLE_TYPE_SYNC_FD_BIT</td>
<td>No restriction</td>
<td>No restriction</td>
</tr>
<tr>
<td>VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV</td>
<td>Must match</td>
<td>Must match</td>
</tr>
<tr>
<td>VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_FENCE_BIT_NV</td>
<td>Must match</td>
<td>Must match</td>
</tr>
</tbody>
</table>

// Provided by VK_VERSION_1_1

typedef VkFlags VkExternalFenceHandleTypeFlags;

VkExternalFenceHandleTypeFlags is a bitmask type for setting a mask of zero or more VkExternalFenceHandleTypeFlagBits.

The VkExternalFenceProperties structure is defined as:

// Provided by VK_VERSION_1_1

typedef struct VkExternalFenceProperties {
    VkStructureType sType;
    void*pNext;
    VkExternalFenceHandleTypeFlags exportFromImportedHandleTypes;
    VkExternalFenceHandleTypeFlags compatibleHandleTypes;
    VkExternalFenceFeatureFlags externalFenceFeatures;
} VkExternalFenceProperties;

- exportFromImportedHandleTypes is a bitmask of VkExternalFenceHandleTypeFlagBits indicating which types of imported handle handleType can be exported from.
- compatibleHandleTypes is a bitmask of VkExternalFenceHandleTypeFlagBits specifying handle types which can be specified at the same time as handleType when creating a fence.
- externalFenceFeatures is a bitmask of VkExternalFenceFeatureFlagBits indicating the features of handleType.

If handleType is not supported by the implementation, then VkExternalFenceProperties::externalFenceFeatures will be set to zero.
Valid Usage (Implicit)

- VUID-VkExternalFenceProperties-sType
  sType must be VK_STRUCTURE_TYPE_EXTERNAL_FENCE_PROPERTIES

- VUID-VkExternalFenceProperties-pNext
  pNext must be NULL

Bits which may be set in VkExternalFenceProperties::externalFenceFeatures, indicating features of a fence external handle type, are:

```
// Provided by VK_VERSION_1_1
typedef enum VkExternalFenceFeatureFlagBits {
    VK_EXTERNAL_FENCE_FEATURE_EXPORTABLE_BIT = 0x00000001,
    VK_EXTERNAL_FENCE_FEATURE_IMPORTABLE_BIT = 0x00000002,
} VkExternalFenceFeatureFlagBits;
```

- VK_EXTERNAL_FENCE_FEATURE_EXPORTABLE_BIT specifies handles of this type can be exported from Vulkan fence objects.
- VK_EXTERNAL_FENCE_FEATURE_IMPORTABLE_BIT specifies handles of this type can be imported to Vulkan fence objects.

```
// Provided by VK_VERSION_1_1
typedef VkFlags VkExternalFenceFeatureFlags;
```

VkExternalFenceFeatureFlags is a bitmask type for setting a mask of zero or more VkExternalFenceFeatureFlagBits.

### 35.5. Timestamp Calibration Capabilities

To query the set of time domains for which a physical device supports timestamp calibration, call:

```
// Provided by VK_KHR_calibrated_timestamps
VkResult vkGetPhysicalDeviceCalibrateableTimeDomainsKHR(
    VkPhysicalDevice physicalDevice,
    uint32_t* pTimeDomainCount,
    VkTimeDomainKHR* pTimeDomains);
```

- `physicalDevice` is the physical device from which to query the set of calibrateable time domains.
- `pTimeDomainCount` is a pointer to an integer related to the number of calibrateable time domains available or queried, as described below.
- `pTimeDomains` is either NULL or a pointer to an array of VkTimeDomainKHR values, indicating the supported calibrateable time domains.
If `pTimeDomains` is `NULL`, then the number of calibrateable time domains supported for the given `physicalDevice` is returned in `pTimeDomainCount`. Otherwise, `pTimeDomainCount` must point to a variable set by the user to the number of elements in the `pTimeDomains` array, and on return the variable is overwritten with the number of values actually written to `pTimeDomains`. If the value of `pTimeDomainCount` is less than the number of calibrateable time domains supported, at most `pTimeDomainCount` values will be written to `pTimeDomains`, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available time domains were returned.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetPhysicalDeviceCalibrateableTimeDomainsKHR` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

### Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceCalibrateableTimeDomainsKHR-physicalDevice-parameter  
  `physicalDevice` must be a valid `VkPhysicalDevice` handle
- VUID-vkGetPhysicalDeviceCalibrateableTimeDomainsKHR-pTimeDomainCount-parameter  
  `pTimeDomainCount` must be a valid pointer to a `uint32_t` value
- VUID-vkGetPhysicalDeviceCalibrateableTimeDomainsKHR-pTimeDomains-parameter  
  If the value referenced by `pTimeDomainCount` is not 0, and `pTimeDomains` is not `NULL`, `pTimeDomains` must be a valid pointer to an array of `pTimeDomainCount` `VkTimeDomainKHR` values

### Return Codes

#### Success

- `VK_SUCCESS`
- `VK_INCOMPLETE`

#### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

### 35.6. Object Refresh Capabilities

To query the set of object types that require periodic refreshing, call:

```c
// Provided by VK_KHR_object_refresh
VkResult vkGetPhysicalDeviceRefreshableObjectTypesKHR(
    VkPhysicalDevice physicalDevice,
    uint32_t* pRefreshableObjectTypeCount,
    VkObjectType* pRefreshableObjectTypes);
```
• **physicalDevice** is the physical device from which to query the set of refreshable object types.
• **pRefreshableObjectTypesCount** is a pointer to an integer related to the number of refreshable object types available or queried, as described below.
• **pRefreshableObjectTypes** is either **NULL** or a pointer to an array of **VkObjectType** values, indicating the supported refreshable object types.

If **pRefreshableObjectTypes** is **NULL**, then the number of refreshable object types supported for the given **physicalDevice** is returned in **pRefreshableObjectTypesCount**. Otherwise, **pRefreshableObjectTypesCount** must point to a variable set by the user to the number of elements in the **pRefreshableObjectTypes** array, and on return the variable is overwritten with the number of object types actually written to **pRefreshableObjectTypes**. If the value of **pRefreshableObjectTypesCount** is less than the number of refreshable object types supported, at most **pRefreshableObjectTypesCount** object types will be written, and **VK_INCOMPLETE** will be returned instead of **VK_SUCCESS**, to indicate that not all the available object types were returned.

---

### Valid Usage (Implicit)

- VUID-vkGetPhysicalDeviceRefreshableObjectTypesKHR-physicalDevice-parameter  
  **physicalDevice** must be a valid **VkPhysicalDevice** handle
- VUID-vkGetPhysicalDeviceRefreshableObjectTypesKHR-pRefreshableObjectTypesCount-parameter  
  **pRefreshableObjectTypesCount** must be a valid pointer to a **uint32_t** value
- VUID-vkGetPhysicalDeviceRefreshableObjectTypesKHR-pRefreshableObjectTypes-parameter  
  If the value referenced by **pRefreshableObjectTypesCount** is not 0, and **pRefreshableObjectTypes** is not **NULL**, **pRefreshableObjectTypes** must be a valid pointer to an array of **pRefreshableObjectTypesCount** **VkObjectType** values

---

### Return Codes

**Success**
- **VK_SUCCESS**
- **VK_INCOMPLETE**

**Failure**
None
Chapter 36. Debugging

To aid developers in tracking down errors in the application’s use of Vulkan, particularly in combination with an external debugger or profiler, debugging extensions may be available.

The `VkObjectType` enumeration defines values, each of which corresponds to a specific Vulkan handle type. These values can be used to associate debug information with a particular type of object through one or more extensions.
typedef enum VkObjectType {
    VK_OBJECT_TYPE_UNKNOWN = 0,
    VK_OBJECT_TYPE_INSTANCE = 1,
    VK_OBJECT_TYPE_PHYSICAL_DEVICE = 2,
    VK_OBJECT_TYPE_DEVICE = 3,
    VK_OBJECT_TYPE_QUEUE = 4,
    VK_OBJECT_TYPE_SEMAPHORE = 5,
    VK_OBJECT_TYPE_COMMAND_BUFFER = 6,
    VK_OBJECT_TYPE_FENCE = 7,
    VK_OBJECT_TYPE_DEVICE_MEMORY = 8,
    VK_OBJECT_TYPE_BUFFER = 9,
    VK_OBJECT_TYPE_IMAGE = 10,
    VK_OBJECT_TYPE_EVENT = 11,
    VK_OBJECT_TYPE_QUERY_POOL = 12,
    VK_OBJECT_TYPE_BUFFER_VIEW = 13,
    VK_OBJECT_TYPE_IMAGE_VIEW = 14,
    VK_OBJECT_TYPE_SHADER_MODULE = 15,
    VK_OBJECT_TYPE_PIPELINE_CACHE = 16,
    VK_OBJECT_TYPE_PIPELINE_LAYOUT = 17,
    VK_OBJECT_TYPE_RENDER_PASS = 18,
    VK_OBJECT_TYPE_DESCRIPTOR_SET_LAYOUT = 19,
    VK_OBJECT_TYPE_SAMPLER = 20,
    VK_OBJECT_TYPE_DESCRIPTOR_POOL = 21,
    VK_OBJECT_TYPE_DESCRIPTOR_SET = 22,
    VK_OBJECT_TYPE_FRAMEBUFFER = 23,
    VK_OBJECT_TYPE_COMMAND_POOL = 24,
    VK_OBJECT_TYPE_SAMPLER_YCBCR_CONVERSION = 1000156000,
    VK_OBJECT_TYPE_SURFACE_KHR = 1000000000,
    VK_OBJECT_TYPE_SWAPCHAIN_KHR = 1000001000,
    VK_OBJECT_TYPE_DISPLAY_KHR = 1000002000,
    VK_OBJECT_TYPE_DISPLAY_MODE_KHR = 1000002001,
    VK_OBJECT_TYPE_DEBUG_UTILS_MESSENGER_EXT = 1000128000,
    VK_OBJECT_TYPE_SEMAPHORE_SCI_SYNC_POOL_NV = 1000489000,
} VkObjectType;

Table 79. VkObjectType and Vulkan Handle Relationship

<table>
<thead>
<tr>
<th>VkObjectType</th>
<th>Vulkan Handle Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_OBJECT_TYPE_UNKNOWN</td>
<td>Unknown/Undefined Handle</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_INSTANCE</td>
<td>VkInstance</td>
</tr>
<tr>
<td>VkObjectType</td>
<td>Vulkan Handle Type</td>
</tr>
<tr>
<td>------------------------------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_PHYSICAL_DEVICE</td>
<td>VkPhysicalDevice</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_DEVICE</td>
<td>VkDevice</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_QUEUE</td>
<td>VkQueue</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_SEMAPHORE</td>
<td>VkSemaphore</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_COMMAND_BUFFER</td>
<td>VkCommandBuffer</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_FENCE</td>
<td>VkFence</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_DEVICE_MEMORY</td>
<td>VkDeviceMemory</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_BUFFER</td>
<td>VkBuffer</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_IMAGE</td>
<td>VkImage</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_EVENT</td>
<td>VkEvent</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_QUERY_POOL</td>
<td>VkQueryPool</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_BUFFER_VIEW</td>
<td>VkBufferView</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_IMAGE_VIEW</td>
<td>VkImageView</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_PIPELINE_CACHE</td>
<td>VkPipelineCache</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_PIPELINE_LAYOUT</td>
<td>VkPipelineLayout</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_RENDER_PASS</td>
<td>VkRenderPass</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_PIPELINE</td>
<td>VkPipeline</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_DESCRIPTOR_SET_LAYOUT</td>
<td>VkDescriptorSetLayout</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_SAMPLER</td>
<td>VkSampler</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_DESCRIPTOR_POOL</td>
<td>VkDescriptorPool</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_DESCRIPTOR_SET</td>
<td>VkDescriptorSet</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_FRAMEBUFFER</td>
<td>VkFramebuffer</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_COMMAND_POOL</td>
<td>VkCommandPool</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_SAMPLER_YCBCR_CONVERSION</td>
<td>VkSamplerYcbcrConversion</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_SURFACE_KHR</td>
<td>VkSurfaceKHR</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_SWAPCHAIN_KHR</td>
<td>VkSwapchainKHR</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_DISPLAY_KHR</td>
<td>VkDisplayKHR</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_DISPLAY_MODE_KHR</td>
<td>VkDisplayModeKHR</td>
</tr>
<tr>
<td>VK_OBJECT_TYPE_DEBUG_UTILS_MESSENGER_EXT</td>
<td>VkDebugUtilsMessengerEXT</td>
</tr>
</tbody>
</table>

If this Specification was generated with any such extensions included, they will be described in the remainder of this chapter.
36.1. Debug Utilities

Vulkan provides flexible debugging utilities for debugging an application.

The Object Debug Annotation section describes how to associate either a name or binary data with a specific Vulkan object.

The Queue Labels section describes how to annotate and group the work submitted to a queue.

The Command Buffer Labels section describes how to associate logical elements of the scene with commands in a VkCommandBuffer.

The Debug Messengers section describes how to create debug messenger objects associated with an application supplied callback to capture debug messages from a variety of Vulkan components.

36.1.1. Object Debug Annotation

It can be useful for an application to provide its own content relative to a specific Vulkan object.

The following commands allow application developers to associate user-defined information with Vulkan objects. These commands are device-level commands but they may reference instance-level objects (such as VkInstance) and physical device-level objects (such as VkPhysicalDevice) with a few restrictions: * The data for the corresponding object may still be available after the VkDevice used in the corresponding API call to set it is destroyed, but access to this data is not guaranteed and should be avoided. * Subsequent calls to change the data of the same object across multiple VkDevice objects, may result in the data being changed to the most recent version for all VkDevice objects and not just the VkDevice used in the most recent API call.

Object Naming

An object can be provided a user-defined name by calling vkSetDebugUtilsObjectNameEXT as defined below.

```c
// Provided by VK_EXT_debug_utils
VkResult vkSetDebugUtilsObjectNameEXT(
    VkDevice device,
    const VkDebugUtilsObjectNameInfoEXT* pNameInfo);
```

- `device` is the device that is associated with the named object passed in via `objectHandle`.
- `pNameInfo` is a pointer to a VkDebugUtilsObjectNameInfoEXT structure specifying parameters of the name to set on the object.

Valid Usage

- VUID-vkSetDebugUtilsObjectNameEXT-pNameInfo-02587 `pNameInfo->objectType` must not be `VK_OBJECT_TYPE_UNKNOWN`
- VUID-vkSetDebugUtilsObjectNameEXT-pNameInfo-02588
pNameInfo->objectHandle must not be VK_NULL_HANDLE

- VUID-vkSetDebugUtilsObjectNameEXT-pNameInfo-07872
  If pNameInfo->objectHandle is the valid handle of an instance-level object, the VkDevice identified by device must be a descendent of the same VkInstance as the object identified by pNameInfo->objectHandle

- VUID-vkSetDebugUtilsObjectNameEXT-pNameInfo-07873
  If pNameInfo->objectHandle is the valid handle of a physical-device-level object, the VkDevice identified by device must be a descendent of the same VkPhysicalDevice as the object identified by pNameInfo->objectHandle

- VUID-vkSetDebugUtilsObjectNameEXT-pNameInfo-07874
  If pNameInfo->objectHandle is the valid handle of a device-level object, that object must be a descendent of the VkDevice identified by device

**Valid Usage (Implicit)**

- VUID-vkSetDebugUtilsObjectNameEXT-device-parameter
device must be a valid VkDevice handle

- VUID-vkSetDebugUtilsObjectNameEXT-pNameInfo-parameter
pNameInfo must be a valid pointer to a valid VkDebugUtilsObjectNameInfoEXT structure

**Host Synchronization**

- Host access to pNameInfo->objectHandle must be externally synchronized

**Return Codes**

**Success**

- VK_SUCCESS

**Failure**

- VK_ERROR_OUT_OF_HOST_MEMORY
- VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkDebugUtilsObjectNameInfoEXT structure is defined as:
typedef struct VkDebugUtilsObjectNameInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkObjectType objectType;
    uint64_t objectHandle;
    const char* pObjectName;
} VkDebugUtilsObjectNameInfoEXT;

• **sType** is a VkStructureType value identifying this structure.
• **pNext** is NULL or a pointer to a structure extending this structure.
• **objectType** is a VkObjectType specifying the type of the object to be named.
• **objectHandle** is the object to be named.
• **pObjectName** is either NULL or a null-terminated UTF-8 string specifying the name to apply to objectHandle.

Applications may change the name associated with an object simply by calling vkSetDebugUtilsObjectNameEXT again with a new string. If pObjectName is either NULL or an empty string, then any previously set name is removed.

### Valid Usage

- VUID-VkDebugUtilsObjectNameInfoEXT-objectType-02589
  If objectType is VK_OBJECT_TYPE_UNKNOWN, objectHandle must not be VK_NULL_HANDLE

- VUID-VkDebugUtilsObjectNameInfoEXT-objectType-02590
  If objectType is not VK_OBJECT_TYPE_UNKNOWN, objectHandle must be VK_NULL_HANDLE or a valid Vulkan handle of the type associated with objectType as defined in the VkObjectType and Vulkan Handle Relationship table

### Valid Usage (Implicit)

- VUID-VkDebugUtilsObjectNameInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_DEBUG_UTILS_OBJECT_NAME_INFO_EXT

- VUID-VkDebugUtilsObjectNameInfoEXT-objectType-parameter
  objectType must be a valid VkObjectType value

- VUID-VkDebugUtilsObjectNameInfoEXT-pObjectName-parameter
  If pObjectName is not NULL, pObjectName must be a null-terminated UTF-8 string

### Object Data Association

In addition to setting a name for an object, debugging and validation layers may have uses for additional binary data on a per-object basis that have no other place in the Vulkan API.
For example, a `VkShaderModule` could have additional debugging data attached to it to aid in offline shader tracing.

Additional data can be attached to an object by calling `vkSetDebugUtilsObjectTagEXT` as defined below.

```cpp
// Provided by VK_EXT_debug_utils
VkResult vkSetDebugUtilsObjectTagEXT(
    VkDevice device,
    const VkDebugUtilsObjectTagInfoEXT* pTagInfo);
```

- `device` is the device that created the object.
- `pTagInfo` is a pointer to a `VkDebugUtilsObjectTagInfoEXT` structure specifying parameters of the tag to attach to the object.

### Valid Usage

- **VUID-vkSetDebugUtilsObjectTagEXT-pNameInfo-07875**
  If `pNameInfo->objectHandle` is the valid handle of an instance-level object, the `VkDevice` identified by `device` must be a descendent of the same `VkInstance` as the object identified by `pNameInfo->objectHandle`

- **VUID-vkSetDebugUtilsObjectTagEXT-pNameInfo-07876**
  If `pNameInfo->objectHandle` is the valid handle of a physical-device-level object, the `VkDevice` identified by `device` must be a descendent of the same `VkPhysicalDevice` as the object identified by `pNameInfo->objectHandle`

- **VUID-vkSetDebugUtilsObjectTagEXT-pNameInfo-07877**
  If `pNameInfo->objectHandle` is the valid handle of a device-level object, that object must be a descendent of the `VkDevice` identified by `device`

### Valid Usage (Implicit)

- **VUID-vkSetDebugUtilsObjectTagEXT-device-parameter**
  `device` must be a valid `VkDevice` handle

- **VUID-vkSetDebugUtilsObjectTagEXT-pTagInfo-parameter**
  `pTagInfo` must be a valid pointer to a valid `VkDebugUtilsObjectTagInfoEXT` structure

### Host Synchronization

- Host access to `pTagInfo->objectHandle` must be externally synchronized
Return Codes

Success
• VK_SUCCESS

Failure
• VK_ERROR_OUT_OF_HOST_MEMORY
• VK_ERROR_OUT_OF_DEVICE_MEMORY

The VkDebugUtilsObjectTagInfoEXT structure is defined as:

```c
// Provided by VK_EXT_debug_utils
typedef struct VkDebugUtilsObjectTagInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkObjectType objectType;
    uint64_t objectHandle;
    uint64_t tagName;
    size_t tagSize;
    const void* pTag;
} VkDebugUtilsObjectTagInfoEXT;
```

- `sType` is a `VkStructureType` value identifying this structure.
- `pNext` is `NULL` or a pointer to a structure extending this structure.
- `objectType` is a `VkObjectType` specifying the type of the object to be named.
- `objectHandle` is the object to be tagged.
- `tagName` is a numerical identifier of the tag.
- `tagSize` is the number of bytes of data to attach to the object.
- `pTag` is a pointer to an array of `tagSize` bytes containing the data to be associated with the object.

The `tagName` parameter gives a name or identifier to the type of data being tagged. This can be used by debugging layers to easily filter for only data that can be used by that implementation.

Valid Usage

- VUID-VkDebugUtilsObjectTagInfoEXT-objectType-01908
  `objectType` must not be `VK_OBJECT_TYPE_UNKNOWN`

- VUID-VkDebugUtilsObjectTagInfoEXT-objectHandle-01910
  `objectHandle` must be a valid Vulkan handle of the type associated with `objectType` as defined in the `VkObjectType` and Vulkan Handle Relationship table
Valid Usage (Implicit)

- VUID-VkDebugUtilsObjectTagInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_DEBUG_UTILS_OBJECT_TAG_INFO_EXT
- VUID-VkDebugUtilsObjectTagInfoEXT-pNext-pNext
  pNext must be NULL
- VUID-VkDebugUtilsObjectTagInfoEXT-objectType-parameter
  objectType must be a valid VkObjectType value
- VUID-VkDebugUtilsObjectTagInfoEXT-pTag-parameter
  pTag must be a valid pointer to an array of tagSize bytes
- VUID-VkDebugUtilsObjectTagInfoEXT-tagSize-arraylength
  tagSize must be greater than 0

36.1.2. Queue Labels

All Vulkan work must be submitted using queues. It is possible for an application to use multiple queues, each containing multiple command buffers, when performing work. It can be useful to identify which queue, or even where in a queue, something has occurred.

To begin identifying a region using a debug label inside a queue, you may use the vkQueueBeginDebugUtilsLabelEXT command.

Then, when the region of interest has passed, you may end the label region using vkQueueEndDebugUtilsLabelEXT.

Additionally, a single debug label may be inserted at any time using vkQueueInsertDebugUtilsLabelEXT.

A queue debug label region is opened by calling:

```c
// Provided by VK_EXT_debug_utils
void vkQueueBeginDebugUtilsLabelEXT(
    VkQueue queue,
    const VkDebugUtilsLabelEXT* pLabelInfo);
```

- `queue` is the queue in which to start a debug label region.
- `pLabelInfo` is a pointer to a VkDebugUtilsLabelEXT structure specifying parameters of the label region to open.

Valid Usage (Implicit)

- VUID-vkQueueBeginDebugUtilsLabelEXT-queue-parameter
  queue must be a valid VkQueue handle
- VUID-vkQueueBeginDebugUtilsLabelEXT-pLabelInfo-parameter
**pLabelInfo** must be a valid pointer to a valid `VkDebugUtilsLabelEXT` structure

### Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>-</td>
<td>Any</td>
<td>-</td>
</tr>
</tbody>
</table>

The `VkDebugUtilsLabelEXT` structure is defined as:

```c
typedef struct VkDebugUtilsLabelEXT {
    VkStructureType sType;
    const void* pNext;
    const char* pLabelName;
    float color[4];
} VkDebugUtilsLabelEXT;
```

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **pLabelName** is a pointer to a null-terminated UTF-8 string containing the name of the label.
- **color** is an optional RGBA color value that can be associated with the label. A particular implementation may choose to ignore this color value. The values contain RGBA values in order, in the range 0.0 to 1.0. If all elements in **color** are set to 0.0 then it is ignored.

### Valid Usage (Implicit)

- VUID-VkDebugUtilsLabelEXT-sType-sType
  
  sType must be `VK_STRUCTURE_TYPE_DEBUG_UTILS_LABEL_EXT`

- VUID-VkDebugUtilsLabelEXT-pNext-pNext
  
  pNext must be `NULL`

- VUID-VkDebugUtilsLabelEXT-pLabelName-parameter
  
  pLabelName must be a null-terminated UTF-8 string

A queue debug label region is closed by calling:

```c
void vkQueueEndDebugUtilsLabelEXT(
    VkQueue queue);
```

- **queue** is the queue in which a debug label region should be closed.
The calls to `vkQueueBeginDebugUtilsLabelEXT` and `vkQueueEndDebugUtilsLabelEXT` must be matched and balanced.

### Valid Usage

- **VUID-vkQueueEndDebugUtilsLabelEXT-None-01911**
  There must be an outstanding `vkQueueBeginDebugUtilsLabelEXT` command prior to the `vkQueueEndDebugUtilsLabelEXT` on the queue

### Valid Usage (Implicit)

- **VUID-vkQueueEndDebugUtilsLabelEXT-queue-parameter**
  queue must be a valid `VkQueue` handle

### Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>-</td>
<td>Any</td>
<td>-</td>
</tr>
</tbody>
</table>

A single label can be inserted into a queue by calling:

```c
// Provided by VK_EXT_debug_utils
void vkQueueInsertDebugUtilsLabelEXT(
    VkQueue queue,
    const VkDebugUtilsLabelEXT* pLabelInfo);
```

- **queue** is the queue into which a debug label will be inserted.
- **pLabelInfo** is a pointer to a `VkDebugUtilsLabelEXT` structure specifying parameters of the label to insert.

### Valid Usage (Implicit)

- **VUID-vkQueueInsertDebugUtilsLabelEXT-queue-parameter**
  queue must be a valid `VkQueue` handle
- **VUID-vkQueueInsertDebugUtilsLabelEXT-pLabelInfo-parameter**
  pLabelInfo must be a valid pointer to a valid `VkDebugUtilsLabelEXT` structure
36.1.3. Command Buffer Labels

Typical Vulkan applications will submit many command buffers in each frame, with each command buffer containing a large number of individual commands. Being able to logically annotate regions of command buffers that belong together as well as hierarchically subdivide the frame is important to a developer’s ability to navigate the commands viewed holistically.

To identify the beginning of a debug label region in a command buffer, \texttt{vkCmdBeginDebugUtilsLabelEXT} can be used as defined below.

To indicate the end of a debug label region in a command buffer, \texttt{vkCmdEndDebugUtilsLabelEXT} can be used.

To insert a single command buffer debug label inside of a command buffer, \texttt{vkCmdInsertDebugUtilsLabelEXT} can be used as defined below.

A command buffer debug label region can be opened by calling:

\begin{verbatim}
// Provided by VK_EXT_debug_utils
void vkCmdBeginDebugUtilsLabelEXT(
    VkCommandBuffer commandBuffer,
    const VkDebugUtilsLabelEXT* pLabelInfo);
\end{verbatim}

- \texttt{commandBuffer} is the command buffer into which the command is recorded.
- \texttt{pLabelInfo} is a pointer to a \texttt{VkDebugUtilsLabelEXT} structure specifying parameters of the label region to open.

Valid Usage (Implicit)

- VUID-vkCmdBeginDebugUtilsLabelEXT-commandBuffer-parameter \texttt{commandBuffer} must be a valid \texttt{VkCommandBuffer} handle
- VUID-vkCmdBeginDebugUtilsLabelEXT-pLabelInfo-parameter \texttt{pLabelInfo} must be a valid pointer to a valid \texttt{VkDebugUtilsLabelEXT} structure
- VUID-vkCmdBeginDebugUtilsLabelEXT-commandBuffer-recording \texttt{commandBuffer} must be in the recording state
- VUID-vkCmdBeginDebugUtilsLabelEXT-commandBuffer-cmdpool The \texttt{VkCommandPool} that \texttt{commandBuffer} was allocated from must support graphics, or compute operations
Host Synchronization

- Host access to `commandBuffer` must be externally synchronized.
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized.

Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Graphics</td>
<td>Action</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td>Compute</td>
<td>State</td>
</tr>
</tbody>
</table>

A command buffer label region can be closed by calling:

```c
// Provided by VK_EXT_debug_utils
void vkCmdEndDebugUtilsLabelEXT(
    VkCommandBuffer commandBuffer);
```

- `commandBuffer` is the command buffer into which the command is recorded.

An application may open a debug label region in one command buffer and close it in another, or otherwise split debug label regions across multiple command buffers or multiple queue submissions. When viewed from the linear series of submissions to a single queue, the calls to `vkCmdBeginDebugUtilsLabelEXT` and `vkCmdEndDebugUtilsLabelEXT` must be matched and balanced.

There can be problems reporting command buffer debug labels during the recording process because command buffers may be recorded out of sequence with the resulting execution order. Since the recording order may be different, a solitary command buffer may have an inconsistent view of the debug label regions by itself. Therefore, if an issue occurs during the recording of a command buffer, and the environment requires returning debug labels, the implementation may return only those labels it is aware of. This is true even if the implementation is aware of only the debug labels within the command buffer being actively recorded.

Valid Usage

- VUID-vkCmdEndDebugUtilsLabelEXT-commandBuffer-01912
  There must be an outstanding `vkCmdBeginDebugUtilsLabelEXT` command prior to the `vkCmdEndDebugUtilsLabelEXT` on the queue that `commandBuffer` is submitted to.

- VUID-vkCmdEndDebugUtilsLabelEXT-commandBuffer-01913
  If `commandBuffer` is a secondary command buffer, there must be an outstanding `vkCmdBeginDebugUtilsLabelEXT` command recorded to `commandBuffer` that has not previously
been ended by a call to `vkCmdEndDebugUtilsLabelEXT`

## Valid Usage (Implicit)

- **VUID-vkCmdEndDebugUtilsLabelEXT-commandBuffer-parameter**
  - `commandBuffer` **must** be a valid `VkCommandBuffer` handle.

- **VUID-vkCmdEndDebugUtilsLabelEXT-commandBuffer-recording**
  - `commandBuffer` **must** be in the **recording** state.

- **VUID-vkCmdEndDebugUtilsLabelEXT-commandBuffer-cmdpool**
  - The `VkCommandPool` that `commandBuffer` was allocated from **must** support graphics, or compute operations.

## Host Synchronization

- Host access to `commandBuffer` **must** be externally synchronized.

- Host access to the `VkCommandPool` that `commandBuffer` was allocated from **must** be externally synchronized.

## Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
<th>Render Pass Scope</th>
<th>Supported Queue Types</th>
<th>Command Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>Both</td>
<td>Graphics</td>
<td>Action State</td>
</tr>
<tr>
<td>Secondary</td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>

A single debug label can be inserted into a command buffer by calling:

```c
// Provided by VK_EXT_debug_utils
void vkCmdInsertDebugUtilsLabelEXT(
    VkCommandBuffer commandBuffer, 
    const VkDebugUtilsLabelEXT* pInfo);
```

- `commandBuffer` is the command buffer into which the command is recorded.

- `pInfo` is a pointer to a `VkDebugUtilsLabelEXT` structure specifying parameters of the label to insert.

## Valid Usage (Implicit)

- **VUID-vkCmdInsertDebugUtilsLabelEXT-commandBuffer-parameter**
  - `commandBuffer` **must** be a valid `VkCommandBuffer` handle.
Host Synchronization

- Host access to `commandBuffer` must be externally synchronized
- Host access to the `VkCommandPool` that `commandBuffer` was allocated from must be externally synchronized

Command Properties

<table>
<thead>
<tr>
<th>Command Buffer Levels</th>
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</tr>
<tr>
<td>Secondary</td>
<td></td>
<td>Compute</td>
<td></td>
</tr>
</tbody>
</table>

36.1.4. Debug Messengers

Vulkan allows an application to register multiple callbacks with any Vulkan component wishing to report debug information. Some callbacks may log the information to a file, others may cause a debug break point or other application defined behavior. A primary producer of callback messages are the validation layers. An application can register callbacks even when no validation layers are enabled, but they will only be called for the Vulkan loader and, if implemented, other layer and driver events.

A `VkDebugUtilsMessengerEXT` is a messenger object which handles passing along debug messages to a provided debug callback.

```
// Provided by VK_EXT_debug_utils
VK_DEFINE_NON_DISPATCHABLE_HANDLE(VkDebugUtilsMessengerEXT)
```

The debug messenger will provide detailed feedback on the application's use of Vulkan when events of interest occur. When an event of interest does occur, the debug messenger will submit a debug message to the debug callback that was provided during its creation. Additionally, the debug messenger is responsible with filtering out debug messages that the callback is not interested in and will only provide desired debug messages.

A debug messenger triggers a debug callback with a debug message when an event of interest
occurs. To create a debug messenger which will trigger a debug callback, call:

```c
// Provided by VK_EXT_debug_utils
VkResult vkCreateDebugUtilsMessengerEXT(
    VkInstance instance,           // instance is the instance the messenger will be used with.
    const VkDebugUtilsMessengerCreateInfoEXT* pCreateInfo,  // pCreateInfo is a pointer to a VkDebugUtilsMessengerCreateInfoEXT structure containing the callback pointer, as well as defining conditions under which this messenger will trigger the callback.
    const VkAllocationCallbacks* pAllocator,  // pAllocator controls host memory allocation as described in the Memory Allocation chapter.
    VkDebugUtilsMessengerEXT* pMessenger)    // pMessenger is a pointer to a VkDebugUtilsMessengerEXT handle in which the created object is returned.
```

### Valid Usage (Implicit)

- **VUID-vkCreateDebugUtilsMessengerEXT-instance-parameter**
  
  *instance* must be a valid VkInstance handle

- **VUID-vkCreateDebugUtilsMessengerEXT-pCreateInfo-parameter**
  
  *pCreateInfo* must be a valid pointer to a valid VkDebugUtilsMessengerCreateInfoEXT structure

- **VUID-vkCreateDebugUtilsMessengerEXT-pAllocator-null**
  
  *pAllocator* must be NULL

- **VUID-vkCreateDebugUtilsMessengerEXT-pMessenger-parameter**
  
  *pMessenger* must be a valid pointer to a VkDebugUtilsMessengerEXT handle

### Return Codes

**Success**

- **VK_SUCCESS**

**Failure**

- **VK_ERROR_OUT_OF_HOST_MEMORY**

The application must ensure that `vkCreateDebugUtilsMessengerEXT` is not executed in parallel with any Vulkan command that is also called with `instance` or child of `instance` as the dispatchable argument.

The definition of `VkDebugUtilsMessengerCreateInfoEXT` is:
// Provided by VK_EXT_debug_utils
typedef struct VkDebugUtilsMessengerCreateInfoEXT {
    VkStructureType sType;
    const void* pNext;
    VkDebugUtilsMessengerCreateFlagsEXT flags;
    VkDebugUtilsMessageSeverityFlagsEXT messageSeverity;
    VkDebugUtilsMessageTypeFlagsEXT messageType;
    PFN_vkDebugUtilsMessengerCallbackEXT pfnUserCallback;
    void* pUserData;
} VkDebugUtilsMessengerCreateInfoEXT;

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or a pointer to a structure extending this structure.
- **flags** is 0 and is reserved for future use.
- **messageSeverity** is a bitmask of VkDebugUtilsMessageSeverityFlagBitsEXT specifying which severity of event(s) will cause this callback to be called.
- **messageType** is a bitmask of VkDebugUtilsMessageTypeFlagBitsEXT specifying which type of event(s) will cause this callback to be called.
- **pfnUserCallback** is the application callback function to call.
- **pUserData** is user data to be passed to the callback.

For each VkDebugUtilsMessengerEXT that is created the VkDebugUtilsMessengerCreateInfoEXT::messageSeverity and VkDebugUtilsMessengerCreateInfoEXT::messageType determine when that VkDebugUtilsMessengerCreateInfoEXT::pfnUserCallback is called. The process to determine if the user's pfnUserCallback is triggered when an event occurs is as follows:

1. The implementation will perform a bitwise AND of the event's VkDebugUtilsMessageSeverityFlagBitsEXT with the messageSeverity provided during creation of the VkDebugUtilsMessengerEXT object.
   a. If the value is 0, the message is skipped.
2. The implementation will perform bitwise AND of the event's VkDebugUtilsMessageTypeFlagBitsEXT with the messageType provided during the creation of the VkDebugUtilsMessengerEXT object.
   a. If the value is 0, the message is skipped.
3. The callback will trigger a debug message for the current event

The callback will come directly from the component that detected the event, unless some other layer intercepts the calls for its own purposes (filter them in a different way, log to a system error log, etc.).

An application can receive multiple callbacks if multiple VkDebugUtilsMessengerEXT objects are created. A callback will always be executed in the same thread as the originating Vulkan call.

A callback can be called from multiple threads simultaneously (if the application is making Vulkan
Valid Usage (Implicit)

- VUID-VkDebugUtilsMessengerCreateInfoEXT-sType-sType
  sType must be VK_STRUCTURE_TYPE_DEBUG_UTILS_MESSENGER_CREATE_INFO_EXT

- VUID-VkDebugUtilsMessengerCreateInfoEXT-flags-zerobitmask
  flags must be 0

- VUID-VkDebugUtilsMessengerCreateInfoEXT-messageSeverity-parameter
  messageSeverity must be a valid combination of VkDebugUtilsMessageSeverityFlagBitsEXT values

- VUID-VkDebugUtilsMessengerCreateInfoEXT-messageSeverity-requiredbitmask
  messageSeverity must not be 0

- VUID-VkDebugUtilsMessengerCreateInfoEXT-messageType-parameter
  messageType must be a valid combination of VkDebugUtilsMessageTypeFlagBitsEXT values

- VUID-VkDebugUtilsMessengerCreateInfoEXT-messageType-requiredbitmask
  messageType must not be 0

- VUID-VkDebugUtilsMessengerCreateInfoEXT-pfnUserCallback-parameter
  pfnUserCallback must be a valid PFN_vkDebugUtilsMessengerCallbackEXT value

// Provided by VK_EXT_debug_utils
typedef VkFlags VkDebugUtilsMessengerCreateFlagsEXT;

VkDebugUtilsMessengerCreateFlagsEXT is a bitmask type for setting a mask, but is currently reserved for future use.

Bits which can be set in VkDebugUtilsMessengerCreateInfoEXT::messageSeverity, specifying event severities which cause a debug messenger to call the callback, are:

// Provided by VK_EXT_debug_utils
typedef enum VkDebugUtilsMessageSeverityFlagBitsEXT {
    VK_DEBUG_UTILS_MESSAGE_SEVERITY_VERBOSE_BIT_EXT = 0x00000001,
    VK_DEBUG_UTILS_MESSAGE_SEVERITY_INFO_BIT_EXT = 0x00000010,
    VK_DEBUG_UTILS_MESSAGE_SEVERITY_WARNING_BIT_EXT = 0x00000100,
    VK_DEBUG_UTILS_MESSAGE_SEVERITY_ERROR_BIT_EXT = 0x00001000,
} VkDebugUtilsMessageSeverityFlagBitsEXT;

- VK_DEBUG_UTILS_MESSAGE_SEVERITY_VERBOSE_BIT_EXT specifies the most verbose output indicating all diagnostic messages from the Vulkan loader, layers, and drivers should be captured.
- VK_DEBUG_UTILS_MESSAGE_SEVERITY_INFO_BIT_EXT specifies an informational message such as resource details that may be handy when debugging an application.
- VK_DEBUG_UTILS_MESSAGE_SEVERITY_WARNING_BIT_EXT specifies use of Vulkan that may expose an
app bug. Such cases may not be immediately harmful, such as a fragment shader outputting to a location with no attachment. Other cases may point to behavior that is almost certainly bad when unintended such as using an image whose memory has not been filled. In general if you see a warning but you know that the behavior is intended/desired, then simply ignore the warning.

- **VK_DEBUG_UTILS_MESSAGE_SEVERITY_ERROR_BIT_EXT** specifies that the application has violated a valid usage condition of the specification.

**Note**

The values of `VkDebugUtilsMessageSeverityFlagBitsEXT` are sorted based on severity. The higher the flag value, the more severe the message. This allows for simple boolean operation comparisons when looking at `VkDebugUtilsMessageSeverityFlagBitsEXT` values.

For example:

```cpp
if (messageSeverity >= VK_DEBUG_UTILS_MESSAGE_SEVERITY_WARNING_BIT_EXT) {
    // Do something for warnings and errors
}
```

In addition, space has been left between the enums to allow for later addition of new severities in between the existing values.

```cpp
// Provided by VK_EXT_debug_utils
typedef VkFlags VkDebugUtilsMessageSeverityFlagsEXT;
```

`VkDebugUtilsMessageSeverityFlagsEXT` is a bitmask type for setting a mask of zero or more `VkDebugUtilsMessageSeverityFlagBitsEXT`.

Bits which can be set in `VkDebugUtilsMessengerCreateInfoEXT::messageType`, specifying event types which cause a debug messenger to call the callback, are:

```cpp
// Provided by VK_EXT_debug_utils
typedef enum VkDebugUtilsMessageTypeFlagBitsEXT {
    VK_DEBUG_UTILS_MESSAGE_TYPE_GENERAL_BIT_EXT = 0x00000001,
    VK_DEBUG_UTILS_MESSAGE_TYPE_VALIDATION_BIT_EXT = 0x00000002,
    VK_DEBUG_UTILS_MESSAGE_TYPE_PERFORMANCE_BIT_EXT = 0x00000004,
} VkDebugUtilsMessageTypeFlagBitsEXT;
```

- **VK_DEBUG_UTILS_MESSAGE_TYPE_GENERAL_BIT_EXT** specifies that some general event has occurred. This is typically a non-specification, non-performance event.
- **VK_DEBUG_UTILS_MESSAGE_TYPE_VALIDATION_BIT_EXT** specifies that something has occurred during validation against the Vulkan specification that may indicate invalid behavior.
VK_DEBUG_UTILS_MESSAGE_TYPE_PERFORMANCE_BIT_EXT specifies a potentially non-optimal use of Vulkan, e.g. using `vkCmdClearColorImage` when setting `VkAttachmentDescription::loadOp` to `VK_ATTACHMENT_LOAD_OP_CLEAR` would have worked.

```cpp
// Provided by VK_EXT_debug_utils
typedef VkFlags VkDebugUtilsMessageTypeFlagsEXT;
```

`VkDebugUtilsMessageTypeFlagsEXT` is a bitmask type for setting a mask of zero or more `VkDebugUtilsMessageTypeFlagBitsEXT`.

The prototype for the `VkDebugUtilsMessengerCreateInfoEXT::pfnUserCallback` function implemented by the application is:

```cpp
// Provided by VK_EXT_debug_utils
typedef VkBool32 (VKAPI_PTR *PFN_vkDebugUtilsMessengerCallbackEXT)(
    VkDebugUtilsMessageTypeFlagsEXT            messageSeverity,
    VkDebugUtilsMessageTypeFlagsEXT            messageTypes,
    const VkDebugUtilsMessengerCallbackDataEXT* pCallbackData,
    void*                                    pUserData);
```

- `messageSeverity` specifies the `VkDebugUtilsMessageSeverityFlagBitsEXT` that triggered this callback.
- `messageTypes` is a bitmask of `VkDebugUtilsMessageTypeFlagBitsEXT` specifying which type of event(s) triggered this callback.
- `pCallbackData` contains all the callback related data in the `VkDebugUtilsMessengerCallbackDataEXT` structure.
- `pUserData` is the user data provided when the `VkDebugUtilsMessengerEXT` was created.

The callback returns a `VkBool32`, which is interpreted in a layer-specified manner. The application should always return `VK_FALSE`. The `VK_TRUE` value is reserved for use in layer development.

### Valid Usage

- **VUID-PFN_vkDebugUtilsMessengerCallbackEXT-None-04769**
  The callback must not make calls to any Vulkan commands

The definition of `VkDebugUtilsMessengerCallbackDataEXT` is:
// Provided by VK_EXT_debug_utils

typedef struct VkDebugUtilsMessengerCallbackDataEXT {
    VkStructureType sType;
    const void* pNext;
   VkDebugUtilsMessengerCallbackDataFlagsEXT flags;
    const char* pMessageIdName;
    int32_t messageIdNumber;
    const char* pMessage;
    uint32_t queueLabelCount;
    const VkDebugUtilsLabelEXT* pQueueLabels;
    uint32_t cmdBufLabelCount;
    const VkDebugUtilsLabelEXT* pCmdBufLabels;
    uint32_t objectCount;
    const VkDebugUtilsObjectNameInfoEXT* pObjects;
} VkDebugUtilsMessengerCallbackDataEXT;

- **sType** is a `VkStructureType` value identifying this structure.
- **pNext** is `NULL` or a pointer to a structure extending this structure.
- **flags** is `0` and is reserved for future use.
- **pMessageIdName** is `NULL` or a null-terminated UTF-8 string that identifies the particular message ID that is associated with the provided message. If the message corresponds to a validation layer message, then this string may contain the portion of the Vulkan specification that is believed to have been violated.
- **messageIdNumber** is the ID number of the triggering message. If the message corresponds to a validation layer message, then this number is related to the internal number associated with the message being triggered.
- **pMessage** is a null-terminated UTF-8 string detailing the trigger conditions.
- **queueLabelCount** is a count of items contained in the `pQueueLabels` array.
- **pQueueLabels** is `NULL` or a pointer to an array of `VkDebugUtilsLabelEXT` active in the current `VkQueue` at the time the callback was triggered. Refer to Queue Labels for more information.
- **cmdBufLabelCount** is a count of items contained in the `pCmdBufLabels` array.
- **pCmdBufLabels** is `NULL` or a pointer to an array of `VkDebugUtilsLabelEXT` active in the current `VkCommandBuffer` at the time the callback was triggered. Refer to Command Buffer Labels for more information.
- **objectCount** is a count of items contained in the `pObjects` array.
- **pObjects** is a pointer to an array of `VkDebugUtilsObjectNameInfoEXT` objects related to the detected issue. The array is roughly in order or importance, but the 0th element is always guaranteed to be the most important object for this message.

**Note**
This structure should only be considered valid during the lifetime of the triggered callback.
Since adding queue and command buffer labels behaves like pushing and popping onto a stack, the order of both `pQueueLabels` and `pCmdBufLabels` is based on the order the labels were defined. The result is that the first label in either `pQueueLabels` or `pCmdBufLabels` will be the first defined (and therefore the oldest) while the last label in each list will be the most recent.

**Note**

`pQueueLabels` will only be non-NULL if one of the objects in `pObjects` can be related directly to a defined `VkQueue` which has had one or more labels associated with it.

Likewise, `pCmdBufLabels` will only be non-NULL if one of the objects in `pObjects` can be related directly to a defined `VkCommandBuffer` which has had one or more labels associated with it. Additionally, while command buffer labels allow for beginning and ending across different command buffers, the debug messaging framework **cannot** guarantee that labels in `pCmdBufLabels` will contain those defined outside of the associated command buffer. This is partially due to the fact that the association of one command buffer with another may not have been defined at the time the debug message is triggered.

---

**Valid Usage (Implicit)**

- `VUID-VkDebugUtilsMessengerCallbackDataEXT-sType-sType`  
  `sType` **must** be `VK_STRUCTURE_TYPE_DEBUG_UTILS_MESSENGER_CALLBACK_DATA_EXT`  
- `VUID-VkDebugUtilsMessengerCallbackDataEXT-pNext-pNext`  
  `pNext` **must** be `NULL`  
- `VUID-VkDebugUtilsMessengerCallbackDataEXT-flags-zerobitmask`  
  `flags` **must** be `0`  
- `VUID-VkDebugUtilsMessengerCallbackDataEXT-pMessageIdName-parameter`  
  If `pMessageIdName` is not `NULL`, `pMessageIdName` **must** be a null-terminated UTF-8 string  
- `VUID-VkDebugUtilsMessengerCallbackDataEXT-pMessage-parameter`  
  If `pMessage` is not `NULL`, `pMessage` **must** be a null-terminated UTF-8 string  
- `VUID-VkDebugUtilsMessengerCallbackDataEXT-pQueueLabels-parameter`  
  If `queueLabelCount` is not `0`, `pQueueLabels` **must** be a valid pointer to an array of `queueLabelCount` valid `VkDebugUtilsLabelEXT` structures  
- `VUID-VkDebugUtilsMessengerCallbackDataEXT-pCmdBufLabels-parameter`  
  If `cmdBufLabelCount` is not `0`, `pCmdBufLabels` **must** be a valid pointer to an array of `cmdBufLabelCount` valid `VkDebugUtilsLabelEXT` structures  
- `VUID-VkDebugUtilsMessengerCallbackDataEXT-pObjects-parameter`  
  If `objectCount` is not `0`, `pObjects` **must** be a valid pointer to an array of `objectCount` valid `VkDebugUtilsObjectNameInfoEXT` structures

---

```c
// Provided by VK_EXT_debug_utils
typedef VkFlags VkDebugUtilsMessengerCallbackDataFlagsEXT;
```
VkDebugUtilsMessengerCallbackDataFlagsEXT is a bitmask type for setting a mask, but is currently reserved for future use.

There may be times that a user wishes to intentionally submit a debug message. To do this, call:

```c
// Provided by VK_EXT_debug_utils
void vkSubmitDebugUtilsMessageEXT(
    VkInstance instance,
    VkDebugUtilsMessageSeverityFlagBitsEXT messageSeverity,
    VkDebugUtilsMessageTypeFlagsEXT messageTypes,
    const VkDebugUtilsMessengerCallbackDataEXT* pCallbackData);
```

- **instance** is the debug stream's VkInstance.
- **messageSeverity** is a VkDebugUtilsMessageSeverityFlagBitsEXT value specifying the severity of this event/message.
- **messageTypes** is a bitmask of VkDebugUtilsMessageTypeFlagBitsEXT specifying which type of event(s) to identify with this message.
- **pCallbackData** contains all the callback related data in the VkDebugUtilsMessengerCallbackDataEXT structure.

The call will propagate through the layers and generate callback(s) as indicated by the message's flags. The parameters are passed on to the callback in addition to the pUserData value that was defined at the time the messenger was registered.

### Valid Usage

- **VUID-vkSubmitDebugUtilsMessageEXT-objectType-02591**
  The objectType member of each element of pCallbackData->pObjects must not be VK_OBJECT_TYPE_UNKNOWN

### Valid Usage (Implicit)

- **VUID-vkSubmitDebugUtilsMessageEXT-instance-parameter**
  instance must be a valid VkInstance handle
- **VUID-vkSubmitDebugUtilsMessageEXT-messageSeverity-parameter**
  messageSeverity must be a valid VkDebugUtilsMessageSeverityFlagBitsEXT value
- **VUID-vkSubmitDebugUtilsMessageEXT-messageTypes-parameter**
  messageTypes must be a valid combination of VkDebugUtilsMessageTypeFlagBitsEXT values
- **VUID-vkSubmitDebugUtilsMessageEXT-messageTypes-requiredbitmask**
  messageTypes must not be 0
- **VUID-vkSubmitDebugUtilsMessageEXT-pCallbackData-parameter**
  pCallbackData must be a valid pointer to a valid VkDebugUtilsMessengerCallbackDataEXT
To destroy a `VkDebugUtilsMessengerEXT` object, call:

```c
// Provided by VK_EXT_debug_utils
void vkDestroyDebugUtilsMessengerEXT(
    VkInstance instance, 
    VkDebugUtilsMessengerEXT messenger,
    const VkAllocationCallbacks* pAllocator);
```

- `instance` is the instance where the callback was created.
- `messenger` is the `VkDebugUtilsMessengerEXT` object to destroy. `messenger` is an externally synchronized object and **must** not be used on more than one thread at a time. This means that `vkDestroyDebugUtilsMessengerEXT` **must** not be called when a callback is active.
- `pAllocator` controls host memory allocation as described in the Memory Allocation chapter.

### Valid Usage (Implicit)

- VUID-vkDestroyDebugUtilsMessengerEXT-instance-parameter
  
  `instance` **must** be a valid `VkInstance` handle

- VUID-vkDestroyDebugUtilsMessengerEXT-messenger-parameter
  
  If `messenger` is not `VK_NULL_HANDLE`, `messenger` **must** be a valid `VkDebugUtilsMessengerEXT` handle

- VUID-vkDestroyDebugUtilsMessengerEXT-pAllocator-null
  
  `pAllocator` **must** be `NULL`

- VUID-vkDestroyDebugUtilsMessengerEXT-messenger-parent
  
  If `messenger` is a valid handle, it **must** have been created, allocated, or retrieved from `instance`

### Host Synchronization

- Host access to `messenger` **must** be externally synchronized

The application **must** ensure that `vkDestroyDebugUtilsMessengerEXT` is not executed in parallel with any Vulkan command that is also called with `instance` or child of `instance` as the dispatchable argument.

### 36.2. Fault Handling

The fault handling mechanism provides a method for the implementation to pass fault information to the application. A fault indicates that an issue has occurred with the host or device that could impact the implementation’s ability to function correctly. It consists of a `VkFaultData` structure that
is used to communicate information about the fault between the implementation and the application, with two methods to obtain the data. The application can obtain the fault data from the implementation using vkGetFaultData. Alternatively, the implementation can directly call a pre-registered fault handler function (PFN_vkFaultCallbackFunction) in the application when a fault occurs.

The VkFaultData structure provides categories the implementation must set to provide basic information on a fault. These allow the implementation to provide a coarse classification of a fault to the application. As the potential faults that could occur will vary between different platforms, it is expected that an implementation would also provide additional implementation-specific data on the fault, enabling the application to take appropriate action.

The implementation must also define whether a particular fault results in the fault callback function being called, is communicated via vkGetFaultData, or both. This will be decided by several factors including:

- the severity of the fault,
- the application’s ability to handle the fault, and
- how the application should handle the fault.

The implementation must document the implementation-specific fault data, how the faults are communicated, and expected responses from the application for each of the faults that it can report.

### 36.2.1. Fault Data

The information on a single fault is returned using the VkFaultData structure. The VkFaultData structure is defined as:

```c
// Provided by VKSC_VERSION_1_0
typedef struct VkFaultData {
    VkStructureType sType;
    void* pNext;
    VkFaultLevel faultLevel;
    VkFaultType faultType;
} VkFaultData;
```

- `sType` is a VkStructureType value identifying this structure.
- `pNext` is NULL or a pointer to a structure extending this structure that provides implementation-specific data on the fault.
- `faultLevel` is a VkFaultLevel that provides the severity of the fault.
- `faultType` is a VkFaultType that provides the type of the fault.

To retrieve implementation-specific fault data, `pNext` can point to one or more implementation-defined fault structures or NULL to not retrieve implementation-specific data.
Valid Usage

- VUID-VkFaultData-pNext-05019
  pNext must be NULL or a valid pointer to an implementation-specific structure

Valid Usage (Implicit)

- VUID-VkFaultData-sType-sType
  sType must be VK_STRUCTURE_TYPE_FAULT_DATA

Possible values of VkFaultData::faultLevel, specifying the fault severity, are:

```c
// Provided by VKSC_VERSION_1_0
typedef enum VkFaultLevel {
    VK_FAULT_LEVEL_UNASSIGNED = 0,
    VK_FAULT_LEVEL_CRITICAL = 1,
    VK_FAULT_LEVEL_RECOVERABLE = 2,
    VK_FAULT_LEVEL_WARNING = 3,
} VkFaultLevel;
```

- VK_FAULT_LEVEL_UNASSIGNED A fault level has not been assigned.
- VK_FAULT_LEVEL_CRITICAL A fault that cannot be recovered by the application.
- VK_FAULT_LEVEL_RECOVERABLE A fault that can be recovered by the application.
- VK_FAULT_LEVEL_WARNING A fault that indicates a non-optimal condition has occurred, but no recovery is necessary at this point.

Possible values of VkFaultData::faultType, specifying the fault type, are:

```c
// Provided by VKSC_VERSION_1_0
typedef enum VkFaultType {
    VK_FAULT_TYPE_INVALID = 0,
    VK_FAULT_TYPE_UNASSIGNED = 1,
    VK_FAULT_TYPE_IMPLEMENTATION = 2,
    VK_FAULT_TYPE_SYSTEM = 3,
    VK_FAULT_TYPE_PHYSICAL_DEVICE = 4,
    VK_FAULT_TYPE_COMMAND_BUFFER_FULL = 5,
    VK_FAULT_TYPE_INVALID_API_USAGE = 6,
} VkFaultType;
```

- VK_FAULT_TYPE_INVALID The fault data does not contain a valid fault.
- VK_FAULT_TYPE_UNASSIGNED A fault type has not been assigned.
- VK_FAULT_TYPE_IMPLEMENTATION Implementation-defined fault.
- VK_FAULT_TYPE_SYSTEM A fault occurred in the system components.
36.2.2. Querying Fault Status

To query the number of current faults and obtain the fault data, call `vkGetFaultData`.

```c
// Provided by VKSC_VERSION_1_0
VkResult vkGetFaultData(
    VkDevice device,
    VkFaultQueryBehavior faultQueryBehavior,
    VkBool32* pUnrecordedFaults,
    uint32_t* pFaultCount,
    VkFaultData* pFaults);
```

- `device` is the logical device to obtain faults from.
- `faultQueryBehavior` is a `VkFaultQueryBehavior` that specifies the types of faults to obtain from the implementation, and how those faults should be handled.
- `pUnrecordedFaults` is a return boolean that specifies if the logged fault information is incomplete and does not contain entries for all faults that have been detected by the implementation and may be reported via `vkGetFaultData`.
- `pFaultCount` is a pointer to an integer that specifies the number of fault entries.
- `pFaults` is either `NULL` or a pointer to an array of `pFaultCount` `VkFaultData` structures to be updated with the recorded fault data.

Access to fault data is internally synchronized, meaning `vkGetFaultData` can be called from multiple threads simultaneously.

The implementation must not record more than `maxQueryFaultCount` faults to be reported by `vkGetFaultData`.

`pUnrecordedFaults` is set to `VK_TRUE` if the implementation has detected one or more faults since the last successful retrieval of fault data using this command, but was unable to record fault information for all faults. Otherwise, `pUnrecordedFaults` is set to `VK_FALSE`.

If `pFaults` is `NULL`, then the number of faults with the specified `faultQueryBehavior` characteristics associated with `device` is returned in `pFaultCount`, and `pUnrecordedFaults` is set as indicated above. Otherwise, `pFaultCount` must point to a variable set by the user to the number of elements in the `pFaults` array, and on return the variable is overwritten with the number of faults actually written to `pFaults`. If `pFaultCount` is less than the number of recorded `device` faults with the specified `faultQueryBehavior` characteristics, at most `pFaultCount` faults will be written, and `VK_INCOMPLETE` will be returned instead of `VK_SUCCESS`, to indicate that not all the available faults were returned.

On success, the fault information stored by the implementation for the faults that were returned
will be handled as specified by `faultQueryBehavior`.

For each filled `pFaults` entry, if `pNext` is not `NULL`, the implementation will fill in any implementation-specific structures applicable to that fault that are included in the `pNext` chain.

**Note**

In order to simplify the application logic, an application could have a static allocation sized to `maxQueryFaultCount` which it passes in to each call of `vkGetFaultData`. This allows an application to obtain all the faults available at this time in a single call to `vkGetFaultData`. Furthermore, under this usage pattern, the command will never return `VK_INCOMPLETE`.

If `VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations` is `VK_TRUE`, `vkGetFaultData` must not return `VK_ERROR_OUT_OF_HOST_MEMORY`.

---

**Valid Usage**

- VUID-vkGetFaultData-pFaultCount-05020
  
  `pFaultCount` must be less than or equal to `maxQueryFaultCount`

---

**Valid Usage (Implicit)**

- VUID-vkGetFaultData-device-parameter
  
  `device` must be a valid `VkDevice` handle

- VUID-vkGetFaultData-faultQueryBehavior-parameter
  
  `faultQueryBehavior` must be a valid `VkFaultQueryBehavior` value

- VUID-vkGetFaultData-pUnrecordedFaults-parameter
  
  `pUnrecordedFaults` must be a valid pointer to a `VkBool32` value

- VUID-vkGetFaultData-pFaultCount-parameter
  
  `pFaultCount` must be a valid pointer to a `uint32_t` value

- VUID-vkGetFaultData-pFaults-parameter
  
  If the value referenced by `pFaultCount` is not 0, and `pFaults` is not `NULL`, `pFaults` must be a valid pointer to an array of `pFaultCount` `VkFaultData` structures

---

**Return Codes**

**Success**

- `VK_SUCCESS`
- `VK_INCOMPLETE`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
Possible values that can be set in VkFaultQueryBehavior, specifying which faults to return, are:

```c
// Provided by VKSC_VERSION_1_0
typedef enum VkFaultQueryBehavior {
    VK_FAULT_QUERY_BEHAVIOR_GET_AND_CLEAR_ALL_FAULTS = 0,
} VkFaultQueryBehavior;
```

- **VK_FAULT_QUERY_BEHAVIOR_GET_AND_CLEAR_ALL_FAULTS** All fault types and severities are reported and are cleared from the internal fault storage after retrieval.

### 36.2.3. Fault Callback

The VkFaultCallbackInfo structure allows an application to register a function at device creation that the implementation can call to report faults when they occur. A callback function is registered by attaching a valid VkFaultCallbackInfo structure to the pNext chain of the VkDeviceCreateInfo structure. The callback function is only called by the implementation during a call to the API, using the same thread that is making the API call. The VkFaultCallbackInfo structure provides the function pointer to be called by the implementation, and optionally, application memory to store fault data.

The VkFaultCallbackInfo structure is defined as:

```c
// Provided by VKSC_VERSION_1_0
typedef struct VkFaultCallbackInfo {
    VkStructureType sType;
    const void* pNext;
    uint32_t faultCount;
    VkFaultData* pFaults;
   PFN_vkFaultCallbackFunction pfnFaultCallback;
} VkFaultCallbackInfo;
```

- **sType** is a VkStructureType value identifying this structure.
- **pNext** is NULL or pointer to a structure extending this structure.
- **faultCount** is the number of reported faults in the array pointed to by pFaults.
- **pFaults** is either NULL or a pointer to an array of faultCount VkFaultData structures.
- **pfnFaultCallback** is a function pointer to the fault handler function that will be called by the implementation when a fault occurs.

If provided, the implementation may make use of the pFaults array to return fault data to the application when using the fault callback.

**Note**

Prior to Vulkan SC 1.0.11, the application was required to provide the pFaults array for fault callback data. This proved to be unwieldy for both applications and implementations and it was made optional as of version 1.0.11. It is expected that
most implementations will ignore this and use stack or other preallocated memory for fault callback parameters.

If provided, the application memory referenced by `pFaults` must remain accessible throughout the lifetime of the logical device that was created with this structure.

**Note**

The memory pointed to by `pFaults` will be updated by the implementation and should not be used or accessed by the application outside of the fault handling function pointed to by `PFN_vkFaultCallback`. This restriction also applies to any implementation-specific structure chained to an element of `pFaults` by `pNext`.

It is expected that implementations will maintain separate storage for fault information and populate the array pointed to by `pFaults` ahead of calling the fault callback function.

---

**Valid Usage**

- VUID-VkFaultCallbackInfo-faultCount-05138
  
  `faultCount` must either be 0, or equal to `VkPhysicalDeviceVulkanSC10Properties::maxCallbackFaultCount`

**Valid Usage (Implicit)**

- VUID-VkFaultCallbackInfo-sType-sType
  
  `sType` must be `VK_STRUCTURE_TYPE_FAULT_CALLBACK_INFO`

- VUID-VkFaultCallbackInfo-pFaults-parameter
  
  If `faultCount` is not 0, and `pFaults` is not NULL, `pFaults` must be a valid pointer to an array of `VkFaultData` structures

- VUID-VkFaultCallbackInfo-pfnFaultCallback-parameter
  
  `PFN_vkFaultCallbackFunction` value

The function pointer `PFN_vkFaultCallbackFunction` is defined as:

```c
// Provided by VKSC_VERSION_1_0
typedef void (VKAPI_PTR *PFN_vkFaultCallbackFunction)(
    VkBool32 unrecordedFaults,           // unrecordedFaults is a boolean that specifies if the supplied fault information is incomplete and does not contain entries for all faults that have been detected by the implementation and **may** be reported via `PFN_vkFaultCallbackFunction` since the last call to this callback.
    uint32_t faultCount,                // faultCount will contain the number of reported faults in the array pointed to by `pFaults`.
    const VkFaultData* pFaults);
```
• *pFaults* will point to an array of *faultCount* *VkFaultData* structures containing the fault information.

An implementation **must** only make calls to *PFN_vkFaultCallback* during the execution of an API command. An implementation **must** only make calls into the application-provided fault callback from the same thread that called the API command. The implementation **should** not synchronize calls to the callback. If synchronization is needed, the callback **must** provide it.

The fault callback **must** not call any Vulkan commands.

It is implementation-dependent whether faults reported by this callback are also reported via *vkGetFaultData*, but each unique fault will be reported by at most one callback.
Appendix A: Vulkan Environment for SPIR-V

Shaders for Vulkan are defined by the Khronos SPIR-V Specification as well as the Khronos SPIR-V Extended Instructions for GLSL Specification. This appendix defines additional SPIR-V requirements applying to Vulkan shaders.

Versions and Formats

A Vulkan 1.2 implementation must support the 1.0, 1.1, 1.2, 1.3, 1.4, and 1.5 versions of SPIR-V and the 1.0 version of the SPIR-V Extended Instructions for GLSL.

A SPIR-V module is interpreted as a series of 32-bit words in host endianness, with literal strings packed as described in section 2.2 of the SPIR-V Specification. The first few words of the SPIR-V module must be a magic number and a SPIR-V version number, as described in section 2.3 of the SPIR-V Specification.

Capabilities

The table below lists the set of SPIR-V capabilities that may be supported in Vulkan implementations. The application must not select a pipeline cache entry, which was created by passing a SPIR-V module using any of these capabilities to the offline pipeline cache compiler, in a vkCreate*Pipelines command unless one of the following conditions is met for the VkDevice specified in the device parameter of the vkCreate*Pipelines command:

- The corresponding field in the table is blank.
- Any corresponding Vulkan feature is enabled.
- Any corresponding Vulkan extension is enabled.
- Any corresponding Vulkan property is supported.
- The corresponding core version is supported (as returned by VkPhysicalDeviceProperties::apiVersion).

Table 80. List of SPIR-V Capabilities and corresponding Vulkan features, extensions, or core version

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<th>SPIR-V OpCapability</th>
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<td>SPIR-V OpCapability</td>
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SPIR-V

### OpCapability

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| DeviceGroup          | VK_VERSION_1_1 |

| VariablePointersStorageBuffer | VkPhysicalDeviceVulkan11Features::variablePointersStorageBuffer |

| VariablePointers       | VkPhysicalDeviceVulkan11Features::variablePointers |

| ShaderClockKHR         | VK_KHR_shader_clock |

| StencilExportEXT       | VK_EXT_shader_stencil_export |

| ShaderViewportIndex    | VkPhysicalDeviceVulkan12Features::shaderOutputViewportIndex |

| ShaderLayer            | VkPhysicalDeviceVulkan12Features::shaderOutputLayer |

| StorageBuffer16BitAccess | VkPhysicalDeviceVulkan11Features::storageBuffer16BitAccess |

| UniformAndStorageBuffer16BitAccess | VkPhysicalDeviceVulkan11Features::uniformAndStorageBuffer16BitAccess |

| StoragePushConstant16   | VkPhysicalDeviceVulkan11Features::storagePushConstant16 |

| StorageInputOutput16    | VkPhysicalDeviceVulkan11Features::storageInputOutput16 |

| GroupNonUniform         | VK_SUBGROUP_FEATURE_BASIC_BIT |

| GroupNonUniformVote     | VK_SUBGROUP_FEATURE_VOTE_BIT |

| GroupNonUniformArithmetic | VK_SUBGROUP_FEATURE_ARITHMETIC_BIT |

| GroupNonUniformBallot   | VK_SUBGROUP_FEATURE_BALLOT_BIT |

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<tr>
<td>VkPhysicalDeviceFragmentShaderInterlockFeaturesEXT::fragmentShaderShadingRateInterlock</td>
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</table>
The application **must** not select a pipeline cache entry, which was created by passing a SPIR-V module containing any of the following to the offline pipeline cache compiler, containing any of the following in a `vkCreate*Pipelines` command:

- any `OpCapability` not listed above,
- an unsupported capability, or
- a capability which corresponds to a Vulkan feature or extension which has not been enabled.

### SPIR-V Extensions

The **following table** lists SPIR-V extensions that implementations **may** support. The application **must** not select a pipeline cache entry, which was created by passing a SPIR-V module using any of the following SPIR-V extensions to the offline pipeline cache compiler, in a `vkCreate*Pipelines` command unless one of the following conditions is met for the `VkDevice` specified in the `device` parameter of the `vkCreate*Pipelines` command:

- Any corresponding Vulkan extension is enabled.
- The corresponding core version is supported (as returned by `VkPhysicalDeviceProperties::apiVersion`).

**Table 81. List of SPIR-V Extensions and corresponding Vulkan extensions or core version**

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<tr>
<th>SPIR-V OpExtension</th>
<th>Vulkan extension or core version</th>
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<td><strong>SPV_KHR_16bit_storage</strong></td>
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<tr>
<td><strong>SPV_KHR_shader_clock</strong></td>
<td>VK_KHR_shader_clock</td>
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</table>
Validation Rules Within a Module

Pipeline cache entries **must** have been compiled with the offline pipeline cache compiler using
SPIR-V modules that conform to the following rules:

**Standalone SPIR-V Validation**

The following rules can be validated with only the SPIR-V module itself. They do not depend on knowledge of the implementation and its capabilities or knowledge of runtime information, such as enabled features.

---

**Valid Usage**

- **VUID-StandaloneSpirv-None-04633**
  Every entry point must have no return value and accept no arguments

- **VUID-StandaloneSpirv-None-04634**
  The static function-call graph for an entry point must not contain cycles; that is, static recursion is not allowed

- **VUID-StandaloneSpirv-None-04635**
  The Logical or PhysicalStorageBuffer64 addressing model must be selected

- **VUID-StandaloneSpirv-None-04636**
  Scope for execution must be limited to Workgroup or Subgroup

- **VUID-StandaloneSpirv-None-04637**
  If the Scope for execution is Workgroup, then it must only be used in the task, mesh, tessellation control, or compute Execution Model

- **VUID-StandaloneSpirv-None-04638**
  Scope for memory must be limited to Device, QueueFamily, Workgroup, ShaderCallKHR, Subgroup, or Invocation

- **VUID-StandaloneSpirv-ExecutionModel-07320**
  If the Execution Model is TessellationControl, and the MemoryModel is GLSL450, the Scope for memory must not be Workgroup

- **VUID-StandaloneSpirv-None-07321**
  If the Scope for memory is Workgroup, then it must only be used in the task, mesh, tessellation control, or compute Execution Model

- **VUID-StandaloneSpirv-None-04640**
  If the Scope for memory is ShaderCallKHR, then it must only be used in ray generation, intersection, closest hit, any-hit, miss, and callable Execution Model

- **VUID-StandaloneSpirv-None-04641**
  If the Scope for memory is Invocation, then memory semantics must be None

- **VUID-StandaloneSpirv-None-04642**
  Scope for group operations must be limited to Subgroup

- **VUID-StandaloneSpirv-SubgroupVoteKHR-07951**
  If none of the SubgroupVoteKHR, GroupNonUniform, or SubgroupBallotKHR capabilities are declared, Scope for memory must not be Subgroup

- **VUID-StandaloneSpirv-None-04643**
  Storage Class must be limited to UniformConstant, Input, Uniform, Output, Workgroup, Private,
Function, PushConstant, Image, StorageBuffer, RayPayloadKHR, IncomingRayPayloadKHR, HitAttributeKHR, CallableDataKHR, IncomingCallableDataKHR, ShaderRecordBufferKHR, PhysicalStorageBuffer, or TileImageEXT

• VUID-StandaloneSpirv-None-04644
  If the Storage Class is Output, then it must not be used in the GLCompute, RayGenerationKHR, IntersectionKHR, AnyHitKHR, ClosestHitKHR, MissKHR, or CallableKHR Execution Model

• VUID-StandaloneSpirv-None-04645
  If the Storage Class is Workgroup, then it must only be used in the task, mesh, or compute Execution Model

• VUID-StandaloneSpirv-None-08720
  If the Storage Class is TileImageEXT, then it must only be used in the fragment execution model

• VUID-StandaloneSpirv-OpAtomicStore-04730
  OpAtomicStore must not use Acquire, AcquireRelease, or SequentiallyConsistent memory semantics

• VUID-StandaloneSpirv-OpAtomicLoad-04731
  OpAtomicLoad must not use Release, AcquireRelease, or SequentiallyConsistent memory semantics

• VUID-StandaloneSpirv-OpMemoryBarrier-04732
  OpMemoryBarrier must use one of Acquire, Release, AcquireRelease, or SequentiallyConsistent memory semantics

• VUID-StandaloneSpirv-OpMemoryBarrier-04733
  OpMemoryBarrier must include at least one Storage Class

• VUID-StandaloneSpirv-OpControlBarrier-04650
  If the semantics for OpControlBarrier includes one of Acquire, Release, AcquireRelease, or SequentiallyConsistent memory semantics, then it must include at least one Storage Class

• VUID-StandaloneSpirv-OpVariable-04651
  Any OpVariable with an Initializer operand must have Output, Private, Function, or Workgroup as its Storage Class operand

• VUID-StandaloneSpirv-OpVariable-04734
  Any OpVariable with an Initializer operand and Workgroup as its Storage Class operand must use OpConstantNull as the initializer

• VUID-StandaloneSpirv-OpReadClockKHR-04652
  Scope for OpReadClockKHR must be limited to Subgroup or Device

• VUID-StandaloneSpirv-OriginLowerLeft-04653
  The OriginLowerLeft Execution Mode must not be used; fragment entry points must declare OriginUpperLeft

• VUID-StandaloneSpirv-PixelCenterInteger-04654
  The PixelCenterInteger Execution Mode must not be used (pixels are always centered at half-integer coordinates)

• VUID-StandaloneSpirv-UniformConstant-04655
  Any variable in the UniformConstant Storage Class must be typed as either OpTypeImage,
OpTypeSampler, OpTypeSampledImage, OpTypeAccelerationStructureKHR, or an array of one of these types

- **VUID-StandaloneSpirv-Uniform-06807**
  Any variable in the Uniform or StorageBuffer Storage Class must be typed as OpTypeStruct or an array of this type

- **VUID-StandaloneSpirv-PushConstant-06808**
  Any variable in the PushConstant Storage Class must be typed as OpTypeStruct

- **VUID-StandaloneSpirv-OpTypeImage-04656**
  OpTypeImage must declare a scalar 32-bit float, 64-bit integer, or 32-bit integer type for the “Sampled Type” (RelaxedPrecision can be applied to a sampling instruction and to the variable holding the result of a sampling instruction)

- **VUID-StandaloneSpirv-OpTypeImage-04657**
  OpTypeImage must have a “Sampled” operand of 1 (sampled image) or 2 (storage image)

- **VUID-StandaloneSpirv-OpTypeSampledImage-06671**
  OpTypeSampledImage must have a OpTypeImage with a “Sampled” operand of 1 (sampled image)

- **VUID-StandaloneSpirv-Image-04965**
  The SPIR-V Type of the Image Format operand of an OpTypeImage must match the Sampled Type, as defined in Image Format and Type Matching

- **VUID-StandaloneSpirv-OpImageTexelPointer-04658**
  If an OpImageTexelPointer is used in an atomic operation, the image type of the image parameter to OpImageTexelPointer must have an image format of R64i, R64ui, R32f, R32i, or R32ui

- **VUID-StandaloneSpirv-OpImageQuerySizeLod-04659**
  OpImageQuerySizeLod, OpImageQueryLod, and OpImageQueryLevels must only consume an “Image” operand whose type has its “Sampled” operand set to 1

- **VUID-StandaloneSpirv-OpTypeImage-09638**
  An OpTypeImage must not have a “Dim” operand of Rect

- **VUID-StandaloneSpirv-OpTypeImage-06214**
  An OpTypeImage with a “Dim” operand of SubpassData must have an “Arrayed” operand of 0 (non-arrayed) and a “Sampled” operand of 2 (storage image)

- **VUID-StandaloneSpirv-SubpassData-04660**
  The (u,v) coordinates used for a SubpassData must be the <id> of a constant vector (0,0).

- **VUID-StandaloneSpirv-OpTypeImage-06924**
  Objects of types OpTypeImage, OpTypeSampler, OpTypeSampledImage, OpTypeAccelerationStructureKHR, and arrays of these types must not be stored to or modified

- **VUID-StandaloneSpirv-Uniform-06925**
  Any variable in the Uniform Storage Class decorated as Block must not be stored to or modified

- **VUID-StandaloneSpirv-Offset-04663**
  Image operand Offset must only be used with OpImage*Gather instructions
Any image instruction which uses an Offset, ConstOffset, or ConstOffsets image operand, must only consume a “Sampled Image” operand whose type has its “Sampled” operand set to 1.

The “Component” operand of OpImageGather, and OpImageSparseGather must be the <id> of a constant instruction.

OpImage*Dref* instructions must not consume an image whose Dim is 3D.

Structure types must not contain opaque types.

Any BuiltIn decoration not listed in Built-In Variables must not be used.

For a given OpEntryPoint, any BuiltIn decoration must not be used more than once by the Input interface.

For a given OpEntryPoint, any BuiltIn decoration must not be used more than once by the Output interface.

The Location or Component decorations must only be used with the Input, Output, RayPayloadKHR, IncomingRayPayloadKHR, HitAttributeKHR, HitObjectAttributeNV, CallableDataKHR, IncomingCallableDataKHR, or ShaderRecordBufferKHR storage classes.

The Location or Component decorations must not be used with BuiltIn.

The Location decorations must be used on user-defined variables.

If a user-defined variable is not a pointer to a Block decorated OpTypeStruct, then the OpVariable must have a Location decoration.

If a user-defined variable has a Location decoration, and the variable is a pointer to a OpTypeStruct, then the members of that structure must not have Location decorations.

If a user-defined variable does not have a Location decoration, and the variable is a pointer to a Block decorated OpTypeStruct, then each member of the struct must have a Location decoration.

The Component decoration value must not be greater than 3.

If the Component decoration is used on an OpVariable that has a OpTypeVector type with a Component Type with a Width that is less than or equal to 32, the sum of its Component Count...
and the Component decoration value **must** be less than or equal to 4

- **VUID-StandaloneSpirv-Component-04922**
  If the Component decoration is used on an OpVariable that has a OpTypeVector type with a Component Type with a Width that is equal to 64, the sum of two times its Component Count and the Component decoration value **must** be less than or equal to 4

- **VUID-StandaloneSpirv-Component-04923**
  The Component decorations value **must** not be 1 or 3 for scalar or two-component 64-bit data types

- **VUID-StandaloneSpirv-Component-04924**
  The Component decorations **must** not be used with any type that is not a scalar or vector, or an array of such a type

- **VUID-StandaloneSpirv-Component-07703**
  The Component decorations **must** not be used for a 64-bit vector type with more than two components

- **VUID-StandaloneSpirv-Input-09557**
  The pointers of any Input or Output Interface user-defined variables **must** not contain any PhysicalStorageBuffer Storage Class pointers

- **VUID-StandaloneSpirv-GLSLShared-04669**
  The GLSLShared and GLSLPacked decorations **must** not be used

- **VUID-StandaloneSpirv-Flat-04670**
  The Flat, NoPerspective, Sample, and Centroid decorations **must** only be used on variables with the Output or Input Storage Class

- **VUID-StandaloneSpirv-Flat-06201**
  The Flat, NoPerspective, Sample, and Centroid decorations **must** not be used on variables with the Output storage class in a fragment shader

- **VUID-StandaloneSpirv-Flat-06202**
  The Flat, NoPerspective, Sample, and Centroid decorations **must** not be used on variables with the Input storage class in a vertex shader

- **VUID-StandaloneSpirv-PerVertexKHR-06777**
  The PerVertexKHR decoration **must** only be used on variables with the Input Storage Class in a fragment shader

- **VUID-StandaloneSpirv-Flat-04744**
  Any variable with integer or double-precision floating-point type and with Input Storage Class in a fragment shader, **must** be decorated Flat

- **VUID-StandaloneSpirv-ViewportRelativeNV-04672**
  The ViewportRelativeNV decoration **must** only be used on a variable decorated with Layer in the vertex, tessellation evaluation, or geometry shader stages

- **VUID-StandaloneSpirv-ViewportRelativeNV-04673**
  The ViewportRelativeNV decoration **must** not be used unless a variable decorated with one of ViewportIndex or ViewportMaskNV is also statically used by the same OpEntryPoint

- **VUID-StandaloneSpirv-ViewportMaskNV-04674**
  The ViewportMaskNV and ViewportIndex decorations **must** not both be statically used by one
or more `OpEntryPoint`'s that form the pre-rasterization shader stages of a graphics pipeline

- **VUID-StandaloneSpirv-FPRoundingMode-04675**
  Rounding modes other than round-to-nearest-even and round-towards-zero must not be used for the `FPRoundingMode` decoration

- **VUID-StandaloneSpirv-Invariant-04677**
  Variables decorated with `Invariant` and variables with structure types that have any members decorated with `Invariant` must be in the `Output` or `Input Storage Class`, `Invariant` used on an `Input Storage Class` variable or structure member has no effect

- **VUID-StandaloneSpirv-VulkanMemoryModel-04678**
  If the `VulkanMemoryModel` capability is not declared, the `Volatile` decoration must be used on any variable declaration that includes one of the `SMIDNV`, `WarpIDNV`, `SubgroupSize`, `SubgroupLocalInvocationId`, `SubgroupEqMask`, `SubgroupGeMask`, `SubgroupGtMask`, `SubgroupLeMask`, or `SubgroupLtMask` `BuiltIn` decorations when used in the ray generation, closest hit, miss, intersection, or callable shaders, or with the `RayTmaxKHR` `BuiltIn` decoration when used in an intersection shader

- **VUID-StandaloneSpirv-VulkanMemoryModel-04679**
  If the `VulkanMemoryModel` capability is declared, the `OpLoad` instruction must use the `Volatile` memory semantics when it accesses into any variable that includes one of the `SMIDNV`, `WarpIDNV`, `SubgroupSize`, `SubgroupLocalInvocationId`, `SubgroupEqMask`, `SubgroupGeMask`, `SubgroupGtMask`, `SubgroupLeMask`, or `SubgroupLtMask` `BuiltIn` decorations when used in the ray generation, closest hit, miss, intersection, or callable shaders, or with the `RayTmaxKHR` `BuiltIn` decoration when used in an intersection shader

- **VUID-StandaloneSpirv-OpTypeRuntimeArray-04680**
  `OpTypeRuntimeArray` must only be used for:
  - the last member of a `Block`-decorated `OpTypeStruct` in `StorageBuffer` or `PhysicalStorageBuffer` storage `Storage Class`
  - `BufferBlock`-decorated `OpTypeStruct` in the `Uniform` storage `Storage Class`
  - the outermost dimension of an arrayed variable in the `StorageBuffer`, `Uniform`, or `UniformConstant` storage `Storage Class`
  - variables in the `NodePayloadAMDX` storage `Storage Class` when the `CoalescingAMDX` `Execution Mode` is specified

- **VUID-StandaloneSpirv-Function-04681**
  A type `T` that is an array sized with a specialization constant must neither be, nor be contained in, the type `T2` of a variable `V`, unless either: a) `T` is equal to `T2`, b) `V` is declared in the `Function`, or `Private Storage Class`, c) `V` is a non-Block variable in the `Workgroup Storage Class`, or d) `V` is an interface variable with an additional level of arrayness, as described in interface matching, and `T` is the member type of the array type `T2`

- **VUID-StandaloneSpirv-OpControlBarrier-04682**
  If `OpControlBarrier` is used in ray generation, intersection, any-hit, closest hit, miss, fragment, vertex, tessellation evaluation, or geometry shaders, the execution `Scope` must be `Subgroup`

- **VUID-StandaloneSpirv-LocalSize-06426**
  For each compute shader entry point, either a `LocalSize` or `LocalSizeId` `Execution Mode`, or
an object decorated with the \texttt{WorkgroupSize} decoration \textbf{must} be specified

- \textbf{VUID-StandaloneSpirv-DerivativeGroupQuadsNV-04684}
  For compute shaders using the \texttt{DerivativeGroupQuadsNV} execution mode, the first two dimensions of the local workgroup size \textbf{must} be a multiple of two

- \textbf{VUID-StandaloneSpirv-DerivativeGroupLinearNV-04778}
  For compute shaders using the \texttt{DerivativeGroupLinearNV} execution mode, the product of the dimensions of the local workgroup size \textbf{must} be a multiple of four

- \textbf{VUID-StandaloneSpirv-OpGroupNonUniformBallotBitCount-04685}
  If \texttt{OpGroupNonUniformBallotBitCount} is used, the group operation \textbf{must} be limited to \texttt{Reduce}, \texttt{InclusiveScan}, or \texttt{ExclusiveScan}

- \textbf{VUID-StandaloneSpirv-None-04686}
  The \texttt{Pointer} operand of all atomic instructions \textbf{must} have a \texttt{Storage Class} limited to \texttt{Uniform, Workgroup, Image, StorageBuffer, PhysicalStorageBuffer}, or \texttt{TaskPayloadWorkgroupEXT}

- \textbf{VUID-StandaloneSpirv-Offset-04687}
  Output variables or block members decorated with \texttt{Offset} that have a 64-bit type, or a composite type containing a 64-bit type, \textbf{must} specify an \texttt{Offset} value aligned to a 8 byte boundary

- \textbf{VUID-StandaloneSpirv-Offset-04689}
  The size of any output block containing any member decorated with \texttt{Offset} that is a 64-bit type \textbf{must} be a multiple of 8

- \textbf{VUID-StandaloneSpirv-Offset-04690}
  The first member of an output block specifying a \texttt{Offset} decoration \textbf{must} specify an \texttt{Offset} value that is aligned to an 8 byte boundary if that block contains any member decorated with \texttt{Offset} and is a 64-bit type

- \textbf{VUID-StandaloneSpirv-Offset-04691}
  Output variables or block members decorated with \texttt{Offset} that have a 32-bit type, or a composite type contains a 32-bit type, \textbf{must} specify an \texttt{Offset} value aligned to a 4 byte boundary

- \textbf{VUID-StandaloneSpirv-Offset-04692}
  Output variables, blocks or block members decorated with \texttt{Offset} \textbf{must} only contain base types that have components that are either 32-bit or 64-bit in size

- \textbf{VUID-StandaloneSpirv-Offset-04716}
  Only variables or block members in the output interface decorated with \texttt{Offset} \textbf{can} be captured for transform feedback, and those variables or block members \textbf{must} also be decorated with \texttt{XfbBuffer} and \texttt{XfbStride}, or inherit \texttt{XfbBuffer} and \texttt{XfbStride} decorations from a block containing them

- \textbf{VUID-StandaloneSpirv-XfbBuffer-04693}
  All variables or block members in the output interface of the entry point being compiled decorated with a specific \texttt{XfbBuffer} value \textbf{must} all be decorated with identical \texttt{XfbStride} values

- \textbf{VUID-StandaloneSpirv-Stream-04694}
  If any variables or block members in the output interface of the entry point being compiled are decorated with \texttt{Stream}, then all variables belonging to the same \texttt{XfbBuffer}
**must** specify the same Stream value

- **VUID-StandaloneSpirv-XfbBuffer-04696**
  For any two variables or block members in the output interface of the entry point being compiled with the same XfbBuffer value, the ranges determined by the Offset decoration and the size of the type **must** not overlap

- **VUID-StandaloneSpirv-XfbBuffer-04697**
  All block members in the output interface of the entry point being compiled that are in the same block and have a declared or inherited XfbBuffer decoration **must** specify the same XfbBuffer value

- **VUID-StandaloneSpirv-RayPayloadKHR-04698**
  RayPayloadKHR Storage Class **must** only be used in ray generation, closest hit or miss shaders

- **VUID-StandaloneSpirv-IncomingRayPayloadKHR-04699**
  IncomingRayPayloadKHR Storage Class **must** only be used in closest hit, any-hit, or miss shaders

- **VUID-StandaloneSpirv-IncomingRayPayloadKHR-04700**
  There **must** be at most one variable with the IncomingRayPayloadKHR Storage Class in the input interface of an entry point

- **VUID-StandaloneSpirv-HitAttributeKHR-04701**
  HitAttributeKHR Storage Class **must** only be used in intersection, any-hit, or closest hit shaders

- **VUID-StandaloneSpirv-HitAttributeKHR-04702**
  There **must** be at most one variable with the HitAttributeKHR Storage Class in the input interface of an entry point

- **VUID-StandaloneSpirv-HitAttributeKHR-04703**
  A variable with HitAttributeKHR Storage Class **must** only be written to in an intersection shader

- **VUID-StandaloneSpirv-CallableDataKHR-04704**
  CallableDataKHR Storage Class **must** only be used in ray generation, closest hit, miss, and callable shaders

- **VUID-StandaloneSpirv-IncomingCallableDataKHR-04705**
  IncomingCallableDataKHR Storage Class **must** only be used in callable shaders

- **VUID-StandaloneSpirv-IncomingCallableDataKHR-04706**
  There **must** be at most one variable with the IncomingCallableDataKHR Storage Class in the input interface of an entry point

- **VUID-StandaloneSpirv-ShaderRecordBufferKHR-07119**
  ShaderRecordBufferKHR Storage Class **must** only be used in ray generation, intersection, any-hit, closest hit, callable, or miss shaders

- **VUID-StandaloneSpirv-Base-07650**
  The Base operand of OpPtrAccessChain **must** have a storage class of Workgroup, StorageBuffer, or PhysicalStorageBuffer

- **VUID-StandaloneSpirv-Base-07651**
If the Base operand of OpPtrAccessChain has a Workgroup Storage Class, then the VariablePointers capability **must** be declared

- VUID-StandaloneSpirv-Base-07652
  If the Base operand of OpPtrAccessChain has a StorageBuffer Storage Class, then the VariablePointers or VariablePointersStorageBuffer capability **must** be declared

- VUID-StandaloneSpirv-PhysicalStorageBuffer64-04708
  If the PhysicalStorageBuffer64 addressing model is enabled, all instructions that support memory access operands and that use a physical pointer **must** include the Aligned operand

- VUID-StandaloneSpirv-PhysicalStorageBuffer64-04709
  If the PhysicalStorageBuffer64 addressing model is enabled, any access chain instruction that accesses into a RowMajor matrix **must** only be used as the Pointer operand to OpLoad or OpStore

- VUID-StandaloneSpirv-PhysicalStorageBuffer64-04710
  If the PhysicalStorageBuffer64 addressing model is enabled, OpConvertUToPtr and OpConvertPtrToU **must** use an integer type whose Width is 64

- VUID-StandaloneSpirv-OpTypeForwardPointer-04711
  OpTypeForwardPointer **must** have a Storage Class of PhysicalStorageBuffer

- VUID-StandaloneSpirv-None-04745
  All block members in a variable with a Storage Class of PushConstant declared as an array **must** only be accessed by dynamically uniform indices

- VUID-StandaloneSpirv-OpVariable-06673
  There **must** not be more than one OpVariable in the PushConstant Storage Class listed in the Interface for each OpEntryPoint

- VUID-StandaloneSpirv-OpEntryPoint-06674
  Each OpEntryPoint **must** not statically use more than one OpVariable in the PushConstant Storage Class

- VUID-StandaloneSpirv-OpEntryPoint-08721
  Each OpEntryPoint **must** not have more than one Input variable assigned the same Component word inside a Location slot, either explicitly or implicitly

- VUID-StandaloneSpirv-OpEntryPoint-08722
  Each OpEntryPoint **must** not have more than one Output variable assigned the same Component word inside a Location slot, either explicitly or implicitly

- VUID-StandaloneSpirv-Result-04780
  The Result Type operand of any OpImageRead or OpImageSparseRead instruction **must** be a vector of four components

- VUID-StandaloneSpirv-Base-04781
  The Base operand of any OpBitCount, OpBitReverse, OpBitFieldInsert, OpBitFieldSExtract, or OpBitFieldUExtract instruction **must** be a 32-bit integer scalar or a vector of 32-bit integers

- VUID-StandaloneSpirv-PushConstant-06675
  Any variable in the PushConstant or StorageBuffer storage class **must** be decorated as Block
Any variable in the Uniform Storage Class must be decorated as Block or BufferBlock

Any variable in the UniformConstant, StorageBuffer, or Uniform Storage Class must be decorated with DescriptorSet and Binding

Variables decorated with InputAttachmentIndex must be in the UniformConstant Storage Class

If a variable is decorated by DescriptorSet or Binding, the Storage Class must correspond to an entry in Shader Resource and Storage Class Correspondence

Variables with a Storage Class of Input in a fragment shader stage that are decorated with PerVertexKHR must be declared as arrays

The module must not contain both an entry point that uses the TaskEXT or MeshEXT Execution Model and an entry point that uses the TaskNV or MeshNV Execution Model

In mesh shaders using the MeshEXT Execution Model OpSetMeshOutputsEXT must be called before any outputs are written

In mesh shaders using the MeshEXT Execution Model all variables declared as output must not be read from

In mesh shaders using the MeshEXT Execution Model for OpSetMeshOutputsEXT instructions, the “Vertex Count” and “Primitive Count” operands must not depend on ViewIndex

In mesh shaders using the MeshEXT Execution Model variables declared as or containing a composite type must not be accessed by indices that depend on ViewIndex

In mesh shaders using the MeshEXT Execution Model any values stored in variables decorated with PrimitivePointIndicesEXT, PrimitiveLineIndicesEXT, or PrimitiveTriangleIndicesEXT must not depend on ViewIndex

In mesh shaders using the MeshEXT Execution Model variables in workgroup or private Storage Class declared as or containing a composite type must not be accessed by indices that depend on ViewIndex

In mesh shaders using the MeshEXT Execution Model the OutputVertices Execution Mode must be greater than 0

In mesh shaders using the MeshEXT Execution Model the OutputPrimitivesEXT Execution Mode
must be greater than 0

- **VUID-StandaloneSpirv-Input-07290**
  Variables with a Storage Class of Input or Output and a type of OpTypeBool must be decorated with the BuiltIn decoration

- **VUID-StandaloneSpirv-TileImageEXT-08723**
  The tile image variable declarations must obey the constraints on the TileImageEXT Storage Class and the Location decoration described in Fragment Tile Image Interface

- **VUID-StandaloneSpirv-None-08724**
  The TileImageEXT Storage Class must only be used for declaring tile image variables

- **VUID-StandaloneSpirv-Pointer-08973**
  The Storage Class of the Pointer operand to OpCooperativeMatrixLoadKHR or OpCooperativeMatrixStoreKHR must be limited to Workgroup, StorageBuffer, or PhysicalStorageBuffer

### Runtime SPIR-V Validation

The following rules must be validated at runtime. These rules depend on knowledge of the implementation and its capabilities and knowledge of runtime information, such as enabled features.

#### Valid Usage

- **VUID-RuntimeSpirv-vulkanMemoryModel-06265**
  If vulkanMemoryModel is enabled and vulkanMemoryModelDeviceScope is not enabled, Device memory scope must not be used

- **VUID-RuntimeSpirv-vulkanMemoryModel-06266**
  If vulkanMemoryModel is not enabled, QueueFamily memory scope must not be used

- **VUID-RuntimeSpirv-shaderSubgroupClock-06267**
  If shaderSubgroupClock is not enabled, the Subgroup scope must not be used for OpReadClockKHR

- **VUID-RuntimeSpirv-shaderDeviceClock-06268**
  If shaderDeviceClock is not enabled, the Device scope must not be used for OpReadClockKHR

- **VUID-RuntimeSpirv-OpTypeImage-06269**
  If shaderStorageImageWriteWithoutFormat is not enabled, any variable created with a “Type” of OpTypeImage that has a “Sampled” operand of 2 and an “Image Format” operand of Unknown must be decorated with NonWritable

- **VUID-RuntimeSpirv-OpTypeImage-06270**
  If shaderStorageImageReadWithoutFormat is not enabled, any variable created with a “Type” of OpTypeImage that has a “Sampled” operand of 2 and an “Image Format” operand of Unknown must be decorated with NonReadable

- **VUID-RuntimeSpirv-None-09558**
  Any variable created with a “Type” of OpTypeImage that has a “Dim” operand of SubpassData must be decorated with InputAttachmentIndex
OpImageWrite to any Image whose Image Format is not Unknown must have the Texel operand contain at least as many components as the corresponding VkFormat as given in the SPIR-V Image Format compatibility table.

The sum of Location and the number of locations the variable it decorates consumes must be less than or equal to the value for the matching Execution Model defined in Shader Input and Output Locations.

The maximum number of storage buffers, storage images, and output Location decorated color attachments written to in the Fragment Execution Model must be less than or equal to maxFragmentCombinedOutputResources.

If an instruction loads from or stores to a resource (including atomics and image instructions) and the resource descriptor being accessed is not dynamically uniform, then the operand corresponding to that resource (e.g. the pointer or sampled image operand) must be decorated with NonUniform.

shaderSubgroupExtendedTypes must be enabled for group operations to use 8-bit integer, 16-bit integer, 64-bit integer, 16-bit floating-point, and vectors of these types.

If subgroupBroadcastDynamicId is VK_TRUE, and the shader module version is 1.5 or higher, the “Index” for OpGroupNonUniformQuadBroadcast must be dynamically uniform within the derivative group. Otherwise, “Index” must be a constant.

If subgroupBroadcastDynamicId is VK_TRUE, and the shader module version is 1.5 or higher, the “Id” for OpGroupNonUniformBroadcast must be dynamically uniform within the subgroup. Otherwise, “Id” must be a constant.

shaderBufferFloat32Atomics, or shaderBufferFloat32AtomicAdd, or shaderBufferFloat64Atomics, or shaderBufferFloat64AtomicAdd, must be enabled for floating-point atomic operations to be supported on a Pointer with a Storage Class of StorageBuffer.

shaderSharedFloat32Atomics, or shaderSharedFloat32AtomicAdd, or shaderSharedFloat64Atomics, or shaderSharedFloat64AtomicAdd, must be enabled for floating-point atomic operations to be supported on a Pointer with a Storage Class of Workgroup.

shaderImageFloat32Atomics, or shaderImageFloat32AtomicAdd, must be enabled for 32-bit floating-point atomic operations to be supported on a Pointer with a Storage Class of Image.

sparseImageFloat32Atomics, or sparseImageFloat32AtomicAdd, must be enabled for 32-bit floating-point atomic operations to be supported on sparse images.
VUID-RuntimeSpirv-None-06288

ShaderImageInt64Atomics must be enabled for 64-bit integer atomic operations to be supported on a Pointer with a Storage Class of Image

VUID-RuntimeSpirv-denormBehaviorIndependence-06289

If denormBehaviorIndependence is VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_32_BIT_ONLY, then the entry point must use the same denormals Execution Mode for both 16-bit and 64-bit floating-point types

VUID-RuntimeSpirv-denormBehaviorIndependence-06290

If denormBehaviorIndependence is VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_NONE, then the entry point must use the same denormals Execution Mode for all floating-point types

VUID-RuntimeSpirv-roundingModeIndependence-06291

If roundingModeIndependence is VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_32_BIT_ONLY, then the entry point must use the same rounding Execution Mode for both 16-bit and 64-bit floating-point types

VUID-RuntimeSpirv-roundingModeIndependence-06292

If roundingModeIndependence is VK_SHADER_FLOAT_CONTROLS_INDEPENDENCE_NONE, then the entry point must use the same rounding Execution Mode for all floating-point types

VUID-RuntimeSpirv-shaderSignedZeroInfNanPreserveFloat16-06293

If shaderSignedZeroInfNanPreserveFloat16 is VK_FALSE, then SignedZeroInfNanPreserve for 16-bit floating-point type must not be used

VUID-RuntimeSpirv-shaderSignedZeroInfNanPreserveFloat32-06294

If shaderSignedZeroInfNanPreserveFloat32 is VK_FALSE, then SignedZeroInfNanPreserve for 32-bit floating-point type must not be used

VUID-RuntimeSpirv-shaderSignedZeroInfNanPreserveFloat64-06295

If shaderSignedZeroInfNanPreserveFloat64 is VK_FALSE, then SignedZeroInfNanPreserve for 64-bit floating-point type must not be used

VUID-RuntimeSpirv-shaderDenormPreserveFloat16-06296

If shaderDenormPreserveFloat16 is VK_FALSE, then DenormPreserve for 16-bit floating-point type must not be used

VUID-RuntimeSpirv-shaderDenormPreserveFloat32-06297

If shaderDenormPreserveFloat32 is VK_FALSE, then DenormPreserve for 32-bit floating-point type must not be used

VUID-RuntimeSpirv-shaderDenormPreserveFloat64-06298

If shaderDenormPreserveFloat64 is VK_FALSE, then DenormPreserve for 64-bit floating-point type must not be used

VUID-RuntimeSpirv-shaderDenormFlushToZeroFloat16-06299

If shaderDenormFlushToZeroFloat16 is VK_FALSE, then DenormFlushToZero for 16-bit floating-point type must not be used

VUID-RuntimeSpirv-shaderDenormFlushToZeroFloat32-06300

If shaderDenormFlushToZeroFloat32 is VK_FALSE, then DenormFlushToZero for 32-bit floating-point type must not be used

VUID-RuntimeSpirv-shaderDenormFlushToZeroFloat64-06301

If shaderDenormFlushToZeroFloat64 is VK_FALSE, then DenormFlushToZero for 64-bit floating-point type must not be used
point type **must** not be used

- **VUID-RuntimeSpirv-shaderRoundingModeRTEFloat16-06302**
  If `shaderRoundingModeRTEFloat16` is `VK_FALSE`, then `RoundingModeRTE` for 16-bit floating-point type **must** not be used

- **VUID-RuntimeSpirv-shaderRoundingModeRTEFloat32-06303**
  If `shaderRoundingModeRTEFloat32` is `VK_FALSE`, then `RoundingModeRTE` for 32-bit floating-point type **must** not be used

- **VUID-RuntimeSpirv-shaderRoundingModeRTEFloat64-06304**
  If `shaderRoundingModeRTEFloat64` is `VK_FALSE`, then `RoundingModeRTE` for 64-bit floating-point type **must** not be used

- **VUID-RuntimeSpirv-shaderRoundingModeRTZFloat16-06305**
  If `shaderRoundingModeRTZFloat16` is `VK_FALSE`, then `RoundingModeRTZ` for 16-bit floating-point type **must** not be used

- **VUID-RuntimeSpirv-shaderRoundingModeRTZFloat32-06306**
  If `shaderRoundingModeRTZFloat32` is `VK_FALSE`, then `RoundingModeRTZ` for 32-bit floating-point type **must** not be used

- **VUID-RuntimeSpirv-shaderRoundingModeRTZFloat64-06307**
  If `shaderRoundingModeRTZFloat64` is `VK_FALSE`, then `RoundingModeRTZ` for 64-bit floating-point type **must** not be used

- **VUID-RuntimeSpirv-PhysicalStorageBuffer64-06314**
  If the `PhysicalStorageBuffer64` addressing model is enabled any load or store through a physical pointer type **must** be aligned to a multiple of the size of the largest scalar type in the pointed-to type

- **VUID-RuntimeSpirv-PhysicalStorageBuffer64-06315**
  If the `PhysicalStorageBuffer64` addressing model is enabled the pointer value of a memory access instruction **must** be at least as aligned as specified by the `Aligned` memory access operand

- **VUID-RuntimeSpirv-DescriptorSet-06323**
  `DescriptorSet` and Binding decorations **must** obey the constraints on Storage Class, type, and descriptor type described in `DescriptorSet and Binding Assignment`

- **VUID-RuntimeSpirv-None-06335**
  `shaderBufferFloat32Atomics`, or `shaderBufferFloat32AtomicAdd`, or `shaderSharedFloat32Atomics`, or `shaderSharedFloat32AtomicAdd`, or `shaderImageFloat32Atomics`, or `shaderImageFloat32AtomicAdd` **must** be enabled for 32-bit floating point atomic operations

- **VUID-RuntimeSpirv-None-06336**
  `shaderBufferFloat64Atomics`, or `shaderBufferFloat64AtomicAdd`, or `shaderSharedFloat64Atomics`, or `shaderSharedFloat64AtomicAdd` **must** be enabled for 64-bit floating point atomic operations

- **VUID-RuntimeSpirv-NonWritable-06340**
  If `fragmentStoresAndAtomics` is not enabled, then all storage image, storage texel buffer, and storage buffer variables in the fragment stage **must** be decorated with the `NonWritable` decoration
If `vertexPipelineStoresAndAtomics` is not enabled, then all storage image, storage texel buffer, and storage buffer variables in the vertex, tessellation, and geometry stages must be decorated with the `NonWritable` decoration.

If `shaderAtomicInstructions` is not enabled, the SPIR-V Atomic Instructions listed in 3.37.18 (`OpAtomic*`) must not be used [SCID-1]

If `subgroupQuadOperationsInAllStages` is `VK_FALSE`, then quad subgroup operations must not be used except for in fragment and compute stages.

Group operations with subgroup scope must not be used if the shader stage is not in `subgroupSupportedStages`.

The first element of the `Offset` operand of `InterpolateAtOffset` must be greater than or equal to:
\[ \text{frag}_\text{width} \times \text{minInterpolationOffset} \]
where `\text{frag}_\text{width}` is the width of the current fragment in pixels.

The first element of the `Offset` operand of `InterpolateAtOffset` must be less than or equal to:
\[ \text{frag}_\text{width} \times (\text{maxInterpolationOffset} + \text{ULP}) - \text{ULP} \]
where `\text{frag}_\text{width}` is the width of the current fragment in pixels and \( \text{ULP} = 1 / 2^{\text{subPixelInterpolationOffsetBits}} \).

The second element of the `Offset` operand of `InterpolateAtOffset` must be greater than or equal to:
\[ \text{frag}_\text{height} \times \text{minInterpolationOffset} \]
where `\text{frag}_\text{height}` is the height of the current fragment in pixels.

The second element of the `Offset` operand of `InterpolateAtOffset` must be less than or equal to:
\[ \text{frag}_\text{height} \times (\text{maxInterpolationOffset} + \text{ULP}) - \text{ULP} \]
where `\text{frag}_\text{height}` is the height of the current fragment in pixels and \( \text{ULP} = 1 / 2^{\text{subPixelInterpolationOffsetBits}} \).

In compute shaders using the `GLCompute Execution Model` the x size in `LocalSize` or `LocalSizeId` must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupSize[0]

In compute shaders using the `GLCompute Execution Model` the y size in `LocalSize` or `LocalSizeId` must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupSize[1]

In compute shaders using the `GLCompute Execution Model` the z size in `LocalSize` or `LocalSizeId` must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupSize[1]`
In compute shaders using the GLCompute Execution Model the z size in LocalSize or LocalSizeId must be less than or equal to VkPhysicalDeviceLimits::maxComputeWorkGroupSize[2]

• VUID-RuntimeSpirv-x-06432
  In compute shaders using the GLCompute Execution Model the product of x size, y size, and z size in LocalSize or LocalSizeId must be less than or equal to VkPhysicalDeviceLimits::maxComputeWorkGroupInvocations

• VUID-RuntimeSpirv-LocalSizeId-06433
  The Execution Mode LocalSizeId must not be used

• VUID-RuntimeSpirv-OpTypeVector-06816
  Any OpTypeVector output interface variables must not have a higher Component Count than a matching OpTypeVector input interface variable

• VUID-RuntimeSpirv-OpEntryPoint-08743
  Any user-defined variables shared between the OpEntryPoint of two shader stages, and declared with Input as its Storage Class for the subsequent shader stage, must have all Location slots and Component words declared in the preceding shader stage's OpEntryPoint with Output as the Storage Class

• VUID-RuntimeSpirv-OpEntryPoint-07754
  Any user-defined variables between the OpEntryPoint of two shader stages must have the same type and width for each Component

• VUID-RuntimeSpirv-OpVariable-08746
  Any OpVariable, Block-decorated OpTypeStruct, or Block-decorated OpTypeStruct members shared between the OpEntryPoint of two shader stages must have matching decorations as defined in interface matching

• VUID-RuntimeSpirv-Workgroup-06530
  The sum of size in bytes for variables and padding in the Workgroup Storage Class in the GLCompute Execution Model must be less than or equal to maxComputeSharedMemorySize

• VUID-RuntimeSpirv-OpVariable-06373
  Any OpVariable with Workgroup as its Storage Class must not have an Initializer operand

• VUID-RuntimeSpirv-OpImage-06376
  If an OpImage*Gather operation has an image operand of Offset, ConstOffset, or ConstOffsets the offset value must be greater than or equal to minTexelGatherOffset

• VUID-RuntimeSpirv-OpImage-06377
  If an OpImage*Gather operation has an image operand of Offset, ConstOffset, or ConstOffsets the offset value must be less than or equal to maxTexelGatherOffset

• VUID-RuntimeSpirv-OpImageSample-06435
  If an OpImageSample* or OpImageFetch* operation has an image operand of ConstOffset then the offset value must be greater than or equal to minTexelSampleOffset

• VUID-RuntimeSpirv-OpImageSample-06436
  If an OpImageSample* or OpImageFetch* operation has an image operand of ConstOffset then the offset value must be less than or equal to maxTexelSampleOffset

• VUID-RuntimeSpirv-samples-08725
  If an OpTypeImage has an MS operand 0, its bound image must have been created with
Precision and Operation of SPIR-V Instructions

The following rules apply to half, single, and double-precision floating point instructions:

- Positive and negative infinities and positive and negative zeros are generated as dictated by IEEE 754, but subject to the precisions allowed in the following table.

- Dividing a non-zero by a zero results in the appropriately signed IEEE 754 infinity.

- Signaling NaNs are not required to be generated and exceptions are never raised. Signaling NaNs may be converted to quiet NaNs values by any floating point instruction.

- By default, the implementation may perform optimizations on half, single, or double-precision floating-point instructions that ignore sign of a zero, or assume that arguments and results are not NaNs or infinities. If the entry point is declared with the SignedZeroInfNanPreserve Execution Mode, then NaNs, infinities, and the sign of zero must not be ignored.


- Denormalized values are supported.

  - By default, any half, single, or double-precision denormalized value input into a shader or
potentially generated by any instruction (except those listed above) or any extended instructions for GLSL in a shader may be flushed to zero.

- If the entry point is declared with the DenormFlushToZero Execution Mode then for the affected instructions the denormalized result must be flushed to zero and the denormalized operands may be flushed to zero. Denormalized values obtained via unpacking an integer into a vector of values with smaller bit width and interpreting those values as floating-point numbers must be flushed to zero.


The precision of double-precision instructions is at least that of single precision.

The precision of individual operations is defined in Precision of Individual Operations. Subject to the constraints below, however, implementations may reorder or combine operations, resulting in expressions exhibiting different precisions than might be expected from the constituent operations.

### Evaluation of Expressions

Implementations may rearrange floating-point operations using any of the mathematical properties governing the expressions in precise arithmetic, even where the floating-point operations do not share these properties. This includes, but is not limited to, associativity and distributivity, and may involve a different number of rounding steps than would occur if the operations were not rearranged. In shaders that use the SignedZeroInfNanPreserve Execution Mode the values must be preserved if they are generated after any rearrangement but the Execution Mode does not change which rearrangements are valid. This rearrangement can be prevented for particular operations by using the NoContraction decoration.

---

**Note**

For example, in the absence of the NoContraction decoration implementations are
allowed to implement \(a + b - a\) and \(\frac{a \times b}{a}\) as \(b\). The SignedZeroInfNanPreserve does not prevent these transformations, even though they may overflow to infinity or NaN when evaluated in floating-point.

If the NoContraction decoration is applied then operations may not be rearranged, so, for example, \(a + a - a\) must account for possible overflow to infinity. If infinities are not preserved then the expression may be replaced with \(a\), since the replacement is exact when overflow does not occur and infinities may be replaced with undefined values. If both NoContraction and SignedZeroInfNanPreserve are used then the result must be infinity for sufficiently large \(a\).

**Precision of Individual Operations**

The precision of individual operations is defined either in terms of rounding (correctly rounded), as an error bound in ULP, or as inherited from a formula as follows:

**Correctly Rounded**

Operations described as “correctly rounded” will return the infinitely precise result, \(x\), rounded so as to be representable in floating-point. The rounding mode is not specified, unless the entry point is declared with the RoundingModeRTE or the RoundingModeRTZ Execution Mode. These execution modes affect only correctly rounded SPIR-V instructions. These execution modes do not affect OpQuantizeToF16. If the rounding mode is not specified then this rounding is implementation specific, subject to the following rules. If \(x\) is exactly representable then \(x\) will be returned. Otherwise, either the floating-point value closest to and no less than \(x\) or the value closest to and no greater than \(x\) will be returned.

**ULP**

Where an error bound of \(n\) ULP (units in the last place) is given, for an operation with infinitely precise result \(x\) the value returned **must** be in the range \([x - n \times \text{ulp}(x), x + n \times \text{ulp}(x)]\). The function \(\text{ulp}(x)\) is defined as follows:

If there exist non-equal, finite floating-point numbers \(a\) and \(b\) such that \(a \leq x \leq b\) then \(\text{ulp}(x)\) is the minimum possible distance between such numbers, \(\text{ulp}(x) = \min_{a \neq b} |b - a|\). If such numbers do not exist then \(\text{ulp}(x)\) is defined to be the difference between the two non-equal, finite floating-point numbers nearest to \(x\).

Where the range of allowed return values includes any value of magnitude larger than that of the largest representable finite floating-point number, operations **may**, additionally, return either an infinity of the appropriate sign or the finite number with the largest magnitude of the appropriate sign. If the infinitely precise result of the operation is not mathematically defined then the value returned is undefined.

**Inherited From ...**

Where an operation's precision is described as being inherited from a formula, the result returned **must** be at least as accurate as the result of computing an approximation to \(x\) using a formula equivalent to the given formula applied to the supplied inputs. Specifically, the formula given may be transformed using the mathematical associativity, commutativity and distributivity of the
operators involved to yield an equivalent formula. The SPIR-V precision rules, when applied to each such formula and the given input values, define a range of permitted values. If NaN is one of the permitted values then the operation may return any result, otherwise let the largest permitted value in any of the ranges be $F_{\text{max}}$ and the smallest be $F_{\text{min}}$. The operation must return a value in the range $[x - E, x + E]$ where $E = \max(|x - F_{\text{min}}|, |x - F_{\text{max}}|)$. If the entry point is declared with the DenormFlushToZero execution mode, then any intermediate denormal value(s) while evaluating the formula may be flushed to zero. Denormal final results must be flushed to zero. If the entry point is declared with the DenormPreserve Execution Mode, then denormals must be preserved throughout the formula.

For half- (16 bit) and single- (32 bit) precision instructions, precisions are required to be at least as follows:

**Table 82. Precision of core SPIR-V Instructions**

| Instruction | Single precision, unless decorated with RelaxedPrecision | Half precision |
|-------------|----------------------------------------------------------|----------------|---|
| OpFAdd      | Correctly rounded.                                       |                |   |
| OpFSub      | Correctly rounded.                                       |                |   |
| OpDot(x, y) | Inherited from $\sum_{i=0}^{n-1} x_i \times y_i$        |                |   |
| OpFOrdEqual, OpFUnordEqual                           | Correct result.                                          |                |   |
| OpFOrdLessThan, OpFUnordLessThan                      | Correct result.                                          |                |   |
| OpFOrdGreaterThan, OpFUnordGreaterThan                 | Correct result.                                          |                |   |
| OpFOrdGreaterThanEqual, OpFUnordGreaterThanEqual       | Correct result.                                          |                |   |
| OpFDiv(x, y) | 2.5 ULP for $|y|$ in the range $[2^{-126}, 2^{126}]$. | 2.5 ULP for $|y|$ in the range $[2^{-14}, 2^{14}]$. |   |
| OpFRem(x, y) | Inherited from $x - y \times \text{trunc}(x/y)$.     |                |   |
| OpFMod(x, y) | Inherited from $x - y \times \text{floor}(x/y)$. |                |   |
| conversions between types                            | Correctly rounded.                                       |                |   |

**Note**

The **OpFRem** and **OpFMod** instructions use cheap approximations of remainder, and the error can be large due to the discontinuity in trunc() and floor(). This can produce mathematically unexpected results in some cases, such as FMod(x,x) computing x rather than 0, and can also cause the result to have a different sign than the infinitely precise result.
### Table 83. Precision of GLSL.std.450 Instructions

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Single precision, unless decorated with RelaxedPrecision</th>
<th>Half precision</th>
</tr>
</thead>
<tbody>
<tr>
<td>fma()</td>
<td>Inherited from OpFMul followed by OpFAdd.</td>
<td></td>
</tr>
<tr>
<td>exp(x), exp2(x)</td>
<td>$3 + 2 \times</td>
<td>x</td>
</tr>
<tr>
<td>exp2()</td>
<td></td>
<td></td>
</tr>
<tr>
<td>log(), log2()</td>
<td>3 ULP outside the range $[0.5, 2.0]$. Absolute error $&lt; 2^{-21}$ inside the range $[0.5, 2.0]$.</td>
<td>3 ULP outside the range $[0.5, 2.0]$. Absolute error $&lt; 2^{-7}$ inside the range $[0.5, 2.0]$.</td>
</tr>
<tr>
<td>pow(x, y)</td>
<td>Inherited from $\exp2(y \times \log2(x))$.</td>
<td></td>
</tr>
<tr>
<td>sqrt()</td>
<td>Inherited from $1.0 / \text{inversesqrt()}$.</td>
<td></td>
</tr>
<tr>
<td>inversesqrt()</td>
<td>2 ULP.</td>
<td></td>
</tr>
<tr>
<td>radians(x)</td>
<td>Inherited from $x \times C_{\pi \cdot 180}$, where $C_{\pi \cdot 180}$ is a correctly rounded approximation to $\frac{n}{180}$.</td>
<td></td>
</tr>
<tr>
<td>degrees(x)</td>
<td>Inherited from $x \times C_{180 \cdot \pi}$, where $C_{180 \cdot \pi}$ is a correctly rounded approximation to $\frac{\pi}{180}$.</td>
<td></td>
</tr>
<tr>
<td>sin()</td>
<td>Absolute error $\leq 2^{-11}$ inside the range $[-\pi, \pi]$.</td>
<td>Absolute error $\leq 2^{-7}$ inside the range $[-\pi, \pi]$.</td>
</tr>
<tr>
<td>cos()</td>
<td>Absolute error $\leq 2^{-11}$ inside the range $[-\pi, \pi]$.</td>
<td>Absolute error $\leq 2^{-7}$ inside the range $[-\pi, \pi]$.</td>
</tr>
<tr>
<td>tan()</td>
<td>Inherited from $\frac{\sin()}{\cos()}$.</td>
<td></td>
</tr>
<tr>
<td>asin(x)</td>
<td>Inherited from $\text{atan2}(x, \sqrt{1 - x \times x})$.</td>
<td></td>
</tr>
<tr>
<td>acos(x)</td>
<td>Inherited from $\text{atan2}(\sqrt{1 - x \times x}, x)$.</td>
<td></td>
</tr>
<tr>
<td>atan(), atan2()</td>
<td>4096 ULP.</td>
<td>5 ULP.</td>
</tr>
<tr>
<td>sinh(x)</td>
<td>Inherited from $(\exp(x) - \exp(-x)) \times 0.5$.</td>
<td></td>
</tr>
<tr>
<td>cosh(x)</td>
<td>Inherited from $(\exp(x) + \exp(-x)) \times 0.5$.</td>
<td></td>
</tr>
<tr>
<td>tanh()</td>
<td>Inherited from $\frac{\sinh()}{\cosh()}$.</td>
<td></td>
</tr>
<tr>
<td>asinh(x)</td>
<td>Inherited from $\log(x + \sqrt{x \times x + 1.0})$.</td>
<td></td>
</tr>
<tr>
<td>acosh(x)</td>
<td>Inherited from $\log(x + \sqrt{x \times x - 1.0})$.</td>
<td></td>
</tr>
<tr>
<td>atanh(x)</td>
<td>Inherited from $\log\left(\frac{1.0 + x}{1.0 - x}\right) \times 0.5$.</td>
<td></td>
</tr>
<tr>
<td>frexp()</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>ldexp()</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>length(x)</td>
<td>Inherited from $\sqrt{\text{dot}(x, x)}$.</td>
<td></td>
</tr>
<tr>
<td>distance(x, y)</td>
<td>Inherited from $\text{length}(x - y)$.</td>
<td></td>
</tr>
<tr>
<td>normalize(x)</td>
<td>Inherited from $x \times \text{inversesqrt} \text{(dot}(x, x))$.</td>
<td></td>
</tr>
<tr>
<td>faceforward(N, I, NRef)</td>
<td>Inherited from $\text{dot}(N\text{Ref}, I) &lt; 0.0 ? N : -N$.</td>
<td></td>
</tr>
<tr>
<td>Instruction</td>
<td>Single precision, unless decorated with RelaxedPrecision</td>
<td>Half precision</td>
</tr>
<tr>
<td>----------------------</td>
<td>----------------------------------------------------------</td>
<td>----------------</td>
</tr>
<tr>
<td>reflect(x, y)</td>
<td>Inherited from x - 2.0 × dot(y, x) × y.</td>
<td></td>
</tr>
<tr>
<td>refract(I, N, eta)</td>
<td>Inherited from k &lt; 0.0 ? 0.0 : eta × I - (eta × dot(N, I) + sqrt(k)) × N, where k = 1 - eta × eta × (1.0 - dot(N, I) × dot(N, I)).</td>
<td></td>
</tr>
<tr>
<td>round</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>roundEven</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>trunc</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>fabs</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>fsign</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>floor</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>ceil</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>fract</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>modf</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>fmin</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>fmax</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>fclamp</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>fmix(x, y, a)</td>
<td>Inherited from x × (1.0 - a) + y × a.</td>
<td></td>
</tr>
<tr>
<td>step</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>smoothStep(edge0, edge1, x)</td>
<td>Inherited from t × t × (3.0 - 2.0 × t), where t = clamp(x - edge0, edge1 - edge0, 0.0, 1.0).</td>
<td></td>
</tr>
<tr>
<td>nmin</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>nmax</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
<tr>
<td>nclamp</td>
<td>Correctly rounded.</td>
<td></td>
</tr>
</tbody>
</table>

GLSL.std.450 extended instructions specifically defined in terms of the above instructions inherit the above errors. GLSL.std.450 extended instructions not listed above and not defined in terms of the above have undefined precision.

For the `OpSRem` and `OpSMod` instructions, if either operand is negative the result is undefined.

Note

While the `OpSRem` and `OpSMod` instructions are supported by the Vulkan environment, they require non-negative values and thus do not enable additional functionality beyond what `OpUMod` provides.
Signedness of SPIR-V Image Accesses

SPIR-V associates a signedness with all integer image accesses. This is required in certain parts of the SPIR-V and the Vulkan image access pipeline to ensure defined results. The signedness is determined from a combination of the access instruction’s Image Operands and the underlying image’s Sampled Type as follows:

1. If the instruction’s Image Operands contains the SignExtend operand then the access is signed.
2. If the instruction’s Image Operands contains the ZeroExtend operand then the access is unsigned.
3. Otherwise, the image accesses signedness matches that of the Sampled Type of the OpTypeImage being accessed.

Image Format and Type Matching

When specifying the Image Format of an OpTypeImage, the converted bit width and type, as shown in the table below, must match the Sampled Type. The signedness must match the signedness of any access to the image.

Note

Formatted accesses are always converted from a shader readable type to the resource’s format or vice versa via Format Conversion for reads and Texel Output Format Conversion for writes. As such, the bit width and format below do not necessarily match 1:1 with what might be expected for some formats.

For a given Image Format, the Sampled Type must be the type described in the Type column of the below table, with its Literal Width set to that in the Bit Width column. Every access that is made to the image must have a signedness equal to that in the Signedness column (where applicable).

<table>
<thead>
<tr>
<th>Image Format</th>
<th>Type-Declaration instructions</th>
<th>Bit Width</th>
<th>Signedness</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unknown</td>
<td>Any</td>
<td>Any</td>
<td>Any</td>
</tr>
<tr>
<td>Image Format</td>
<td>Type-Declaration instructions</td>
<td>Bit Width</td>
<td>Signedness</td>
</tr>
<tr>
<td>--------------</td>
<td>--------------------------------</td>
<td>-----------</td>
<td>------------</td>
</tr>
<tr>
<td>Rgba32f</td>
<td>OpTypeFloat</td>
<td>32</td>
<td>N/A</td>
</tr>
<tr>
<td>Rg32f</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>R32f</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rgba16f</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rg16f</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>R16f</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rgba16</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rg16</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>R16</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rgba16Snorm</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rg16Snorm</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>R16Snorm</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rgb10A2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>R11fG11fB10f</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rgba8</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Rg8</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>R8</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rgba8Snorm</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rg8Snorm</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>R8Snorm</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
The SPIR-V Type is defined by an instruction in SPIR-V, declared with the Type-Declaration Instruction, Bit Width, and Signedness from above.

**Compatibility Between SPIR-V Image Formats and Vulkan Formats**

SPIR-V Image Format values are compatible with VkFormat values as defined below:

Table 84. SPIR-V and Vulkan Image Format Compatibility

<table>
<thead>
<tr>
<th>SPIR-V Image Format</th>
<th>Compatible Vulkan Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unknown</td>
<td>Any</td>
</tr>
<tr>
<td>R8</td>
<td>VK_FORMAT_R8_UNORM</td>
</tr>
<tr>
<td>R8Snorm</td>
<td>VK_FORMAT_R8_SNORM</td>
</tr>
<tr>
<td>R8ui</td>
<td>VK_FORMAT_R8_UINT</td>
</tr>
<tr>
<td>R8i</td>
<td>VK_FORMAT_R8_SINT</td>
</tr>
<tr>
<td>Rg8</td>
<td>VK_FORMAT_R8G8_UNORM</td>
</tr>
<tr>
<td>Rg8Snorm</td>
<td>VK_FORMAT_R8G8_SNORM</td>
</tr>
<tr>
<td>SPIR-V Image Format</td>
<td>Compatible Vulkan Format</td>
</tr>
<tr>
<td>--------------------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>Rg8ui</td>
<td>VK_FORMAT_R8G8_UINT</td>
</tr>
<tr>
<td>Rg8i</td>
<td>VK_FORMAT_R8G8_SINT</td>
</tr>
<tr>
<td>Rgba8</td>
<td>VK_FORMAT_R8G8B8B8A8_UNORM</td>
</tr>
<tr>
<td>Rgba8Snorm</td>
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Appendix B: Memory Model

**Note**
This memory model describes synchronizations provided by all implementations; however, some of the synchronizations defined require extra features to be supported by the implementation. See VkPhysicalDeviceVulkanMemoryModelFeatures.

**Agent**

*Operation* is a general term for any task that is executed on the system.

**Note**
An operation is by definition something that is executed. Thus if an instruction is skipped due to control flow, it does not constitute an operation.

Each operation is executed by a particular *agent*. Possible agents include each shader invocation, each host thread, and each fixed-function stage of the pipeline.

**Memory Location**

A *memory location* identifies unique storage for 8 bits of data. Memory operations access a *set of memory locations* consisting of one or more memory locations at a time, e.g. an operation accessing a 32-bit integer in memory would read/write a set of four memory locations. Memory operations that access whole aggregates *may* access any padding bytes between elements or members, but no padding bytes at the end of the aggregate. Two sets of memory locations *overlap* if the intersection of their sets of memory locations is non-empty. A memory operation *must* not affect memory at a memory location not within its set of memory locations.

Memory locations for buffers and images are explicitly allocated in VkDeviceMemory objects, and are implicitly allocated for SPIR-V variables in each shader invocation.

**Allocation**

The values stored in newly allocated memory locations are determined by a SPIR-V variable's initializer, if present, or else are undefined. At the time an allocation is created there have been no *memory operations* to any of its memory locations. The initialization is not considered to be a memory operation.

**Note**
For tessellation control shader output variables, a consequence of initialization not being considered a memory operation is that some implementations may need to insert a barrier between the initialization of the output variables and any reads of those variables.
Memory Operation

For an operation A and memory location M:

- A reads M if and only if the data stored in M is an input to A.
- A writes M if and only if the data output from A is stored to M.
- A accesses M if and only if it either reads or writes (or both) M.

**Note**
A write whose value is the same as what was already in those memory locations is still considered to be a write and has all the same effects.

Reference

A reference is an object that a particular agent can use to access a set of memory locations. On the host, a reference is a host virtual address. On the device, a reference is:

- The descriptor that a variable is bound to, for variables in Image, Uniform, or StorageBuffer storage classes. If the variable is an array (or array of arrays, etc.) then each element of the array may be a unique reference.
- The address range for a buffer in PhysicalStorageBuffer storage class, where the base of the address range is queried with vkGetBufferDeviceAddress and the length of the range is the size of the buffer.
- The variable itself for variables in other storage classes.

Two memory accesses through distinct references may require availability and visibility operations as defined below.

Program-Order

A dynamic instance of an instruction is defined in SPIR-V (https://registry.khronos.org/spir-v/specs/unified1/SPIV.html#DynamicInstance) as a way of referring to a particular execution of a static instruction. Program-order is an ordering on dynamic instances of instructions executed by a single shader invocation:

- (Basic block): If instructions A and B are in the same basic block, and A is listed in the module before B, then the n'th dynamic instance of A is program-ordered before the n'th dynamic instance of B.
- (Branch): The dynamic instance of a branch or switch instruction is program-ordered before the dynamic instance of the OpLabel instruction to which it transfers control.
- (Call entry): The dynamic instance of an OpFunctionCall instruction is program-ordered before the dynamic instances of the OpFunctionParameter instructions and the body of the called function.
- (Call exit): The dynamic instance of the instruction following an OpFunctionCall instruction is program-ordered after the dynamic instance of the return instruction executed by the called function.
function.

- (Transitive Closure): If dynamic instance A of any instruction is program-ordered before dynamic instance B of any instruction and B is program-ordered before dynamic instance C of any instruction then A is program-ordered before C.
- (Complete definition): No other dynamic instances are program-ordered.

For instructions executed on the host, the source language defines the program-order relation (e.g. as “sequenced-before”).

**Scope**

Atomic and barrier instructions include scopes which identify sets of shader invocations that **must** obey the requested ordering and atomicity rules of the operation, as defined below.

The various scopes are described in detail in the Shaders chapter.

**Atomic Operation**

An atomic operation on the device is any SPIR-V operation whose name begins with `OpAtomic`. An atomic operation on the host is any operation performed with an `std::atomic` typed object.

Each atomic operation has a memory **scope** and a **semantics**. Informally, the scope determines which other agents it is atomic with respect to, and the semantics constrains its ordering against other memory accesses. Device atomic operations have explicit scopes and semantics. Each host atomic operation implicitly uses the `CrossDevice` scope, and uses a memory semantics equivalent to a C++ `std::memory_order` value of `relaxed`, `acquire`, `release`, `acq_rel`, or `seq_cst`.

Two atomic operations A and B are potentially-mutually-ordered if and only if all of the following are true:

- They access the same set of memory locations.
- They use the same reference.
- A is in the instance of B’s memory scope.
- B is in the instance of A’s memory scope.
- A and B are not the same operation (irreflexive).

Two atomic operations A and B are mutually-ordered if and only if they are potentially-mutually-ordered and any of the following are true:

- A and B are both device operations.
- A and B are both host operations.
- A is a device operation, B is a host operation, and the implementation supports concurrent host-and device-atomics.

**Note**
If two atomic operations are not mutually-ordered, and if their sets of memory locations overlap, then each must be synchronized against the other as if they were non-atomic operations.

**Scoped Modification Order**

For a given atomic write A, all atomic writes that are mutually-ordered with A occur in an order known as A's scoped modification order. A's scoped modification order relates no other operations.

*Note*

Invocations outside the instance of A's memory scope may observe the values at A's set of memory locations becoming visible to it in an order that disagrees with the scoped modification order.

*Note*

It is valid to have non-atomic operations or atomics in a different scope instance to the same set of memory locations, as long as they are synchronized against each other as if they were non-atomic (if they are not, it is treated as a data race). That means this definition of A's scoped modification order could include atomic operations that occur much later, after intervening non-atomics. That is a bit non-intuitive, but it helps to keep this definition simple and non-circular.

**Memory Semantics**

Non-atomic memory operations, by default, may be observed by one agent in a different order than they were written by another agent.

Atomics and some synchronization operations include memory semantics, which are flags that constrain the order in which other memory accesses (including non-atomic memory accesses and availability and visibility operations) performed by the same agent can be observed by other agents, or can observe accesses by other agents.

Device instructions that include semantics are OpAtomic*, OpControlBarrier, OpMemoryBarrier, and OpMemoryNamedBarrier. Host instructions that include semantics are some std::atomic methods and memory fences.

SPIR-V supports the following memory semantics:

- Relaxed: No constraints on order of other memory accesses.
- Acquire: A memory read with this semantic performs an acquire operation. A memory barrier with this semantic is an acquire barrier.
- Release: A memory write with this semantic performs a release operation. A memory barrier with this semantic is a release barrier.
- AcquireRelease: A memory read-modify-write operation with this semantic performs both an acquire operation and a release operation, and inherits the limitations on ordering from both of those operations. A memory barrier with this semantic is both a release and acquire barrier.
SPIR-V does not support “consume” semantics on the device.

The memory semantics operand also includes *storage class semantics* which indicate which storage classes are constrained by the synchronization. SPIR-V storage class semantics include:

- UniformMemory
- WorkgroupMemory
- ImageMemory
- OutputMemory

Each SPIR-V memory operation accesses a single storage class. Semantics in synchronization operations can include a combination of storage classes.

The UniformMemory storage class semantic applies to accesses to memory in the PhysicalStorageBuffer, Uniform and StorageBuffer storage classes. The WorkgroupMemory storage class semantic applies to accesses to memory in the Workgroup storage class. The ImageMemory storage class semantic applies to accesses to memory in the Image storage class. The OutputMemory storage class semantic applies to accesses to memory in the Output storage class.

Informally, these constraints limit how memory operations can be reordered, and these limits apply not only to the order of accesses as performed in the agent that executes the instruction, but also to the order the effects of writes become visible to all other agents within the same instance of the instruction’s memory scope.

Release and acquire operations in different threads can act as synchronization operations, to guarantee that writes that happened before the release are visible after the acquire. (This is not a formal definition, just an Informative forward reference.)

The OutputMemory storage class semantic is only useful in tessellation control shaders, which is the only execution model where output variables are shared between invocations.

The memory semantics operand can also include availability and visibility flags, which apply availability and visibility operations as described in availability and visibility. The availability/visibility flags are:

- MakeAvailable: Semantics must be Release or AcquireRelease. Performs an availability operation before the release operation or barrier.
- MakeVisible: Semantics must be Acquire or AcquireRelease. Performs a visibility operation after the acquire operation or barrier.
The specifics of these operations are defined in Availability and Visibility Semantics.

Host atomic operations may support a different list of memory semantics and synchronization operations, depending on the host architecture and source language.

**Release Sequence**

After an atomic operation A performs a release operation on a set of memory locations M, the release sequence headed by A is the longest continuous subsequence of A's scoped modification order that consists of:

- the atomic operation A as its first element
- atomic read-modify-write operations on M by any agent

**Note**
The atomics in the last bullet must be mutually-ordered with A by virtue of being in A's scoped modification order.

**Note**
This intentionally omits “atomic writes to M performed by the same agent that performed A”, which is present in the corresponding C++ definition.

**Synchronizes-With**

Synchronizes-with is a relation between operations, where each operation is either an atomic operation or a memory barrier (aka fence on the host).

If A and B are atomic operations, then A synchronizes-with B if and only if all of the following are true:

- A performs a release operation
- B performs an acquire operation
- A and B are mutually-ordered
- B reads a value written by A or by an operation in the release sequence headed by A

OpControlBarrier, OpMemoryBarrier, and OpMemoryNamedBarrier are memory barrier instructions in SPIR-V.

If A is a release barrier and B is an atomic operation that performs an acquire operation, then A synchronizes-with B if and only if all of the following are true:

- there exists an atomic write X (with any memory semantics)
- A is program-ordered before X
- X and B are mutually-ordered
- B reads a value written by X or by an operation in the release sequence headed by X
If $X$ is relaxed, it is still considered to head a hypothetical release sequence for this rule:
- $A$ and $B$ are in the instance of each other's memory scopes
- $X$'s storage class is in $A$'s semantics.

If $A$ is an atomic operation that performs a release operation and $B$ is an acquire barrier, then $A$ synchronizes-with $B$ if and only if all of the following are true:
- There exists an atomic read $X$ (with any memory semantics)
- $X$ is program-ordered before $B$
- $X$ and $A$ are mutually-ordered
- $X$ reads a value written by $A$ or by an operation in the release sequence headed by $A$
- $A$ and $B$ are in the instance of each other's memory scopes
- $X$'s storage class is in $B$'s semantics.

If $A$ is a release barrier and $B$ is an acquire barrier, then $A$ synchronizes-with $B$ if all of the following are true:
- There exists an atomic write $X$ (with any memory semantics)
- $A$ is program-ordered before $X$
- There exists an atomic read $Y$ (with any memory semantics)
- $Y$ is program-ordered before $B$
- $X$ and $Y$ are mutually-ordered
- $Y$ reads the value written by $X$ or by an operation in the release sequence headed by $X$
- If $X$ is relaxed, it is still considered to head a hypothetical release sequence for this rule
  - $A$ and $B$ are in the instance of each other's memory scopes
  - $X$'s and $Y$'s storage class is in $A$'s and $B$'s semantics.

  NOTE: $X$ and $Y$ must have the same storage class, because they are mutually ordered.

If $A$ is a release barrier, $B$ is an acquire barrier, and $C$ is a control barrier (where $A$ can equal $C$, and $B$ can equal $C$), then $A$ synchronizes-with $B$ if all of the following are true:
- $A$ is program-ordered before (or equals) $C$
- $C$ is program-ordered before (or equals) $B$
- $A$ and $B$ are in the instance of each other's memory scopes
- $A$ and $B$ are in the instance of $C$'s execution scope

**Note**

This is similar to the barrier-barrier synchronization above, but with a control barrier filling the role of the relaxed atomics.

Let $F$ be an ordering of fragment shader invocations, such that invocation $F_1$ is ordered before invocation $F_2$ if and only if $F_1$ and $F_2$ overlap as described in *Fragment Shader Interlock* and $F_1$
executes the interlocked code before $F_2$.

If A is an `OpEndInvocationInterlockEXT` instruction and B is an `OpBeginInvocationInterlockEXT` instruction, then A synchronizes-with B if the agent that executes A is ordered before the agent that executes B in $F$. A and B are both considered to have `FragmentInterlock` memory scope and semantics of UniformMemory and ImageMemory, and A is considered to have Release semantics and B is considered to have Acquire semantics.

**Note**

`OpBeginInvocationInterlockEXT` and `OpBeginInvocationInterlockEXT` do not perform implicit availability or visibility operations. Usually, shaders using fragment shader interlock will declare the relevant resources as coherent to get implicit per-instruction availability and visibility operations.

No other release and acquire barriers synchronize-with each other.

**System-Synchronizes-With**

System-synchronizes-with is a relation between arbitrary operations on the device or host. Certain operations system-synchronize-with each other, which informally means the first operation occurs before the second and that the synchronization is performed without using application-visible memory accesses.

If there is an execution dependency between two operations A and B, then the operation in the first synchronization scope system-synchronizes-with the operation in the second synchronization scope.

**Note**

This covers all Vulkan synchronization primitives, including device operations executing before a synchronization primitive is signaled, wait operations happening before subsequent device operations, signal operations happening before host operations that wait on them, and host operations happening before `vkQueueSubmit`. The list is spread throughout the synchronization chapter, and is not repeated here.

System-synchronizes-with implicitly includes all storage class semantics and has `CrossDevice` scope.

If A system-synchronizes-with B, we also say A is system-synchronized-before B and B is system-synchronized-after A.

**Private vs. Non-Private**

By default, non-atomic memory operations are treated as private, meaning such a memory operation is not intended to be used for communication with other agents. Memory operations with the `NonPrivatePointer/NonPrivateTexel` bit set are treated as non-private, and are intended to be used for communication with other agents.
More precisely, for private memory operations to be *Location-Ordered* between distinct agents requires using system-synchronizes-with rather than shader-based synchronization. Private memory operations still obey program-order.

Atomic operations are always considered non-private.

**Inter-Thread-Happens-Before**

Let $SC$ be a non-empty set of storage class semantics. Then (using template syntax) operation $A$ *inter-thread-happens-before*$_{<SC>} B$ if and only if any of the following is true:

- $A$ system-synchronizes-with $B$
- $A$ synchronizes-with $B$, and both $A$ and $B$ have all of $SC$ in their semantics
- $A$ is an operation on memory in a storage class in $SC$ or that has all of $SC$ in its semantics, $B$ is a release barrier or release atomic with all of $SC$ in its semantics, and $A$ is program-ordered before $B$
- $A$ is an acquire barrier or acquire atomic with all of $SC$ in its semantics, $B$ is an operation on memory in a storage class in $SC$ or that has all of $SC$ in its semantics, and $A$ is program-ordered before $B$
- $A$ and $B$ are both host operations and $A$ inter-thread-happens-before $B$ as defined in the host language specification
- $A$ inter-thread-happens-before$_{<SC>}$ some $X$ and $X$ inter-thread-happens-before$_{<SC>}$ $B$

**Happens-Before**

Operation $A$ *happens-before* operation $B$ if and only if any of the following is true:

- $A$ is program-ordered before $B$
- $A$ inter-thread-happens-before$_{<SC>}$ $B$ for some set of storage classes $SC$

*Happens-after* is defined similarly.

**Note**

Unlike C++, happens-before is not always sufficient for a write to be visible to a read. Additional availability and visibility operations may be required for writes to be visible-to other memory accesses.

**Note**

Happens-before is not transitive, but each of program-order and inter-thread-happens-before$_{<SC>}$ are transitive. These can be thought of as covering the “single-threaded” case and the “multi-threaded” case, and it is not necessary (and not valid) to form chains between the two.
Availability and Visibility

Availability and visibility are states of a write operation, which (informally) track how far the write has permeated the system, i.e. which agents and references are able to observe the write. Availability state is per memory domain. Visibility state is per (agent,reference) pair. Availability and visibility states are per-memory location for each write.

Memory domains are named according to the agents whose memory accesses use the domain. Domains used by shader invocations are organized hierarchically into multiple smaller memory domains which correspond to the different scopes. Each memory domain is considered the dual of a scope, and vice versa. The memory domains defined in Vulkan include:

- **host** - accessible by host agents
- **device** - accessible by all device agents for a particular device
- **shader** - accessible by shader agents for a particular device, corresponding to the Device scope
- **queue family instance** - accessible by shader agents in a single queue family, corresponding to the QueueFamily scope.
- **fragment interlock instance** - accessible by fragment shader agents that overlap, corresponding to the FragmentInterlock scope.
- **workgroup instance** - accessible by shader agents in the same workgroup, corresponding to the Workgroup scope.
- **subgroup instance** - accessible by shader agents in the same subgroup, corresponding to the Subgroup scope.

The memory domains are nested in the order listed above, with memory domains later in the list nested in the domains earlier in the list.

Note

Memory domains do not correspond to storage classes or device-local and host-local VkDeviceMemory allocations, rather they indicate whether a write can be made visible only to agents in the same subgroup, same workgroup, overlapping fragment shader invocation, in any shader invocation, or anywhere on the device, or host. The shader, queue family instance, fragment interlock instance, workgroup instance, and subgroup instance domains are only used for shader-based availability/visibility operations, in other cases writes can be made available from/visible to the shader via the device domain.

Availability operations, visibility operations, and memory domain operations alter the state of the write operations that happen-before them, and which are included in their source scope to be available or visible to their destination scope.

- For an availability operation, the source scope is a set of (agent,reference,memory location) tuples, and the destination scope is a set of memory domains.
- For a memory domain operation, the source scope is a memory domain and the destination scope is a memory domain.
• For a visibility operation, the source scope is a set of memory domains and the destination scope is a set of (agent,reference, memory location) tuples.

How the scopes are determined depends on the specific operation. Availability and memory domain operations expand the set of memory domains to which the write is available. Visibility operations expand the set of (agent,reference, memory location) tuples to which the write is visible.

Recall that availability and visibility states are per-memory location, and let W be a write operation to one or more locations performed by agent A via reference R. Let L be one of the locations written. (W,L) (the write W to L), is initially not available to any memory domain and only visible to (A,R,L). An availability operation AV that happens-after W and that includes (A,R,L) in its source scope makes (W,L) available to the memory domains in its destination scope.

A memory domain operation DOM that happens-after AV and for which (W,L) is available in the source scope makes (W,L) available in the destination memory domain.

A visibility operation VIS that happens-after AV (or DOM) and for which (W,L) is available in any domain in the source scope makes (W,L) visible to all (agent,reference,L) tuples included in its destination scope.

If write W₂ happens-after W, and their sets of memory locations overlap, then W will not be available/visible to all agents/references for those memory locations that overlap (and future AV/DOM/VIS ops cannot revive W’s write to those locations).

Availability, memory domain, and visibility operations are treated like other non-atomic memory accesses for the purpose of memory semantics, meaning they can be ordered by release-acquire sequences or memory barriers.

An availability chain is a sequence of availability operations to increasingly broad memory domains, where element N+1 of the chain is performed in the dual scope instance of the destination memory domain of element N and element N happens-before element N+1. An example is an availability operation with destination scope of the workgroup instance domain that happens-before an availability operation to the shader domain performed by an invocation in the same workgroup. An availability chain AVC that happens-after W and that includes (A,R,L) in the source scope makes (W,L) available to the memory domains in its final destination scope. An availability chain with a single element is just the availability operation.

Similarly, a visibility chain is a sequence of visibility operations from increasingly narrow memory domains, where element N of the chain is performed in the dual scope instance of the source memory domain of element N+1 and element N happens-before element N+1. An example is a visibility operation with source scope of the shader domain that happens-before a visibility operation with source scope of the workgroup instance domain performed by an invocation in the same workgroup. A visibility chain VISC that happens-after AVC (or DOM) and for which (W,L) is available in any domain in the source scope makes (W,L) visible to all (agent,reference,L) tuples included in its final destination scope. A visibility chain with a single element is just the visibility operation.
Availability, Visibility, and Domain Operations

The following operations generate availability, visibility, and domain operations. When multiple availability/visibility/domain operations are described, they are system-synchronized with each other in the order listed.

An operation that performs a memory dependency generates:

- If the source access mask includes VK_ACCESS_HOST_WRITE_BIT, then the dependency includes a memory domain operation from host domain to device domain.
- An availability operation with source scope of all writes in the first access scope of the dependency and a destination scope of the device domain.
- A visibility operation with source scope of the device domain and destination scope of the second access scope of the dependency.
- If the destination access mask includes VK_ACCESS_HOST_READ_BIT or VK_ACCESS_HOST_WRITE_BIT, then the dependency includes a memory domain operation from device domain to host domain.

vkFlushMappedMemoryRanges performs an availability operation, with a source scope of (agents,references) = (all host threads, all mapped memory ranges passed to the command), and destination scope of the host domain.

vkInvalidateMappedMemoryRanges performs a visibility operation, with a source scope of the host domain and a destination scope of (agents,references) = (all host threads, all mapped memory ranges passed to the command).

vkQueueSubmit performs a memory domain operation from host to device, and a visibility operation with source scope of the device domain and destination scope of all agents and references on the device.

Availability and Visibility Semantics

A memory barrier or atomic operation via agent A that includes MakeAvailable in its semantics performs an availability operation whose source scope includes agent A and all references in the storage classes in that instruction’s storage class semantics, and all memory locations, and whose destination scope is a set of memory domains selected as specified below. The implicit availability operation is program-ordered between the barrier or atomic and all other operations program-ordered before the barrier or atomic.

A memory barrier or atomic operation via agent A that includes MakeVisible in its semantics performs a visibility operation whose source scope is a set of memory domains selected as specified below, and whose destination scope includes agent A and all references in the storage classes in that instruction’s storage class semantics, and all memory locations. The implicit visibility operation is program-ordered between the barrier or atomic and all other operations program-ordered after the barrier or atomic.

The memory domains are selected based on the memory scope of the instruction as follows:

- Device scope uses the shader domain
• QueueFamily scope uses the queue family instance domain
• FragmentInterlock scope uses the fragment interlock instance domain
• Workgroup scope uses the workgroup instance domain
• Subgroup uses the subgroup instance domain
• Invocation perform no availability/visibility operations.

When an availability operation performed by an agent A includes a memory domain D in its destination scope, where D corresponds to scope instance S, it also includes the memory domains that correspond to each smaller scope instance S’ that is a subset of S and that includes A. Similarly for visibility operations.

Per-Instruction Availability and Visibility Semantics

A memory write instruction that includes MakePointerAvailable, or an image write instruction that includes MakeTexelAvailable, performs an availability operation whose source scope includes the agent and reference used to perform the write and the memory locations written by the instruction, and whose destination scope is a set of memory domains selected by the Scope operand specified in Availability and Visibility Semantics. The implicit availability operation is program-ordered between the write and all other operations program-ordered after the write.

A memory read instruction that includes MakePointerVisible, or an image read instruction that includes MakeTexelVisible, performs a visibility operation whose source scope is a set of memory domains selected by the Scope operand as specified in Availability and Visibility Semantics, and whose destination scope includes the agent and reference used to perform the read and the memory locations read by the instruction. The implicit visibility operation is program-ordered between read and all other operations program-ordered before the read.

Note

Although reads with per-instruction visibility only perform visibility ops from the shader or fragment interlock instance or workgroup instance or subgroup instance domain, they will also see writes that were made visible via the device domain, i.e. those writes previously performed by non-shader agents and made visible via API commands.

Note

It is expected that all invocations in a subgroup execute on the same processor with the same path to memory, and thus availability and visibility operations with subgroup scope can be expected to be “free”.

Location-Ordered

Let X and Y be memory accesses to overlapping sets of memory locations M, where X != Y. Let \((A_X, R_X)\) be the agent and reference used for X, and \((A_Y, R_Y)\) be the agent and reference used for Y. For now, let “→” denote happens-before and “→ rcpo” denote the reflexive closure of program-ordered before.
If $D_1$ and $D_2$ are different memory domains, then let $\text{DOM}(D_1,D_2)$ be a memory domain operation from $D_1$ to $D_2$. Otherwise, let $\text{DOM}(D,D)$ be a placeholder such that $X \rightarrow \text{DOM}(D,D) \rightarrow Y$ if and only if $X \rightarrow Y$.

$X$ is *location-ordered* before $Y$ for a location $L$ in $M$ if and only if any of the following is true:

* $A_X = A_Y$ and $R_X = R_Y$ and $X \rightarrow Y$
  
  \[\text{NOTE: this case means no availability/visibility ops are required when it is the same (agent,reference).}\]

* $X$ is a read, both $X$ and $Y$ are non-private, and $X \rightarrow Y$

* $X$ is a read, and $X$ (transitively) system-synchronizes with $Y$

* If $R_X = R_Y$ and $A_X$ and $A_Y$ access a common memory domain $D$ (e.g. are in the same workgroup instance if $D$ is the workgroup instance domain), and both $X$ and $Y$ are non-private:
  
  \[\text{If } \text{VkPhysicalDeviceVulkanMemoryModelFeatures::vulkanMemoryModelAvailabilityVisibilityChains is VK_FALSE, then } \text{AVC and VIS must each only have a single element in the chain, in each sub-bullet above.}\]

  * $X$ is a write, $Y$ is a write, $\text{AVC}(A_X,R_X,D_X,L)$ is an availability chain making $(X,L)$ available to domain $D$, and $X \rightarrow \text{AVC}(A_X,R_X,D_X,L) \rightarrow Y$
  
  * $X$ is a write, $Y$ is a read, $\text{AVC}(A_X,R_X,D_X,L)$ is an availability chain making $(X,L)$ available to domain $D$, $\text{VISC}(A_Y,R_Y,D_Y,L)$ is a visibility chain making writes to $L$ available in domain $D$ visible to $Y$, and $X \rightarrow \text{AVC}(A_X,R_X,D_X,L) \rightarrow \text{VISC}(A_Y,R_Y,D_Y,L) \rightarrow Y$

* Let $D_X$ and $D_Y$ each be either the device domain or the host domain, depending on whether $A_X$ and $A_Y$ execute on the device or host:
  
  * $X$ is a write and $Y$ is a write, and $X \rightarrow \text{AV}(A_X,R_X,D_X,L) \rightarrow \text{DOM}(D_X,D_Y) \rightarrow Y$
  
  * $X$ is a write and $Y$ is a read, and $X \rightarrow \text{AV}(A_X,R_X,D_X,L) \rightarrow \text{DOM}(D_X,D_Y) \rightarrow \text{VIS}(A_Y,R_Y,D_Y,L) \rightarrow Y$

* \[\text{Note}\]

  The final bullet (synchronization through device/host domain) requires API-level synchronization operations, since the device/host domains are not accessible via shader instructions. And “device domain” is not to be confused with “device scope”, which synchronizes through the “shader domain”.

### Data Race

Let $X$ and $Y$ be operations that access overlapping sets of memory locations $M$, where $X \neq Y$, and at least one of $X$ and $Y$ is a write, and $X$ and $Y$ are not mutually-ordered atomic operations. If there does not exist a location-ordered relation between $X$ and $Y$ for each location in $M$, then there is a *data race*.

Applications **must** ensure that no data races occur during the execution of their application.

* \[\text{Note}\]

  Data races can only occur due to instructions that are actually executed. For
example, an instruction skipped due to control flow must not contribute to a data race.

Visible-To

Let X be a write and Y be a read whose sets of memory locations overlap, and let M be the set of memory locations that overlap. Let M_2 be a non-empty subset of M. Then X is visible-to Y for memory locations M_2 if and only if all of the following are true:

- X is location-ordered before Y for each location L in M_2.
- There does not exist another write Z to any location L in M_2 such that X is location-ordered before Z for location L and Z is location-ordered before Y for location L.

If X is visible-to Y, then Y reads the value written by X for locations M_2.

Note

It is possible for there to be a write between X and Y that overwrites a subset of the memory locations, but the remaining memory locations (M_2) will still be visible-to Y.

Acyclicity

Reads-from is a relation between operations, where the first operation is a write, the second operation is a read, and the second operation reads the value written by the first operation. From-reads is a relation between operations, where the first operation is a read, the second operation is a write, and the first operation reads a value written earlier than the second operation in the second operation’s scoped modification order (or the first operation reads from the initial value, and the second operation is any write to the same locations).

Then the implementation must guarantee that no cycles exist in the union of the following relations:

- location-ordered
- scoped modification order (over all atomic writes)
- reads-from
- from-reads

Note

This is a “consistency” axiom, which informally guarantees that sequences of operations cannot violate causality.

Scoped Modification Order Coherence

Let A and B be mutually-ordered atomic operations, where A is location-ordered before B. Then the following rules are a consequence of acyclicity:
• If A and B are both reads and A does not read the initial value, then the write that A takes its value from must be earlier in its own scoped modification order than (or the same as) the write that B takes its value from (no cycles between location-order, reads-from, and from-reads).

• If A is a read and B is a write and A does not read the initial value, then A must take its value from a write earlier than B in B’s scoped modification order (no cycles between location-order, scope modification order, and reads-from).

• If A is a write and B is a read, then B must take its value from A or a write later than A in A’s scoped modification order (no cycles between location-order, scoped modification order, and from-reads).

• If A and B are both writes, then A must be earlier than B in A’s scoped modification order (no cycles between location-order and scoped modification order).

• If A is a write and B is a read-modify-write and B reads the value written by A, then B comes immediately after A in A’s scoped modification order (no cycles between scoped modification order and from-reads).

Shader I/O

If a shader invocation A in a shader stage other than Vertex performs a memory read operation X from an object in storage class Input, then X is system-synchronized-after all writes to the corresponding Output storage variable(s) in the shader invocation(s) that contribute to generating invocation A, and those writes are all visible-to X.

Note

It is not necessary for the upstream shader invocations to have completed execution, they only need to have generated the output that is being read.

Deallocation

The deallocation of SPIR-V variables is managed by the system and happens-after all operations on those variables.

Descriptions (Informative)

This subsection offers more easily understandable consequences of the memory model for app/compiler developers.

Let SC be the storage class(es) specified by a release or acquire operation or barrier.

• An atomic write with release semantics must not be reordered against any read or write to SC that is program-ordered before it (regardless of the storage class the atomic is in).

• An atomic read with acquire semantics must not be reordered against any read or write to SC that is program-ordered after it (regardless of the storage class the atomic is in).

• Any write to SC program-ordered after a release barrier must not be reordered against any read or write to SC program-ordered before that barrier.
• Any read from SC program-ordered before an acquire barrier must not be reordered against any read or write to SC program-ordered after the barrier.

A control barrier (even if it has no memory semantics) must not be reordered against any memory barriers.

This memory model allows memory accesses with and without availability and visibility operations, as well as atomic operations, all to be performed on the same memory location. This is critical to allow it to reason about memory that is reused in multiple ways, e.g. across the lifetime of different shader invocations or draw calls. While GLSL (and legacy SPIR-V) applies the “coherent” decoration to variables (for historical reasons), this model treats each memory access instruction as having optional implicit availability/visibility operations. GLSL to SPIR-V compilers should map all (non-atomic) operations on a coherent variable to Make{Pointer,Texel}{Available}{Visible} flags in this model.

Atomic operations implicitly have availability/visibility operations, and the scope of those operations is taken from the atomic operation’s scope.

**Tessellation Output Ordering**

For SPIR-V that uses the Vulkan Memory Model, the `OutputMemory` storage class is used to synchronize accesses to tessellation control output variables. For legacy SPIR-V that does not enable the Vulkan Memory Model via `OpMemoryModel`, tessellation outputs can be ordered using a control barrier with no particular memory scope or semantics, as defined below.

Let X and Y be memory operations performed by shader invocations A_X and A_Y. Operation X is *tessellation-output-ordered* before operation Y if and only if all of the following are true:

- There is a dynamic instance of an `OpControlBarrier` instruction C such that X is program-ordered before C in A_X and C is program-ordered before Y in A_Y.
- A_X and A_Y are in the same instance of C’s execution scope.

If shader invocations A_X and A_Y in the TessellationControl execution model execute memory operations X and Y, respectively, on the `Output` storage class, and X is tessellation-output-ordered before Y with a scope of `Workgroup`, then X is location-ordered before Y, and if X is a write and Y is a read then X is visible-to Y.
Appendix C: Compressed Image Formats

The compressed texture formats used by Vulkan are described in the specifically identified sections of the Khronos Data Format Specification, version 1.3.

Unless otherwise described, the quantities encoded in these compressed formats are treated as normalized, unsigned values.

Those formats listed as sRGB-encoded have in-memory representations of R, G and B components which are nonlinearily-encoded as R', G', and B'; any alpha component is unchanged. As part of filtering, the nonlinear R', G', and B' values are converted to linear R, G, and B components; any alpha component is unchanged. The conversion between linear and nonlinear encoding is performed as described in the “KHR_DF_TRANSFER_SRGB” section of the Khronos Data Format Specification.
Block-Compressed Image Formats

BC1, BC2 and BC3 formats are described in “S3TC Compressed Texture Image Formats” chapter of the Khronos Data Format Specification. BC4 and BC5 are described in the “RGTC Compressed Texture Image Formats” chapter. BC6H and BC7 are described in the “BPTC Compressed Texture Image Formats” chapter.

Table 85. Mapping of Vulkan BC formats to descriptions

<table>
<thead>
<tr>
<th>VkFormat</th>
<th>Khronos Data Format Specification description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_BC1_RGB_UNORM_BLOCK</td>
<td>BC1 with no alpha</td>
</tr>
<tr>
<td>VK_FORMAT_BC1_RGB_SRGB_BLOCK</td>
<td>BC1 with no alpha, sRGB-encoded</td>
</tr>
<tr>
<td>VK_FORMAT_BC1_RGBA_UNORM_BLOCK</td>
<td>BC1 with alpha</td>
</tr>
<tr>
<td>VK_FORMAT_BC1_RGBA_SRGB_BLOCK</td>
<td>BC1 with alpha, sRGB-encoded</td>
</tr>
<tr>
<td>VK_FORMAT_BC2_UNORM_BLOCK</td>
<td>BC2</td>
</tr>
<tr>
<td>VK_FORMAT_BC2_SRGB_BLOCK</td>
<td>BC2, sRGB-encoded</td>
</tr>
<tr>
<td>VK_FORMAT_BC3_UNORM_BLOCK</td>
<td>BC3</td>
</tr>
<tr>
<td>VK_FORMAT_BC3_SRGB_BLOCK</td>
<td>BC3, sRGB-encoded</td>
</tr>
<tr>
<td>VK_FORMAT_BC4_UNORM_BLOCK</td>
<td>BC4 unsigned</td>
</tr>
<tr>
<td>VK_FORMAT_BC4_SNORM_BLOCK</td>
<td>BC4 signed</td>
</tr>
<tr>
<td>VK_FORMAT_BC5_UNORM_BLOCK</td>
<td>BC5 unsigned</td>
</tr>
<tr>
<td>VK_FORMAT_BC5_SNORM_BLOCK</td>
<td>BC5 signed</td>
</tr>
<tr>
<td>VK_FORMAT_BC6H_UFLOAT_BLOCK</td>
<td>BC6H (unsigned version)</td>
</tr>
<tr>
<td>VK_FORMAT_BC6H_SFLOAT_BLOCK</td>
<td>BC6H (signed version)</td>
</tr>
<tr>
<td>VK_FORMAT_BC7_UNORM_BLOCK</td>
<td>BC7</td>
</tr>
<tr>
<td>VK_FORMAT_BC7_SRGB_BLOCK</td>
<td>BC7, sRGB-encoded</td>
</tr>
</tbody>
</table>
ETC Compressed Image Formats

The following formats are described in the “ETC2 Compressed Texture Image Formats” chapter of the Khronos Data Format Specification.

Table 86. Mapping of Vulkan ETC formats to descriptions

<table>
<thead>
<tr>
<th>VkFormat</th>
<th>Khronos Data Format Specification description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_ETC2_R8G8B8_UNORM_BLOCK</td>
<td>RGB ETC2</td>
</tr>
<tr>
<td>VK_FORMAT_ETC2_R8G8B8_SRGB_BLOCK</td>
<td>RGB ETC2 with sRGB encoding</td>
</tr>
<tr>
<td>VK_FORMAT_ETC2_R8G8B8A1_UNORM_BLOCK</td>
<td>RGB ETC2 with punch-through alpha</td>
</tr>
<tr>
<td>VK_FORMAT_ETC2_R8G8B8A1_SRGB_BLOCK</td>
<td>RGB ETC2 with punch-through alpha and sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ETC2_R8G8B8A8_UNORM_BLOCK</td>
<td>RGBA ETC2</td>
</tr>
<tr>
<td>VK_FORMAT_ETC2_R8G8B8A8_SRGB_BLOCK</td>
<td>RGBA ETC2 with sRGB encoding</td>
</tr>
<tr>
<td>VK_FORMAT_EAC_R11_UNORM_BLOCK</td>
<td>Unsigned R11 EAC</td>
</tr>
<tr>
<td>VK_FORMAT_EAC_R11_SNORM_BLOCK</td>
<td>Signed R11 EAC</td>
</tr>
<tr>
<td>VK_FORMAT_EAC_R11G11_UNORM_BLOCK</td>
<td>Unsigned RG11 EAC</td>
</tr>
<tr>
<td>VK_FORMAT_EAC_R11G11_SNORM_BLOCK</td>
<td>Signed RG11 EAC</td>
</tr>
</tbody>
</table>
## ASTC Compressed Image Formats

ASTC formats are described in the “ASTC Compressed Texture Image Formats” chapter of the Khronos Data Format Specification.

<table>
<thead>
<tr>
<th>VkFormat</th>
<th>Compressed texel block dimensions</th>
<th>Requested mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_ASTC_4x4_UNORM_BLOCK</td>
<td>4 × 4</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_4x4_SRGB_BLOCK</td>
<td>4 × 4</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_5x4_UNORM_BLOCK</td>
<td>5 × 4</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_5x4_SRGB_BLOCK</td>
<td>5 × 4</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_5x5_UNORM_BLOCK</td>
<td>5 × 5</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_5x5_SRGB_BLOCK</td>
<td>5 × 5</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_6x5_UNORM_BLOCK</td>
<td>6 × 5</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_6x5_SRGB_BLOCK</td>
<td>6 × 5</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_6x6_UNORM_BLOCK</td>
<td>6 × 6</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_6x6_SRGB_BLOCK</td>
<td>6 × 6</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_8x5_UNORM_BLOCK</td>
<td>8 × 5</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_8x5_SRGB_BLOCK</td>
<td>8 × 5</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_8x6_UNORM_BLOCK</td>
<td>8 × 6</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_8x6_SRGB_BLOCK</td>
<td>8 × 6</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_8x8_UNORM_BLOCK</td>
<td>8 × 8</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_8x8_SRGB_BLOCK</td>
<td>8 × 8</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_10x5_UNORM_BLOCK</td>
<td>10 × 5</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_10x5_SRGB_BLOCK</td>
<td>10 × 5</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_10x6_UNORM_BLOCK</td>
<td>10 × 6</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_10x6_SRGB_BLOCK</td>
<td>10 × 6</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_10x8_UNORM_BLOCK</td>
<td>10 × 8</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_10x8_SRGB_BLOCK</td>
<td>10 × 8</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_10x10_UNORM_BLOCK</td>
<td>10 × 10</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_10x10_SRGB_BLOCK</td>
<td>10 × 10</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_12x10_UNORM_BLOCK</td>
<td>12 × 10</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_12x10_SRGB_BLOCK</td>
<td>12 × 10</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_12x12_UNORM_BLOCK</td>
<td>12 × 12</td>
<td>Linear LDR</td>
</tr>
<tr>
<td>VkFormat</td>
<td>Compressed texel block dimensions</td>
<td>Requested mode</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>----------------------------------</td>
<td>----------------</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_12x12_SRGB_BLOCK</td>
<td>12 × 12</td>
<td>sRGB</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_4x4_SFLOAT_BLOCK</td>
<td>4 × 4</td>
<td>HDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_5x4_SFLOAT_BLOCK</td>
<td>5 × 4</td>
<td>HDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_5x5_SFLOAT_BLOCK</td>
<td>5 × 5</td>
<td>HDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_6x5_SFLOAT_BLOCK</td>
<td>6 × 5</td>
<td>HDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_6x6_SFLOAT_BLOCK</td>
<td>6 × 6</td>
<td>HDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_8x5_SFLOAT_BLOCK</td>
<td>8 × 5</td>
<td>HDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_8x6_SFLOAT_BLOCK</td>
<td>8 × 6</td>
<td>HDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_8x8_SFLOAT_BLOCK</td>
<td>8 × 8</td>
<td>HDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_10x5_SFLOAT_BLOCK</td>
<td>10 × 5</td>
<td>HDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_10x6_SFLOAT_BLOCK</td>
<td>10 × 6</td>
<td>HDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_10x8_SFLOAT_BLOCK</td>
<td>10 × 8</td>
<td>HDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_10x10_SFLOAT_BLOCK</td>
<td>10 × 10</td>
<td>HDR</td>
</tr>
<tr>
<td>VK_FORMAT_ASTC_12x12_SFLOAT_BLOCK</td>
<td>12 × 12</td>
<td>HDR</td>
</tr>
</tbody>
</table>

ASTC textures containing HDR block encodings should be passed to the API using an ASTC SFLOAT texture format.

Note

An HDR block in a texture passed using a LDR UNORM format will return the appropriate ASTC error color if the implementation supports only the ASTC LDR profile, but may result in either the error color or a decompressed HDR color if the implementation supports HDR decoding.

**ASTC Decode Mode**

If the `VK_EXT_astc_decode_mode` extension is enabled, the decode mode is determined as follows:

Table 88. Mapping of Vulkan ASTC decoding format to ASTC decoding modes

<table>
<thead>
<tr>
<th>VkFormat</th>
<th>Decoding mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_FORMAT_R16G16B16A16_SFLOAT</td>
<td>decode_float16</td>
</tr>
<tr>
<td>VK_FORMAT_R8G8B8A8_UNORM</td>
<td>decode_unorm8</td>
</tr>
<tr>
<td>VK_FORMAT_E5B9G9R9_UFLOAT_PACK32</td>
<td>decode_rgb9e5</td>
</tr>
</tbody>
</table>

Otherwise, the ASTC decode mode is decode_float16.
Note that an implementation **may** use HDR mode when linear LDR mode is requested unless the decode mode is `decode_unorm8`.
Appendix D: Core Revisions (Informative)

New minor versions of the Vulkan API are defined periodically by the Khronos Vulkan Working Group. These consist of some amount of additional functionality added to the core API, potentially including both new functionality and functionality promoted from extensions.

It is possible to build the specification for earlier versions, but to aid readability of the latest versions, this appendix gives an overview of the changes as compared to earlier versions.

Version 1.2

Vulkan Version 1.2 promoted a number of key extensions into the core API:

- VK_KHR_8bit_storage
- VK_KHR_buffer_device_address
- VK_KHR_create_renderpass2
- VK_KHR_depth_stencil_resolve
- VK_KHR_draw_indirect_count
- VK_KHR_driver_properties
- VK_KHR_image_format_list
- VK_KHR_imageless_framebuffer
- VK_KHR_sampler_mirror_clamp_to_edge
- VK_KHR_separate_depth_stencil_layouts
- VK_KHR_shader_atomic_int64
- VK_KHR_shader_float16_int8
- VK_KHR_shader_float_controls
- VK_KHR_shader_subgroup_extended_types
- VK_KHR_spirv_1_4
- VK_KHR_timeline_semaphore
- VK_KHR_uniform_buffer_standard_layout
- VK_KHR_vulkan_memory_model
- VK_EXT_descriptor_indexing
- VK_EXT_host_query_reset
- VK_EXT_sampler_filter_minmax
- VK_EXT_scalar_block_layout
- VK_EXT_separate_stencil_usage
- VK_EXT_shader_viewport_index_layer

All differences in behavior between these extensions and the corresponding Vulkan 1.2
functionality are summarized below.

**Differences Relative to VK_KHR_8bit_storage**

If the VK_KHR_8bit_storage extension is not supported, support for the SPIR-V storageBuffer8BitAccess capability in shader modules is optional. Support for this feature is defined by VkPhysicalDeviceVulkan12Features::storageBuffer8BitAccess when queried via vkGetPhysicalDeviceFeatures2.

**Differences Relative to VK_KHR_draw_indirect_count**

If the VK_KHR_draw_indirect_count extension is not supported, support for the entry points vkCmdDrawIndirectCount and vkCmdDrawIndexedIndirectCount is optional. Support for this feature is defined by VkPhysicalDeviceVulkan12Features::drawIndirectCount when queried via vkGetPhysicalDeviceFeatures2.

**Differences Relative to VK_KHR_sampler_mirror_clamp_to_edge**

If the VK_KHR_sampler_mirror_clamp_to_edge extension is not supported, support for the VkSamplerAddressMode VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE is optional. Support for this feature is defined by VkPhysicalDeviceVulkan12Features::samplerMirrorClampToEdge when queried via vkGetPhysicalDeviceFeatures2.

**Differences Relative to VK_EXT_descriptor_indexing**

If the VK_EXT_descriptor_indexing extension is not supported, support for the descriptorIndexing feature is optional. Support for this feature is defined by VkPhysicalDeviceVulkan12Features::descriptorIndexing when queried via vkGetPhysicalDeviceFeatures2.

**Differences Relative to VK_EXT_scalar_block_layout**

If the VK_EXT_scalar_block_layout extension is not supported, support for the scalarBlockLayout feature is optional. Support for this feature is defined by VkPhysicalDeviceVulkan12Features::scalarBlockLayout when queried via vkGetPhysicalDeviceFeatures2.

**Differences Relative to VK_EXT_shader_viewport_index_layer**

The ShaderViewportIndexLayerEXT SPIR-V capability was replaced with the ShaderViewportIndex and ShaderLayer capabilities. Declaring both is equivalent to declaring ShaderViewportIndexLayerEXT. If the VK_EXT_shader_viewport_index_layer extension is not supported, support for the ShaderViewportIndexLayerEXT SPIR-V capability is optional. Support for this feature is defined by VkPhysicalDeviceVulkan12Features::shaderOutputViewportIndex and VkPhysicalDeviceVulkan12Features::shaderOutputLayer when queried via vkGetPhysicalDeviceFeatures2.

**Differences Relative to VK_KHR_buffer_device_address**

If the VK_KHR_buffer_device_address extension is not supported, support for the bufferDeviceAddress feature is optional.
feature is optional. Support for this feature is defined by `VkPhysicalDeviceVulkan12Features::bufferDeviceAddress` when queried via `vkGetPhysicalDeviceFeatures2`.

**Differences Relative to VK_KHR_shader_atomic_int64**

If the `VK_KHR_shader_atomic_int64` extension is not supported, support for the `shaderBufferInt64Atomics` feature is optional. Support for this feature is defined by `VkPhysicalDeviceVulkan12Features::shaderBufferInt64Atomics` when queried via `vkGetPhysicalDeviceFeatures2`.

**Differences Relative to VK_KHR_shader_float16_int8**

If the `VK_KHR_shader_float16_int8` extension is not supported, support for the `shaderFloat16` and `shaderInt8` features is optional. Support for these features are defined by `VkPhysicalDeviceVulkan12Features::shaderFloat16` and `VkPhysicalDeviceVulkan12Features::shaderInt8` when queried via `vkGetPhysicalDeviceFeatures2`.

**Differences Relative to VK_KHR_vulkan_memory_model**

If the `VK_KHR_vulkan_memory_model` extension is not supported, support for the `vulkanMemoryModel` feature is optional. Support for this feature is defined by `VkPhysicalDeviceVulkan12Features::vulkanMemoryModel` when queried via `vkGetPhysicalDeviceFeatures2`.

**Additional Vulkan 1.2 Feature Support**

In addition to the promoted extensions described above, Vulkan 1.2 added support for:

- SPIR-V version 1.4.
- SPIR-V version 1.5.
- The `samplerMirrorClampToEdge` feature which indicates whether the implementation supports the `VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE` sampler address mode.
- The `ShaderNonUniform` capability in SPIR-V version 1.5.
- The `shaderOutputViewportIndex` feature which indicates that the `ShaderViewportIndex` capability can be used.
- The `shaderOutputLayer` feature which indicates that the `ShaderLayer` capability can be used.
- The `subgroupBroadcastDynamicId` feature which allows the “Id” operand of `OpGroupNonUniformBroadcast` to be dynamically uniform within a subgroup, and the “Index” operand of `OpGroupNonUniformQuadBroadcast` to be dynamically uniform within a derivative group, in shader modules of version 1.5 or higher.
- The `drawIndirectCount` feature which indicates whether the `vkCmdDrawIndirectCount` and `vkCmdDrawIndexedIndirectCount` functions can be used.
- The `descriptorIndexing` feature which indicates the implementation supports the minimum number of descriptor indexing features as defined in the Feature Requirements section.
- The `samplerFilterMinmax` feature which indicates whether the implementation supports the minimum number of image formats that support the
VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT feature bit as defined by the
filterMinmaxSingleComponentFormats property minimum requirements.

• The framebufferIntegerColorSampleCounts limit which indicates the color sample counts that are
supported for all framebuffer color attachments with integer formats.

New Macros

• VK_API_VERSION_1_2

New Commands

• vkCmdBeginRenderPass2
• vkCmdDrawIndexedIndirectCount
• vkCmdDrawIndirectCount
• vkCmdEndRenderPass2
• vkCmdNextSubpass2
• vkCreateRenderPass2
• vkGetBufferDeviceAddress
• vkGetBufferOpaqueCaptureAddress
• vkGetDeviceMemoryOpaqueCaptureAddress
• vkGetSemaphoreCounterValue
• vkResetQueryPool
• vkSignalSemaphore
• vkWaitSemaphores

New Structures

• VkAttachmentDescription2
• VkAttachmentReference2
• VkBufferDeviceAddressInfo
• VkConformanceVersion
• VkDeviceMemoryOpaqueCaptureAddressInfo
• VkFramebufferAttachmentImageInfo
• VkRenderPassCreateInfo2
• VkSemaphoreSignalInfo
• VkSemaphoreWaitInfo
• VkSubpassBeginInfo
• VkSubpassDependency2
• VkSubpassDescription2
• VkSubpassEndInfo
  - Extending VkAttachmentDescription2:
    o VkAttachmentDescriptionStencilLayout
  - Extending VkAttachmentReference2:
    o VkAttachmentReferenceStencilLayout
  - Extending VkBufferCreateInfo:
    o VkBufferOpaqueCaptureAddressCreateInfo
  - Extending VkDescriptorSetAllocateInfo:
    o VkDescriptorSetVariableDescriptorCountAllocateInfo
  - Extending VkDescriptorSetLayoutCreateInfo:
    o VkDescriptorSetLayoutBindingFlagsCreateInfo
  - Extending VkDescriptorSetLayoutSupport:
    o VkDescriptorSetVariableDescriptorCountLayoutSupport
  - Extending VkFramebufferCreateInfo:
    o VkFramebufferAttachmentsCreateInfo
  - Extending VkImageCreateInfo, VkPhysicalDeviceImageFormatInfo2:
    o VkImageStencilUsageCreateInfo
  - Extending VkImageCreateInfo, VkPhysicalDeviceImageFormatInfo2, VkSwapchainCreateInfoKHR:
    o VkImageFormatListCreateInfo
  - Extending VkMemoryAllocateInfo:
    o VkMemoryOpaqueCaptureAddressAllocateInfo
  - Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
    o VkPhysicalDevice8BitStorageFeatures
    o VkPhysicalDeviceBufferDeviceAddressFeatures
    o VkPhysicalDeviceDescriptorIndexingFeatures
    o VkPhysicalDeviceHostQueryResetFeatures
    o VkPhysicalDeviceImagelessFramebufferFeatures
    o VkPhysicalDeviceScalarBlockLayoutFeatures
    o VkPhysicalDeviceSeparateDepthStencilLayoutsFeatures
    o VkPhysicalDeviceShaderAtomicInt64Features
    o VkPhysicalDeviceShaderFloat16Int8Features
    o VkPhysicalDeviceShaderSubgroupExtendedTypesFeatures
    o VkPhysicalDeviceTimelineSemaphoreFeatures
    o VkPhysicalDeviceUniformBufferStandardLayoutFeatures
• `VkPhysicalDeviceVulkan11Features`
• `VkPhysicalDeviceVulkan12Features`
• `VkPhysicalDeviceVulkanMemoryModelFeatures`

**Extending `VkPhysicalDeviceProperties2`:**
• `VkPhysicalDeviceDepthStencilResolveProperties`
• `VkPhysicalDeviceDescriptorIndexingProperties`
• `VkPhysicalDeviceDriverProperties`
• `VkPhysicalDeviceFloatControlsProperties`
• `VkPhysicalDeviceSamplerFilterMinmaxProperties`
• `VkPhysicalDeviceTimelineSemaphoreProperties`
• `VkPhysicalDeviceVulkan11Properties`
• `VkPhysicalDeviceVulkan12Properties`

**Extending `VkRenderPassBeginInfo`:**
• `VkRenderPassAttachmentBeginInfo`

**Extending `VkSamplerCreateInfo`:**
• `VkSamplerReductionModeCreateInfo`

**Extending `VkSemaphoreCreateInfo`, `VkPhysicalDeviceExternalSemaphoreInfo`:**
• `VkSemaphoreTypeCreateInfo`

**Extending `VkSubmitInfo`, `VkBindSparseInfo`:**
• `VkTimelineSemaphoreSubmitInfo`

**Extending `VkSubpassDescription2`:**
• `VkSubpassDescriptionDepthStencilResolve`

**New Enums**
• `VkDescriptorBindingFlagBits`
• `VkDriverId`
• `VkResolveModeFlagBits`
• `VkSamplerReductionMode`
• `VkSemaphoreType`
• `VkSemaphoreWaitFlagBits`
• `VkShaderFloatControlsIndependence`

**New Bitmasks**
• `VkDescriptorBindingFlags`
• `VkResolveModeFlags`
• VkSemaphoreWaitFlags

New Enum Constants

• VK_MAX_DRIVER_INFO_SIZE
• VK_MAX_DRIVER_NAME_SIZE

Extending VkBufferCreateFlagBits:
  ◦ VK_BUFFER_CREATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT

Extending VkBufferUsageFlagBits:
  ◦ VK_BUFFER_USAGE_SHADER_DEVICE_ADDRESS_BIT

Extending VkDescriptorPoolCreateFlagBits:
  ◦ VK_DESCRIPTOR_POOL_CREATE_UPDATE_AFTER_BIND_BIT

Extending VkDescriptorSetLayoutCreateFlagBits:
  ◦ VK_DESCRIPTOR_SET_LAYOUT_CREATE_UPDATE_AFTER_BIND_POOL_BIT

Extending VkFormatFeatureFlagBits:
  ◦ VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_MINMAX_BIT

Extending VkFramebufferCreateFlagBits:
  ◦ VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT

Extending VkImageLayout:
  ◦ VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_OPTIMAL
  ◦ VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL
  ◦ VK_IMAGE_LAYOUT_STENCIL_ATTACHMENT_OPTIMAL
  ◦ VK_IMAGE_LAYOUT_STENCIL_READ_ONLY_OPTIMAL

Extending VkMemoryAllocateFlagBits:
  ◦ VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_BIT
  ◦ VK_MEMORY_ALLOCATE_DEVICE_ADDRESS_CAPTURE_REPLAY_BIT

Extending VkResult:
  ◦ VK_ERROR_FRAGMENTATION
  ◦ VK_ERROR_INVALID_OPAQUE_CAPTURE_ADDRESS

Extending VkSamplerAddressMode:
  ◦ VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE

Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_ATTACHMENT_DESCRIPTION_2
  ◦ VK_STRUCTURE_TYPE_ATTACHMENT_DESCRIPTION_STENCIL_LAYOUT
  ◦ VK_STRUCTURE_TYPE_ATTACHMENT_REFERENCE_2
  ◦ VK_STRUCTURE_TYPE_ATTACHMENT_REFERENCE_STENCIL_LAYOUT
- VK_STRUCTURE_TYPE_BUFFER_DEVICE_ADDRESS_INFO
- VK_STRUCTURE_TYPE_BUFFER_OPAQUE_CAPTURE_ADDRESS_CREATE_INFO
- VK_STRUCTURE_TYPE_DESCRIPTOR_SET_LAYOUT_BINDING_FLAGS_CREATE_INFO
- VK_STRUCTURE_TYPE_DESCRIPTOR_SET_VARIABLE_DESCRIPTOR_COUNTALLOCATE_INFO
- VK_STRUCTURE_TYPE_DESCRIPTOR_SET_VARIABLE_DESCRIPTOR_COUNT_LAYOUT_SUPPORT
- VK_STRUCTURE_TYPE_DEVICE_MEMORY_OPAQUE_CAPTURE_ADDRESS_INFO
- VK_STRUCTURE_TYPE_FRAMEBUFFER_ATTACHMENTS_CREATE_INFO
- VK_STRUCTURE_TYPE_FRAMEBUFFER_ATTACHMENT_IMAGE_INFO
- VK_STRUCTURE_TYPE_IMAGE_FORMAT_LIST_CREATE_INFO
- VK_STRUCTURE_TYPE_IMAGE_STENCIL_USAGE_CREATE_INFO
- VK_STRUCTURE_TYPE_MEMORY_OPAQUE_CAPTURE_ADDRESS_ALLOCATE_INFO
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_8BIT_STORAGE_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_BUFFER_DEVICE_ADDRESS_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DEPTH_STENCIL_RESOLVE_PROPERTIES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DESCRIPTOR_INDEXING_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DESCRIPTOR_INDEXING_PROPERTIES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DRIVER_PROPERTIES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FLOAT_CONTROLS_PROPERTIES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_HOST_QUERY_RESET_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGELESS_FRAMEBUFFER_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SAMPLER_FILTER_MINMAX_PROPERTIES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SCALAR_BLOCK_LAYOUT_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SEPARATE_DEPTH_STENCIL_LAYOUTS_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_ATOMIC_INT64_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_FLOAT16_INT8_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_SUBGROUP_EXTENDEDTYPES_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TIMELINE_SEMAPHORE_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TIMELINE_SEMAPHORE_PROPERTIES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_UNIFORM_BUFFER_STANDARD_LAYOUT_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_1_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_1_PROPERTIES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_2_FEATURES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_1_2_PROPERTIES
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VULKAN_MEMORY_MODEL_FEATURES
- VK_STRUCTURE_TYPE_RENDER_PASS_ATTACHMENT_BEGIN_INFO
VK_STRUCTURE_TYPE_RENDER_PASS_CREATE_INFO_2
VK_STRUCTURE_TYPE_SAMPLER_REDUCTION_MODE_CREATE_INFO
VK_STRUCTURE_TYPE_SEMAPHORE_SIGNAL_INFO
VK_STRUCTURE_TYPE_SEMAPHORE_TYPE_CREATE_INFO
VK_STRUCTURE_TYPE_SEMAPHORE_WAIT_INFO
VK_STRUCTURE_TYPE_SUBPASS_BEGIN_INFO
VK_STRUCTURE_TYPE_SUBPASS_DEPENDENCY_2
VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_2
VK_STRUCTURE_TYPE_SUBPASS_DESCRIPTION_DEPTH_STENCIL_RESOLVE
VK_STRUCTURE_TYPE_SUBPASS_END_INFO
VK_STRUCTURE_TYPE_TIMELINE_SEMAPHORE_SUBMIT_INFO

Version 1.1

Vulkan Version 1.1 promoted a number of key extensions into the core API:

- VK_KHR_16bit_storage
- VK_KHR_bind_memory2
- VK_KHR_dedicated_allocation
- VK_KHR_descriptor_update_template
- VK_KHR_device_group
- VK_KHR_device_group_creation
- VK_KHR_external_fence
- VK_KHR_external_fence_capabilities
- VK_KHR_external_memory
- VK_KHR_external_memory_capabilities
- VK_KHR_external_semaphore
- VK_KHR_external_semaphore_capabilities
- VK_KHR_get_memory_requirements2
- VK_KHR_get_physical_device_properties2
- VK_KHR_maintenance1
- VK_KHR_maintenance2
- VK_KHR_maintenance3
- VK_KHR_multiview
- VK_KHR_relaxed_block_layout
- VK_KHR_sampler_ycbcr_conversion
• VK_KHR_shader_draw_parameters
• VK_KHR_storage_buffer_storage_class
• VK_KHR_variable_pointers

All differences in behavior between these extensions and the corresponding Vulkan 1.1 functionality are summarized below.

**Differences Relative to VK_KHR_16bit_storage**

If the VK_KHR_16bit_storage extension is not supported, support for the storageBuffer16BitAccess feature is optional. Support for this feature is defined by VkPhysicalDevice16BitStorageFeatures::storageBuffer16BitAccess or VkPhysicalDeviceVulkan11Features::storageBuffer16BitAccess when queried via vkGetPhysicalDeviceFeatures2.

**Differences Relative to VK_KHR_sampler_ycbcr_conversion**

If the VK_KHR_sampler_ycbcr_conversion extension is not supported, support for the samplerYcbcrConversion feature is optional. Support for this feature is defined by VkPhysicalDeviceSamplerYcbcrConversionFeatures::samplerYcbcrConversion or VkPhysicalDeviceVulkan11Features::samplerYcbcrConversion when queried via vkGetPhysicalDeviceFeatures2.

**Differences Relative to VK_KHR_shader_draw_parameters**

If the VK_KHR_shader_draw_parameters extension is not supported, support for the SPV_KHR_shader_draw_parameters SPIR-V extension is optional. Support for this feature is defined by VkPhysicalDeviceShaderDrawParametersFeatures::shaderDrawParameters or VkPhysicalDeviceVulkan11Features::shaderDrawParameters when queried via vkGetPhysicalDeviceFeatures2.

**Differences Relative to VK_KHR_variable_pointers**

If the VK_KHR_variable_pointers extension is not supported, support for the variablePointersStorageBuffer feature is optional. Support for this feature is defined by VkPhysicalDeviceVariablePointersFeatures::variablePointersStorageBuffer or VkPhysicalDeviceVulkan11Features::variablePointersStorageBuffer when queried via vkGetPhysicalDeviceFeatures2.

**Additional Vulkan 1.1 Feature Support**

In addition to the promoted extensions described above, Vulkan 1.1 added support for:

• The group operations and subgroup scope.
• The protected memory feature.
• A new command to enumerate the instance version: vkEnumerateInstanceVersion.
• The VkPhysicalDeviceShaderDrawParametersFeatures feature query struct (where the VK_KHR_shader_draw_parameters extension did not have one).
New Macros

- VK_API_VERSION_1_1

New Object Types

- VkDescriptorUpdateTemplate
- VkSamplerYcbcrConversion

New Commands

- vkBindBufferMemory2
- vkBindImageMemory2
- vkCmdDispatchBase
- vkCmdSetDeviceMask
- vkCreateDescriptorUpdateTemplate
- vkCreateSamplerYcbcrConversion
- vkDestroyDescriptorUpdateTemplate
- vkDestroySamplerYcbcrConversion
- vkEnumerateInstanceVersion
- vkEnumeratePhysicalDeviceGroups
- vkGetBufferMemoryRequirements2
- vkGetDescriptorSetLayoutSupport
- vkGetDeviceGroupPeerMemoryFeatures
- vkGetDeviceQueue2
- vkGetImageMemoryRequirements2
- vkGetImageSparseMemoryRequirements2
- vkGetPhysicalDeviceExternalBufferProperties
- vkGetPhysicalDeviceExternalFenceProperties
- vkGetPhysicalDeviceExternalSemaphoreProperties
- vkGetPhysicalDeviceFeatures2
- vkGetPhysicalDeviceFormatProperties2
- vkGetPhysicalDeviceImageFormatProperties2
- vkGetPhysicalDeviceMemoryProperties2
- vkGetPhysicalDeviceProperties2
- vkGetPhysicalDeviceQueueFamilyProperties2
- vkGetPhysicalDeviceSparseImageFormatProperties2
- vkTrimCommandPool
- `vkUpdateDescriptorSetWithTemplate`

### New Structures

- `VkBindBufferMemoryInfo`
- `VkBindImageMemoryInfo`
- `VkBufferMemoryRequirementsInfo2`
- `VkDescriptorSetLayoutSupport`
- `VkDescriptorUpdateTemplateCreateInfo`
- `VkDescriptorUpdateTemplateEntry`
- `VkDeviceQueueInfo2`
- `VkExternalBufferProperties`
- `VkExternalFenceProperties`
- `VkExternalMemoryProperties`
- `VkExternalSemaphoreProperties`
- `VkFormatProperties2`
- `VkImageFormatProperties2`
- `VkImageMemoryRequirementsInfo2`
- `VkImageSparseMemoryRequirementsInfo2`
- `VkInputAttachmentAspectReference`
- `VkMemoryRequirements2`
- `VkPhysicalDeviceExternalBufferInfo`
- `VkPhysicalDeviceExternalFenceInfo`
- `VkPhysicalDeviceExternalSemaphoreInfo`
- `VkPhysicalDeviceGroupProperties`
- `VkPhysicalDeviceImageFormatInfo2`
- `VkPhysicalDeviceMemoryProperties2`
- `VkPhysicalDeviceProperties2`
- `VkPhysicalDeviceSparseImageFormatInfo2`
- `VkQueueFamilyProperties2`
- `VkSamplerYcbcrConversionCreateInfo`
- `VkSparseImageFormatProperties2`
- `VkSparseImageMemoryRequirements2`

**Extending `VkBindBufferMemoryInfo`:**
- `VkBindBufferMemoryDeviceGroupInfo`

**Extending `VkBindImageMemoryInfo`:**

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• `VkBindImageMemoryDeviceGroupInfo`
• `VkBindImagePlaneMemoryInfo`

Extending `VkBindSparseInfo`:
• `VkDeviceGroupBindSparseInfo`

Extending `VkBufferCreateInfo`:
• `VkExternalMemoryBufferCreateInfo`

Extending `VkCommandBufferBeginInfo`:
• `VkDeviceGroupCommandBufferBeginInfo`

Extending `VkDeviceCreateInfo`:
• `VkDeviceGroupDeviceCreateInfo`
  • `VkPhysicalDeviceFeatures2`

Extending `VkFenceCreateInfo`:
• `VkExportFenceCreateInfo`

Extending `VkImageCreateInfo`:
• `VkExternalMemoryImageCreateInfo`

Extending `VkImageFormatProperties2`:
• `VkExternalImageFormatProperties`
• `VkSamplerYcbcrConversionImageFormatProperties`

Extending `VkImageMemoryRequirementsInfo2`:
• `VkImagePlaneMemoryRequirementsInfo`

Extending `VkImageViewCreateInfo`:
• `VkImageViewUsageCreateInfo`

Extending `VkMemoryAllocateInfo`:
• `VkExportMemoryAllocateInfo`
  • `VkMemoryAllocateFlagsInfo`
  • `VkMemoryDedicatedAllocateInfo`

Extending `VkMemoryRequirements2`:
• `VkMemoryDedicatedRequirements`

Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
• `VkPhysicalDevice16BitStorageFeatures`
• `VkPhysicalDeviceMultiviewFeatures`
• `VkPhysicalDeviceProtectedMemoryFeatures`
• `VkPhysicalDeviceSamplerYcbcrConversionFeatures`
• `VkPhysicalDeviceShaderDrawParameterFeatures`
• `VkPhysicalDeviceShaderDrawParametersFeatures`
- VkPhysicalDeviceVariablePointerFeatures
- VkPhysicalDeviceVariablePointersFeatures

**Extending VkPhysicalDeviceImageFormatInfo2:**
- VkPhysicalDeviceExternalImageFormatInfo

**Extending VkPhysicalDeviceProperties2:**
- VkPhysicalDeviceIDProperties
- VkPhysicalDeviceMaintenance3Properties
- VkPhysicalDeviceMultiviewProperties
- VkPhysicalDevicePointClippingProperties
- VkPhysicalDeviceProtectedMemoryProperties
- VkPhysicalDeviceSubgroupProperties

**Extending VkPipelineTessellationStateCreateInfo:**
- VkPipelineTessellationDomainOriginStateCreateInfo

**Extending VkRenderPassBeginInfo, VkRenderingInfo:**
- VkDeviceGroupRenderPassBeginInfo

**Extending VkRenderPassCreateInfo:**
- VkRenderPassInputAttachmentAspectCreateInfo
- VkRenderPassMultiviewCreateInfo

**Extending VkSamplerCreateInfo, VkImageViewCreateInfo:**
- VkSamplerYcbcrConversionInfo

**Extending VkSemaphoreCreateInfo:**
- VkExportSemaphoreCreateInfo

**Extending VkSubmitInfo:**
- VkDeviceGroupSubmitInfo
- VkProtectedSubmitInfo

**New Enums**
- VkChromaLocation
- VkDescriptorUpdateTemplateType
- VkDeviceQueueCreateFlagBits
- VkExternalFenceFeatureFlagBits
- VkExternalFenceHandleTypeFlagBits
- VkExternalMemoryFeatureFlagBits
- VkExternalMemoryHandleTypeFlagBits
- VkExternalSemaphoreFeatureFlagBits
- VkExternalSemaphoreHandleTypeFlagBits
- VkExternalSemaphoreHandleTypeFlagBits
• VkExternalSemaphoreHandleTypeFlagBits
• VkFenceImportFlagBits
• VkMemoryAllocateFlagBits
• VkPeerMemoryFeatureFlagBits
• VkPointClippingBehavior
• VkSamplerYcbcrModelConversion
• VkSamplerYcbcrRange
• VkSemaphoreImportFlagBits
• VkSubgroupFeatureFlagBits
• VkTessellationDomainOrigin

New Bitmasks

• VkCommandPoolTrimFlags
• VkDescriptorUpdateTemplateCreateFlags
• VkExternalFenceFeatureFlags
• VkExternalFenceHandleTypeFlags
• VkExternalMemoryFeatureFlags
• VkExternalMemoryHandleTypeFlags
• VkExternalSemaphoreFeatureFlags
• VkExternalSemaphoreHandleTypeFlags
• VkFenceImportFlags
• VkMemoryAllocateFlags
• VkPeerMemoryFeatureFlags
• VkSemaphoreImportFlags
• VkSubgroupFeatureFlags

New Enum Constants

• VK_LUID_SIZE
• VK_MAX_DEVICE_GROUP_SIZE
• VK_QUEUE_FAMILY_EXTERNAL

Extending VkBufferCreateFlagBits:
  • VK_BUFFER_CREATE_PROTECTED_BIT

Extending VkCommandPoolCreateFlagBits:
  • VK_COMMAND_POOL_CREATE_PROTECTED_BIT

Extending VkDependencyFlagBits:

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• VK_DEPENDENCY_DEVICE_GROUP_BIT
• VK_DEPENDENCY_VIEW_LOCAL_BIT

**Extending VkDeviceQueueCreateFlagBits:**
• VK_DEVICE_QUEUE_CREATE_PROTECTED_BIT

**Extending VkFormat:**
• VK_FORMAT_B10X6G10X6R10X6G10X6_422_UNORM_4PACK16
• VK_FORMAT_B12X4G12X4R12X4G12X4_422_UNORM_4PACK16
• VK_FORMAT_B16G16R16G16_422_UNORM
• VK_FORMAT_B8G8R8G8_422_UNORM
• VK_FORMAT_G10X6B10X6G10X6R10X6_2PLANE_420_UNORM_3PACK16
• VK_FORMAT_G10X6_B10X6R10X6_2PLANE_420_UNORM_3PACK16
• VK_FORMAT_G10X6_B10X6R10X6_3PLANE_420_UNORM_3PACK16
• VK_FORMAT_G10X6_B10X6R10X6_3PLANE_422_UNORM_3PACK16
• VK_FORMAT_G10X6_B10X6R10X6_3PLANE_444_UNORM_3PACK16
• VK_FORMAT_G10X6_B10X6R10X6_422_UNORM
• VK_FORMAT_G16B16G16R16_422_UNORM
• VK_FORMAT_G16_B16R16_2PLANE_420_UNORM
• VK_FORMAT_G16_B16R16_2PLANE_422_UNORM
• VK_FORMAT_G16_B16R16_3PLANE_420_UNORM
• VK_FORMAT_G16_B16R16_3PLANE_422_UNORM
• VK_FORMAT_G16_B16R16_3PLANE_444_UNORM
• VK_FORMAT_R10X6G10X6B10X6G10X6R10X6_4PACK16
• VK_FORMAT_R10X6G10X6B10X6G10X6R10X6_2PACK16
• **Extending VkFormatFeatureFlagBits:**
  - VK_FORMAT_FEATURE_COSITED_CHROMA_SAMPLES_BIT
  - VK_FORMAT_FEATURE_DISJOINT_BIT
  - VK_FORMAT_FEATURE_MIDPOINT_CHROMA_SAMPLES_BIT
  - VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_BIT
  - VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_CHROMA_RECONSTRUCTION_EXPLICIT_FORCEABLE_BIT
  - VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_LINEAR_FILTER_BIT
  - VK_FORMAT_FEATURE_SAMPLED_IMAGE_YCBCR_CONVERSION_SEPARATE_RECONSTRUCTION_FILTER_BIT
  - VK_FORMAT_FEATURE_TRANSFER_DST_BIT
  - VK_FORMAT_FEATURE_TRANSFER_SRC_BIT

• **Extending VkImageAspectFlagBits:**
  - VK_IMAGE_ASPECT_PLANE_0_BIT
  - VK_IMAGE_ASPECT_PLANE_1_BIT
  - VK_IMAGE_ASPECT_PLANE_2_BIT

• **Extending VkImageCreateFlagBits:**
  - VK_IMAGE_CREATE_2D_ARRAY_COMPATIBLE_BIT
  - VK_IMAGE_CREATE_ALIAS_BIT
  - VK_IMAGE_CREATE_BLOCK_TEXEL_VIEW_COMPATIBLE_BIT
  - VK_IMAGE_CREATE_DISJOINT_BIT
  - VK_IMAGE_CREATE_EXTENDED_USAGE_BIT
  - VK_IMAGE_CREATE_PROTECTED_BIT
  - VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT

• **Extending VkImageLayout:**
  - VK_IMAGE_LAYOUT_DEPTH_ATTACHMENT_STENCIL_READ_ONLY_OPTIMAL
  - VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_STENCIL_ATTACHMENT_OPTIMAL

• **Extending VkMemoryHeapFlagBits:**
  - VK_MEMORY_HEAP_MULTI_INSTANCE_BIT

• **Extending VkMemoryPropertyFlagBits:**
  - VK_MEMORY_PROPERTY_PROTECTED_BIT

• **Extending VkObjectType:**
• VK_OBJECT_TYPE_DESCRIPTOR_UPDATE_TEMPLATE
• VK_OBJECT_TYPE_SAMPLER_YCBCR_CONVERSION

• Extending VkPipelineCreateFlagBits:
  ◦ VK_PIPELINE_CREATE_DISPATCH_BASE
  ◦ VK_PIPELINE_CREATE_DISPATCH_BASE_BIT
  ◦ VK_PIPELINE_CREATE_VIEW_INDEX_FROM_DEVICE_INDEX_BIT

• Extending VkQueueFlagBits:
  ◦ VK_QUEUE_PROTECTED_BIT

• Extending VkResult:
  ◦ VK_ERROR_INVALID_EXTERNAL_HANDLE
  ◦ VK_ERROR_OUT_OF_POOL_MEMORY

• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_BIND_BUFFER_MEMORY_DEVICE_GROUP_INFO
  ◦ VK_STRUCTURE_TYPE_BIND_BUFFER_MEMORY_INFO
  ◦ VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORY_DEVICE_GROUP_INFO
  ◦ VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORY_INFO
  ◦ VK_STRUCTURE_TYPE_BIND_IMAGE_PLANE_MEMORY_INFO
  ◦ VK_STRUCTURE_TYPE_BUFFER_MEMORY_REQUIREMENTS_INFO_2
  ◦ VK_STRUCTURE_TYPE_DESCRIPTOR_SET_LAYOUT_SUPPORT
  ◦ VK_STRUCTURE_TYPE_DESCRIPTOR_UPDATE_TEMPLATE_CREATE_INFO
  ◦ VK_STRUCTURE_TYPE_DEVICE_GROUP_BIND_SPARSE_INFO
  ◦ VK_STRUCTURE_TYPEDEVICE_GROUP_COMMAND_BUFFER_BEGIN_INFO
  ◦ VK_STRUCTURE_TYPEDEVICE_GROUPDEVICE_CREATE_INFO
  ◦ VK_STRUCTURE_TYPEDEVICEGROUP_RENDER_PASS_BEGIN_INFO
  ◦ VK_STRUCTURE_TYPEDEVICEGROUP_SUBMIT_INFO
  ◦ VK_STRUCTURE_TYPEDEVICE_QUEUE_INFO_2
  ◦ VK_STRUCTURE_TYPEEXPORT_FENCE_CREATE_INFO
  ◦ VK_STRUCTURE_TYPEEXPORT_MEMORY_ALLOCATE_INFO
  ◦ VK_STRUCTURE_TYPEEXPORT_SEMAPHORE_CREATE_INFO
  ◦ VK_STRUCTURE_TYPE_EXTERNAL_BUFFER_PROPERTIES
  ◦ VK_STRUCTURE_TYPE_EXTERNAL_FENCE_PROPERTIES
  ◦ VK_STRUCTURE_TYPE_EXTERNAL_IMAGE_FORMAT_PROPERTIES
  ◦ VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_BUFFER_CREATE_INFO
  ◦ VK_STRUCTURE_TYPE_EXTERNAL_MEMORY_IMAGE_CREATE_INFO
  ◦ VK_STRUCTURE_TYPE_EXTERNAL_SEMAPHORE_PROPERTIES
VK_STRUCTURE_TYPE_FORMAT_PROPERTIES_2
VK_STRUCTURE_TYPE_IMAGE_FORMAT_PROPERTIES_2
VK_STRUCTURE_TYPE_IMAGE_MEMORY_REQUIREMENTS_INFO_2
VK_STRUCTURE_TYPE_IMAGE_PLANE_MEMORY_REQUIREMENTS_INFO
VK_STRUCTURE_TYPE_IMAGE_SPARSE_MEMORY_REQUIREMENTS_INFO_2
VK_STRUCTURE_TYPE_IMAGE_VIEW_USAGE_CREATE_INFO
VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_FLAGS_INFO
VK_STRUCTURE_TYPE_MEMORY_DEDICATED_ALLOCATE_INFO
VK_STRUCTURE_TYPE_MEMORY_DEDICATED_REQUIREMENTS
VK_STRUCTURE_TYPE_MEMORY_REQUIREMENTS_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_16BIT_STORAGE_FEATURES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_BUFFER_INFO
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_FENCE_INFO
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_IMAGE_FORMAT_INFO
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SEMAPHORE_INFO
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FEATURES_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_GROUP_PROPERTIES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ID_PROPERTIES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_FORMAT_INFO_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MAINTENANCE_3_PROPERTIES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MEMORY_PROPERTIES_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MULTIVIEW_FEATURES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MULTIVIEW_PROPERTIES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_POINT_CLIPPING_PROPERTIES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PROPERTIES_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PROTECTED_MEMORY_FEATURES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PROTECTED_MEMORY_PROPERTIES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SAMPLER_YCBCR_CONVERSION_FEATURES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_DRAW_PARAMETERS_FEATURES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SPARSE_IMAGE_FORMAT_INFO_2
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SUBGROUP_PROPERTIES
VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VARIABLE_POINTERS_FEATURES
VK_STRUCTURE_TYPE_PIPELINE_TESSELLATION_DOMAIN_ORIGIN_STATE_CREATE_INFO
VK_STRUCTURE_TYPE_PROTECTED_SUBMIT_INFO
VK_STRUCTURE_TYPE_QUEUE_FAMILY_PROPERTIES_2
VK_STRUCTURE_TYPE_RENDER_PASS_INPUT_ATTACHMENT_ASPECT_CREATE_INFO
VK_STRUCTURE_TYPE_RENDER_PASS_MULTIVIEW_CREATE_INFO
VK_STRUCTURE_TYPE_SAMPLER_YCBCR_CONVERSION_CREATE_INFO
VK_STRUCTURE_TYPE_SAMPLER_YCBCR_CONVERSION_IMAGE_FORMAT_PROPERTIES
VK_STRUCTURE_TYPE_SAMPLER_YCBCR_CONVERSION_INFO
VK_STRUCTURE_TYPE_SPARSE_IMAGE_FORMAT_PROPERTIES_2
VK_STRUCTURE_TYPE_SPARSE_IMAGE_MEMORY_REQUIREMENTS_2

Version 1.0

Vulkan Version 1.0 was the initial release of the Vulkan API.

New Macros

• VK_API_VERSION
• VK_API_VERSION_1_0
• VK_API_VERSION_MAJOR
• VK_API_VERSION_MINOR
• VK_API_VERSION_PATCH
• VK_API_VERSION>VARIANT
• VK_DEFINE_HANDLE
• VK_DEFINE_NON_DISPATCHABLE_HANDLE
• VK_HEADER_VERSION
• VK_HEADER_VERSION_COMPLETE
• VK_MAKE_API_VERSION
• VK_MAKE_VERSION
• VK_NULL_HANDLE
• VK_USE_64_BIT_PTR_DEFINES
• VK_VERSION_MAJOR
• VK_VERSION_MINOR
• VK_VERSION_PATCH

New Base Types

• VkBool32
• VkDeviceAddress
• VkDeviceSize
• VkFlags
New Object Types

- VkSampleMask

New Commands

- vkAllocateCommandBuffers
- vkAllocateDescriptorSets
- vkAllocateMemory
- vkBeginCommandBuffer
- vkBindBufferMemory
• vkBindImageMemory
• vkCmdBeginQuery
• vkCmdBeginRenderPass
• vkCmdBindDescriptorSets
• vkCmdBindIndexBuffer
• vkCmdBindPipeline
• vkCmdBindVertexBuffer
• vkCmdBlitImage
• vkCmdClearAttachments
• vkCmdClearColorImage
• vkCmdClearDepthStencilImage
• vkCmdCopyBuffer
• vkCmdCopyBufferToImage
• vkCmdCopyImage
• vkCmdCopyImageToBuffer
• vkCmdCopyQueryPoolResults
• vkCmdDispatch
• vkCmdDispatchIndirect
• vkCmdDraw
• vkCmdDrawIndexed
• vkCmdDrawIndexedIndirect
• vkCmdDrawIndirect
• vkCmdEndQuery
• vkCmdEndRenderPass
• vkCmdExecuteCommands
• vkCmdFillBuffer
• vkCmdNextSubpass
• vkCmdPipelineBarrier
• vkCmdPushConstants
• vkCmdResetEvent
• vkCmdResetQueryPool
• vkCmdResolveImage
• vkCmdSetBlendConstants
• vkCmdSetDepthBias
• vkCmdSetDepthBounds
- vkCmdSetEvent
- vkCmdSetLineWidth
- vkCmdSetScissor
- vkCmdSetStencilCompareMask
- vkCmdSetStencilReference
- vkCmdSetStencilWriteMask
- vkCmdSetViewport
- vkCmdUpdateBuffer
- vkCmdWaitEvents
- vkCmdWriteTimestamp
- vkCreateBuffer
- vkCreateBufferView
- vkCreateCommandPool
- vkCreateComputePipelines
- vkCreateDescriptorPool
- vkCreateDescriptorSetLayout
- vkCreateDevice
- vkCreateEvent
- vkCreateFence
- vkCreateFramebuffer
- vkCreateGraphicsPipelines
- vkCreateImage
- vkCreateImageView
- vkCreateInstance
- vkCreatePipelineCache
- vkCreatePipelineLayout
- vkCreateQueryPool
- vkCreateRenderPass
- vkCreateSampler
- vkCreateSemaphore
- vkCreateShaderModule
- vkDestroyBuffer
- vkDestroyBufferView
- vkDestroyCommandPool
- vkDestroyDescriptorPool
• vkDestroyDescriptorSetLayout
• vkDestroyDevice
• vkDestroyEvent
• vkDestroyFence
• vkDestroyFramebuffer
• vkDestroyImage
• vkDestroyImageView
• vkDestroyInstance
• vkDestroyPipeline
• vkDestroyPipelineCache
• vkDestroyPipelineLayout
• vkDestroyQueryPool
• vkDestroyRenderPass
• vkDestroySampler
• vkDestroySemaphore
• vkDestroyShaderModule
• vkDeviceWaitIdle
• vkEndCommandBuffer
• vkEnumerateDeviceExtensionProperties
• vkEnumerateDeviceLayerProperties
• vkEnumerateInstanceExtensionProperties
• vkEnumerateInstanceLayerProperties
• vkEnumeratePhysicalDevices
• vkFlushMappedMemoryRanges
• vkFreeCommandBuffers
• vkFreeDescriptorSets
• vkFreeMemory
• vkGetBufferMemoryRequirements
• vkGetDeviceMemoryCommitment
• vkGetDeviceProcAddr
• vkGetDeviceQueue
• vkGetEventStatus
• vkGetFenceStatus
• vkGetImageMemoryRequirements
• vkGetImageSparseMemoryRequirements
• vkGetImageSubresourceLayout
• vkGetInstanceProcAddr
• vkGetPhysicalDeviceFeatures
• vkGetPhysicalDeviceFormatProperties
• vkGetPhysicalDeviceImageFormatProperties
• vkGetPhysicalDeviceMemoryProperties
• vkGetPhysicalDeviceProperties
• vkGetPhysicalDeviceQueueFamilyProperties
• vkGetPhysicalDeviceSparseImageFormatProperties
• vkGetPipelineCacheData
• vkGetQueryPoolResults
• vkGetRenderAreaGranularity
• vkInvalidateMappedMemoryRanges
• vkMapMemory
• vkMergePipelineCaches
• vkQueueBindSparse
• vkQueueSubmit
• vkQueueWaitIdle
• vkResetCommandBuffer
• vkResetCommandPool
• vkResetDescriptorPool
• vkResetEvent
• vkResetFences
• vkSetEvent
• vkUnmapMemory
• vkUpdateDescriptorSets
• vkWaitForFences

**New Structures**

• VkAllocationCallbacks
• VkApplicationInfo
• VkAttachmentDescription
• VkAttachmentReference
• VkBaseInStructure
• VkBaseOutStructure
• VkBindSparseInfo
• VkBufferCopy
• VkBufferCreateInfo
• VkBufferImageCopy
• VkBufferMemoryBarrier
• VkBufferViewCreateInfo
• VkClearAttachment
• VkClearDepthStencilValue
• VkClearColor
• VkCommandBufferAllocateInfo
• VkCommandBufferBeginInfo
• VkCommandBufferInheritanceInfo
• VkCommandPoolCreateInfo
• VkComponentMapping
• VkComputePipelineCreateInfo
• VkCopyDescriptorSet
• VkDescriptorBufferInfo
• VkDescriptorImageInfo
• VkDescriptorPoolCreateInfo
• VkDescriptorPoolSize
• VkDescriptorSetAllocateInfo
• VkDescriptorSetLayoutBinding
• VkDescriptorSetLayoutCreateInfo
• VkDeviceCreateInfo
• VkDeviceQueueCreateInfo
• VkDispatchIndirectCommand
• VkDrawIndexedIndirectCommand
• VkDrawIndirectCommand
• VkEventCreateInfo
• VkExtensionProperties
• VkExtent2D
• VkExtent3D
• VkFenceCreateInfo
• VkFormatProperties
• VkFramebufferCreateInfo
- VkGraphicsPipelineCreateInfo
- VkImageBlit
- VkImageCopy
- VkImageCreateInfo
- VkImageFormatProperties
- VkImageMemoryBarrier
- VkImageResolve
- VkImageSubresource
- VkImageSubresourceLayers
- VkImageSubresourceRange
- VkImageViewCreateInfo
- VkInstanceCreateInfo
- VkLayerProperties
- VkMappedMemoryRange
- VkMemoryAllocateInfo
- VkMemoryBarrier
- VkMemoryHeap
- VkMemoryRequirements
- VkMemoryType
- VkOffset2D
- VkOffset3D
- VkPhysicalDeviceFeatures
- VkPhysicalDeviceLimits
- VkPhysicalDeviceMemoryProperties
- VkPhysicalDeviceProperties
- VkPhysicalDeviceSparseProperties
- VkPipelineCacheCreateInfo
- VkPipelineCacheHeaderVersionOne
- VkPipelineColorBlendAttachmentState
- VkPipelineColorBlendStateCreateInfo
- VkPipelineDepthStencilStateCreateInfo
- VkPipelineDynamicStateCreateInfo
- VkPipelineInputAssemblyStateCreateInfo
- VkPipelineMultisampleStateCreateInfo
- VkPipelineRasterizationStateCreateInfo
- VkPipelineRasterizationStateCreateInfo
- VkPipelineShaderStageCreateInfo
- VkPipelineTessellationStateCreateInfo
- VkPipelineVertexInputStateCreateInfo
- VkPipelineViewportStateCreateInfo
- VkPushConstantRange
- VkQueryPoolCreateInfo
- VkQueueFamilyProperties
- VkRect2D
- VkRenderPassBeginInfo
- VkRenderPassCreateInfo
- VkSamplerCreateInfo
- VkSemaphoreCreateInfo
- VkSparseBufferMemoryBindInfo
- VkSparseImageFormatProperties
- VkSparseImageMemoryBind
- VkSparseImageMemoryBindInfo
- VkSparseImageMemoryRequirements
- VkSparseImageOpaqueMemoryBindInfo
- VkSparseMemoryBind
- VkSpecializationInfo
- VkSpecializationMapEntry
- VkStencilOpState
- VkSubmitInfo
- VkSubpassDependency
- VkSubpassDescription
- VkSubresourceLayout
- VkVertexInputAttributeDescription
- VkVertexInputBindingDescription
- VkViewport
- VkWriteDescriptorSet
- Extending VkBindDescriptorSetsInfoKHR, VkPushConstantsInfoKHR, VkPushDescriptorSetInfoKHR, VkPushDescriptorSetWithTemplateInfoKHR, VkSetDescriptorBufferOffsetsInfoEXT, VkBindDescriptorBufferEmbeddedSamplersInfoEXT:
  - VkPipelineLayoutCreateInfo
- Extending VkPipelineShaderStageCreateInfo:
New Unions

- VkClearColorValue
- VkClearValue

New Function Pointers

- PFN_vkAllocationFunction
- PFN_vkFreeFunction
- PFN_vkInternalAllocationNotification
- PFN_vkInternalFreeNotification
- PFN_vkReallocationFunction
- PFN_vkVoidFunction

New Enums

- VkAccessFlagBits
- VkAttachmentDescriptionFlagBits
- VkAttachmentLoadOp
- VkAttachmentStoreOp
- VkBlendFactor
- VkBlendOp
- VkBorderColor
- VkBufferCreateFlagBits
- VkBufferUsageFlagBits
- VkColorComponentFlagBits
- VkCommandBufferLevel
- VkCommandBufferResetFlagBits
- VkCommandBufferUsageFlagBits
- VkCommandPoolCreateFlagBits
- VkCommandPoolResetFlagBits
- VkCompareOp
- VkComponentSwizzle
- VkCullModeFlagBits
- VkDependencyFlagBits
- VkDescriptorPoolCreateFlagBits
• VkDescriptorSetLayoutCreateFlagBits
• VkDescriptorType
• VkDynamicState
• VkEventCreateFlagBits
• VkFenceCreateFlagBits
• VkFilter
• VkFormat
• VkFormatFeatureFlagBits
• VkFramebufferCreateFlagBits
• VkFrontFace
• VkImageAspectFlagBits
• VkImageCreateFlagBits
• VkImageLayout
• VkImageTiling
• VkImageType
• VkImageUsageFlagBits
• VkImageViewCreateFlagBits
• VkImageViewType
• VkIndexType
• VkInstanceCreateFlagBits
• VkInternalAllocationType
• VkLogicOp
• VkMemoryHeapFlagBits
• VkMemoryMapFlagBits
• VkMemoryPropertyFlagBits
• VkObjectType
• VkPhysicalDeviceType
• VkPipelineBindPoint
• VkPipelineCacheHeaderVersion
• VkPipelineCreateFlagBits
• VkPipelineShaderStageCreateFlagBits
• VkPipelineStageFlagBits
• VkPolygonMode
• VkPrimitiveTopology
• VkPrimitiveTopology
• VkQueryControlFlagBits
• VkQueryControlFlagBits
• VkQueryPipelineStatisticFlagBits
• VkQueryResultFlagBits
• VkQueryType
• VkQueueFlagBits
• VkRenderPassCreateFlagBits
• VkResult
• VkSampleCountFlagBits
• VkSamplerAddressMode
• VkSamplerCreateFlagBits
• VkSamplerMipmapMode
• VkShaderStageFlagBits
• VkSharingMode
• VkSparseImageFormatFlagBits
• VkSparseMemoryBindFlagBits
• VkStencilFaceFlagBits
• VkStencilOp
• VkStructureType
• VkSubpassContents
• VkSubpassDescriptionFlagBits
• VkSystemAllocationScope
• VkVendorId
• VkVertexInputRate

New Bitmasks

• VkAccessFlags
• VkAttachmentDescriptionFlags
• VkBufferCreateFlags
• VkBufferUsageFlags
• VkBufferViewCreateFlags
• VkColorComponentFlags
• VkCommandBufferResetFlags
• VkCommandBufferUsageFlags
• VkCommandPoolCreateFlags
• VkCommandPoolResetFlags
• VkCullModeFlags
- VkDependencyFlags
- VkDescriptorPoolCreateFlags
- VkDescriptorPoolResetFlags
- VkDescriptorSetLayoutCreateFlags
- VkDeviceCreateFlags
- VkDeviceQueueCreateFlags
- VkEventCreateFlags
- VkFenceCreateFlags
- VkFormatFeatureFlags
- VkFramebufferCreateFlags
- VkImageAspectFlags
- VkImageCreateFlags
- VkImageUsageFlags
- VkImageViewCreateFlags
- VkInstanceCreateFlags
- VkMemoryHeapFlags
- VkMemoryMapFlags
- VkMemoryPropertyFlags
- VkPipelineCacheCreateFlags
- VkPipelineColorBlendStateCreateFlags
- VkPipelineCreateFlags
- VkPipelineDepthStencilStateCreateFlags
- VkPipelineDynamicStateCreateFlags
- VkPipelineInputAssemblyStateCreateFlags
- VkPipelineLayoutCreateFlags
- VkPipelineMultisampleStateCreateFlags
- VkPipelineRasterizationStateCreateFlags
- VkPipelineShaderStageCreateFlags
- VkPipelineStageFlags
- VkPipelineTessellationStateCreateFlags
- VkPipelineVertexInputStateCreateFlags
- VkPipelineViewportStateCreateFlags
- VkQueryControlFlags
- VkQueryPipelineStatisticFlags
- VkQueryPoolCreateFlags
• VkQueryResultFlags
• VkQueueFlags
• VkRenderPassCreateFlags
• VkSampleCountFlags
• VkSamplerCreateFlags
• VkSemaphoreCreateFlags
• VkShaderModuleCreateFlags
• VkShaderStageFlags
• VkSparseImageFormatFlags
• VkSparseMemoryBindFlags
• VkStencilFaceFlags
• VkSubpassDescriptionFlags

New Headers

• vk_platform

New Enum Constants

• VK_ATTACHMENT_UNUSED
• VK_FALSE
• VK_LOD_CLAMP_NONE
• VK_MAX_DESCRIPTION_SIZE
• VK_MAX_EXTENSION_NAME_SIZE
• VK_MAX_MEMORY_HEAP
• VK_MAX_MEMORY_TYPES
• VK_MAX_PHYSICAL_DEVICE_NAME_SIZE
• VK_QUEUE_FAMILY_IGNORED
• VK_REMAINING_ARRAYLAYERS
• VK_REMAINING_MIP_LEVELS
• VK_SUBPASS_EXTERNAL
• VK_TRUE
• VK_UUID_SIZE
• VK_WHOLE_SIZE
Appendix E: Layers & Extensions
(Informative)

Extensions to the Vulkan API can be defined by authors, groups of authors, and the Khronos Vulkan Safety Critical Working Group. In order not to compromise the readability of the Vulkan Specification, the core Specification does not incorporate most extensions. The online Registry of extensions is available at URL

https://registry.khronos.org/vulkansc/

and allows generating versions of the Specification incorporating different extensions.

Authors creating extensions and layers must follow the mandatory procedures described in the Vulkan Documentation and Extensions document when creating extensions and layers.

The remainder of this appendix documents a set of extensions chosen when this document was built. Versions of the Specification published in the Registry include:

- Core API + mandatory extensions required of all Vulkan implementations.
- Core API + all registered and published extensions.

Extensions are grouped as Khronos KHR, multivendor EXT, and then alphabetically by author ID. Within each group, extensions are listed in alphabetical order by their name.

Extension Dependencies

Extensions which have dependencies on specific core versions or on other extensions will list such dependencies.

For core versions, the specified version must be supported at runtime. All extensions implicitly require support for Vulkan 1.0.

For a device extension, use of any device-level functionality defined by that extension requires that any extensions that extension depends on be enabled.

For any extension, use of any instance-level functionality defined by that extension requires only that any extensions that extension depends on be supported at runtime.

Extension Interactions

Some extensions define APIs which are only supported when other extensions or core versions are supported at runtime. Such interactions are noted as “API Interactions”.

List of Current Extensions

- VK_KHR_calibrated_timestamps
- VK_KHR_copy_commands2
• VK_KHR_display
• VK_KHR_display_swapchain
• VK_KHR_external_fence_fd
• VK_KHR_external_memory_fd
• VK_KHR_external_semaphore_fd
• VK_KHR_fragment_shading_rate
• VK_KHR_get_display_properties2
• VK_KHR_get_surface_capabilities2
• VK_KHR_global_priority
• VK_KHR_incremental_present
• VK_KHR_index_type_uint8
• VK_KHR_line_rasterization
• VK_KHR_object_refresh
• VK_KHR_performance_query
• VK_KHR_shader_clock
• VK_KHR_shader_terminate_invocation
• VK_KHR_shared_presentable_image
• VK_KHR_surface
• VK_KHR_swapchain
• VK_KHR_swapchain_mutable_format
• VK_KHR_synchronization2
• VK_KHR_vertex_attribute_divisor
• VK_EXT_4444_formats
• VK_EXT_application_parameters
• VK_EXT_astc_decode_mode
• VK_EXT_blend_operation_advanced
• VK_EXT_color_write_enable
• VK_EXT_conservative_rasterization
• VK_EXT_custom_border_color
• VK_EXT_debug_utils
• VK_EXT_depth_clip_enable
• VK_EXT_depth_range_unrestricted
• VK_EXT_direct_mode_display
• VK_EXT_discard_rectangles
• VK_EXT_display_control
• VK_EXT_display_surface_counter
• VK_EXT_extended_dynamic_state
• VK_EXT_extended_dynamic_state2
• VK_EXT_external_memory_dma_buf
• VK_EXT_external_memory_host
• VK_EXT_filter_cubic
• VK_EXT_fragment_shader_interlock
• VK_EXT_hdr_metadata
• VK_EXT_headless_surface
• VK_EXT_image_drm_format_modifier
• VK_EXT_image_robustness
• VK_EXT_memory_budget
• VK_EXT_pci_bus_info
• VK_EXT_post_depth_coverage
• VK_EXT_queue_family_foreign
• VK_EXT_robustness2
• VK_EXT_sample_locations
• VK_EXT_shader_atomic_float
• VK_EXT_shader_demote_to_helper_invocation
• VK_EXT_shader_image_atomic_int64
• VK_EXT_shader_stencil_export
• VK_EXT_subgroup_size_control
• VK_EXT_swapchain_colorspace
• VK_EXT_texel_buffer_alignment
• VK_EXT_texture_compression_astc_hdr
• VK_EXT_validation_features
• VK_EXT_vertex_input_dynamic_state
• VK_EXT_ycbcr_2plane_444Formats
• VK_EXT_ycbcr_image_arrays
• VK_NV_acquire_winrt_display
• VK_NV_external_memory_sci_buf
• VK_NV_external_sci_sync2
• VK_NV_private_vendor_info
• VK_QNX_external_memory_screen_buffer
VK_KHR_calibrated_timestamps

Name String
VK_KHR_calibrated_timestamps

Extension Type
Device extension

Registered Extension Number
544

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or
Version 1.1

Contact
• Daniel Rakos @aqnuep

Other Extension Metadata

Last Modified Date
2023-07-12

IP Status
No known IP claims.

Contributors
• Matthaeus G. Chajdas, AMD
• Alan Harrison, AMD
• Derrick Owens, AMD
• Daniel Rakos, RasterGrid
• Faith Ekstrand, Intel
• Keith Packard, Valve

Description
This extension provides an interface to query calibrated timestamps obtained quasi simultaneously from two time domains.
New Commands

- vkGetCalibratedTimestampsKHR
- vkGetPhysicalDeviceCalibrateableTimeDomainsKHR

New Structures

- VkCalibratedTimestampInfoKHR

New Enums

- VkTimeDomainKHR

New Enum Constants

- VK_KHR_CALIBRATED_TIMESTAMPS_EXTENSION_NAME
- VK_KHR_CALIBRATED_TIMESTAMPS_SPEC_VERSION

Extending VkStructureType:
- VK_STRUCTURE_TYPE_CALIBRATED_TIMESTAMP_INFO_KHR

Version History

- Revision 1, 2023-07-12 (Daniel Rakos)
  - Initial draft.

VK_KHR_copy_commands2

Name String

- VK_KHR_copy_commands2

Extension Type

- Device extension

Registered Extension Number

- 338

Revision

- 1

Ratification Status

- Ratified

Extension and Version Dependencies

- VK_KHR_get_physical_device_properties2
  - or
  - Version 1.1
Deprecation State
• Promoted to Vulkan 1.3

Contact
• Jeff Leger @jackohound

Other Extension Metadata

Last Modified Date
2020-07-06

Contributors
• Jeff Leger, Qualcomm
• Tobias Hector, AMD
• Jan-Harald Fredriksen, ARM
• Tom Olson, ARM

Description
This extension provides extensible versions of the Vulkan buffer and image copy commands. The new commands are functionally identical to the core commands, except that their copy parameters are specified using extensible structures that can be used to pass extension-specific information.

The following extensible copy commands are introduced with this extension: vkCmdCopyBuffer2KHR, vkCmdCopyImage2KHR, vkCmdCopyBufferToImage2KHR, vkCmdCopyImageToBuffer2KHR, vkCmdBlitImage2KHR, and vkCmdResolveImage2KHR. Each command contains an *Info2KHR structure parameter that includes sType / pNext members. Lower level structures describing each region to be copied are also extended with sType / pNext members.

New Commands
• vkCmdBlitImage2KHR
• vkCmdCopyBuffer2KHR
• vkCmdCopyBufferToImage2KHR
• vkCmdCopyImage2KHR
• vkCmdCopyImageToBuffer2KHR
• vkCmdResolveImage2KHR

New Structures
• VkBlitImageInfo2KHR
• VkBufferCopy2KHR
• VkBufferImageCopy2KHR
• VkCopyBufferInfo2KHR
• VkCopyBufferToImageInfo2KHR
• VkCopyImageInfo2KHR
• VkCopyImageToBufferInfo2KHR
• VkImageBlit2KHR
• VkImageCopy2KHR
• VkImageResolve2KHR
• VkResolveImageInfo2KHR

New Enum Constants

• VK_KHR_COPY_COMMANDS_2_EXTENSION_NAME
• VK_KHR_COPY_COMMANDS_2_SPEC_VERSION

Extending VkStructureType:
◦ VK_STRUCTURE_TYPE_BLIT_IMAGE_INFO_2_KHR
◦ VK_STRUCTURE_TYPE_BUFFER_COPY_2_KHR
◦ VK_STRUCTURE_TYPE_BUFFER_IMAGE_COPY_2_KHR
◦ VK_STRUCTURE_TYPE_COPY_BUFFER_INFO_2_KHR
◦ VK_STRUCTURE_TYPE_COPY_BUFFER_TO_IMAGE_INFO_2_KHR
◦ VK_STRUCTURE_TYPE_COPY_IMAGE_INFO_2_KHR
◦ VK_STRUCTURE_TYPE_COPY_IMAGE_TO_BUFFER_INFO_2_KHR
◦ VK_STRUCTURE_TYPE_IMAGE_BLIT_2_KHR
◦ VK_STRUCTURE_TYPE_IMAGE_COPY_2_KHR
◦ VK_STRUCTURE_TYPE_IMAGE_RESOLVE_2_KHR
◦ VK_STRUCTURE_TYPE_RESOLVE_IMAGE_INFO_2_KHR

Promotion to Vulkan 1.3

Functionality in this extension is included in core Vulkan 1.3, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

Version History

• Revision 1, 2020-07-06 (Jeff Leger)
  ◦ Internal revisions

VK_KHR_display

Name String
  VK_KHR_display

Extension Type
  Instance extension
Description
This extension provides the API to enumerate displays and available modes on a given device.

New Object Types
- VkDisplayKHR
- VkDisplayModeKHR

New Commands
- vkCreateDisplayModeKHR
- vkCreateDisplayPlaneSurfaceKHR
- vkGetDisplayModePropertiesKHR
- vkGetDisplayPlaneCapabilitiesKHR
• vkGetDisplayPlaneSupportedDisplaysKHR
• vkGetPhysicalDeviceDisplayPlanePropertiesKHR
• vkGetPhysicalDeviceDisplayPropertiesKHR

New Structures
• VkDisplayModeCreateInfoKHR
• VkDisplayModeParametersKHR
• VkDisplayModePropertiesKHR
• VkDisplayPlaneCapabilitiesKHR
• VkDisplayPlanePropertiesKHR
• VkDisplayPropertiesKHR
• VkDisplaySurfaceCreateInfoKHR

New Enums
• VkDisplayPlaneAlphaFlagBitsKHR

New Bitmasks
• VkDisplayModeCreateFlagsKHR
• VkDisplayPlaneAlphaFlagsKHR
• VkDisplaySurfaceCreateFlagsKHR
• VkSurfaceTransformFlagsKHR

New Enum Constants
• VK_KHR_DISPLAY_EXTENSION_NAME
• VK_KHR_DISPLAY_SPEC_VERSION
• Extending VkObjectType:
  ◦ VK_OBJECT_TYPE_DISPLAY_KHR
  ◦ VK_OBJECT_TYPE_DISPLAY_MODE_KHR
• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_DISPLAY_MODE_CREATE_INFO_KHR
  ◦ VK_STRUCTURE_TYPE_DISPLAY_SURFACE_CREATE_INFO_KHR

Issues
1) Which properties of a mode should be fixed in the mode information vs. settable in some other function when setting the mode? E.g., do we need to double the size of the mode pool to include both stereo and non-stereo modes? YUV and RGB scanout even if they both take RGB input images? BGR vs. RGB input? etc.
**RESOLVED:** Many modern displays support at most a handful of resolutions and timings natively. Other “modes” are expected to be supported using scaling hardware on the display engine or GPU. Other properties, such as rotation and mirroring should not require duplicating hardware modes just to express all combinations. Further, these properties may be implemented on a per-display or per-overlay granularity.

To avoid the exponential growth of modes as mutable properties are added, as was the case with `EGLConfig/WGL pixel formats/GLXFBConfig`, this specification should separate out hardware properties and configurable state into separate objects. Modes and overlay planes will express capabilities of the hardware, while a separate structure will allow applications to configure scaling, rotation, mirroring, color keys, LUT values, alpha masks, etc. for a given swapchain independent of the mode in use. Constraints on these settings will be established by properties of the immutable objects.

Note the resolution of this issue may affect issue 5 as well.

2) **What properties of a display itself are useful?**

**RESOLVED:** This issue is too broad. It was meant to prompt general discussion, but resolving this issue amounts to completing this specification. All interesting properties should be included. The issue will remain as a placeholder since removing it would make it hard to parse existing discussion notes that refer to issues by number.

3) **How are multiple overlay planes within a display or mode enumerated?**

**RESOLVED:** They are referred to by an index. Each display will report the number of overlay planes it contains.

4) **Should swapchains be created relative to a mode or a display?**

**RESOLVED:** When using this extension, swapchains are created relative to a mode and a plane. The mode implies the display object the swapchain will present to. If the specified mode is not the display's current mode, the new mode will be applied when the first image is presented to the swapchain, and the default operating system mode, if any, will be restored when the swapchain is destroyed.

5) **Should users query generic ranges from displays and construct their own modes explicitly using those constraints rather than querying a fixed set of modes (Most monitors only have one real “mode” these days, even though many support relatively arbitrary scaling, either on the monitor side or in the GPU display engine, making “modes” something of a relic/compatibility construct).**

**RESOLVED:** Expose both. Display information structures will expose a set of predefined modes, as well as any attributes necessary to construct a customized mode.

6) **Is it fine if we return the display and display mode handles in the structure used to query their properties?**

**RESOLVED:** Yes.

7) **Is there a possibility that not all displays of a device work with all of the present queues of a device? If yes, how do we determine which displays work with which present queues?**
**RESOLVED:** No known hardware has such limitations, but determining such limitations is supported automatically using the existing `VK_KHR_surface` and `VK_KHR_swapchain` query mechanisms.

8) Should all presentation need to be done relative to an overlay plane, or can a display mode + display be used alone to target an output?

**RESOLVED:** Require specifying a plane explicitly.

9) Should displays have an associated plane explicitly, such as an `HDC` or `Display*`?

**RESOLVED:** No. Displays are independent of any windowing system in use on the system. Further, neither `HDC` nor `Display*` refer to a physical display object.

10) Are displays queried from a physical GPU or from a device instance?

**RESOLVED:** Developers prefer to query modes directly from the physical GPU so they can use display information as an input to their device selection algorithms prior to device creation. This avoids the need to create placeholder device instances to enumerate displays.

This preference must be weighed against the extra initialization that must be done by driver vendors prior to device instance creation to support this usage.

11) Should displays and/or modes be dispatchable objects? If functions are to take displays, overlays, or modes as their first parameter, they must be dispatchable objects as defined in Khronos bug 13529. If they are not added to the list of dispatchable objects, functions operating on them must take some higher-level object as their first parameter. There is no performance case against making them dispatchable objects, but they would be the first extension objects to be dispatchable.

**RESOLVED:** Do not make displays or modes dispatchable. They will dispatch based on their associated physical device.

12) Should hardware cursor capabilities be exposed?

**RESOLVED:** Defer. This could be a separate extension on top of the base WSI specs.

13) How many display objects should be enumerated for "tiled" display devices? There are ongoing design discussions among lower-level display API authors regarding how to expose displays if they are one physical display device to an end user, but may internally be implemented as two side-by-side displays using the same display engine (and sometimes cabling) resources as two physically separate display devices.

**RESOLVED:** Tiled displays will appear as a single display object in this API.

14) Should the raw EDID data be included in the display information?

**RESOLVED:** No. A future extension could be added which reports the EDID if necessary. This may be complicated by the outcome of issue 13.

15) Should min and max scaling factor capabilities of overlays be exposed?

**RESOLVED:** Yes. This is exposed indirectly by allowing applications to query the min/max position
and extent of the source and destination regions from which image contents are fetched by the display engine when using a particular mode and overlay pair.

16) Should devices be able to expose planes that can be moved between displays? If so, how?

**RESOLVED:** Yes. Applications can determine which displays a given plane supports using `vkGetDisplayPlaneSupportedDisplaysKHR`.

17) Should there be a way to destroy display modes? If so, does it support destroying “built in” modes?

**RESOLVED:** Not in this extension. A future extension could add this functionality.

18) What should the lifetime of display and built-in display mode objects be?

**RESOLVED:** The lifetime of the instance. These objects cannot be destroyed. A future extension may be added to expose a way to destroy these objects and/or support display hotplug.

19) Should persistent mode for smart panels be enabled/disabled at swapchain creation time, or on a per-present basis.

**RESOLVED:** On a per-present basis.

**Version History**

- **Revision 1, 2015-02-24 (James Jones)**
  - Initial draft
- **Revision 2, 2015-03-12 (Norbert Nopper)**
  - Added overlay enumeration for a display.
- **Revision 3, 2015-03-17 (Norbert Nopper)**
  - Fixed typos and namings as discussed in Bugzilla.
  - Reordered and grouped functions.
  - Added functions to query count of display, mode and overlay.
  - Added native display handle, which may be needed on some platforms to create a native Window.
- **Revision 4, 2015-03-18 (Norbert Nopper)**
  - Removed primary and virtualPostion members (see comment of James Jones in Bugzilla).
  - Added native overlay handle to information structure.
  - Replaced , with ; in struct.
- **Revision 6, 2015-03-18 (Daniel Rakos)**
  - Added WSI extension suffix to all items.
  - Made the whole API more “Vulkanish”.
  - Replaced all functions with a single `vkGetDisplayInfoKHR` function to better match the rest of the API.
• Made the display, display mode, and overlay objects be first class objects, not subclasses of VkBaseObject as they do not support the common functions anyways.
• Renamed *Info structures to *Properties.
• Removed overlayIndex field from VkOverlayProperties as there is an implicit index already as a result of moving to a “Vulkanish” API.
• Displays are not get through device, but through physical GPU to match the rest of the Vulkan API. Also this is something ISVs explicitly requested.
• Added issue (6) and (7).

 Revision 7, 2015-03-25 (James Jones)
  • Added an issues section
  • Added rotation and mirroring flags

 Revision 8, 2015-03-25 (James Jones)
  • Combined the duplicate issues sections introduced in last change.
  • Added proposed resolutions to several issues.

 Revision 9, 2015-04-01 (Daniel Rakos)
  • Rebased extension against Vulkan 0.82.0

 Revision 10, 2015-04-01 (James Jones)
  • Added issues (10) and (11).
  • Added more straw-man issue resolutions, and cleaned up the proposed resolution for issue (4).
  • Updated the rotation and mirroring enums to have proper bitmask semantics.

 Revision 11, 2015-04-15 (James Jones)
  • Added proposed resolution for issues (1) and (2).
  • Added issues (12), (13), (14), and (15)
  • Removed pNativeHandle field from overlay structure.
  • Fixed small compilation errors in example code.

 Revision 12, 2015-07-29 (James Jones)
  • Rewrote the guts of the extension against the latest WSI swapchain specifications and the latest Vulkan API.
  • Address overlay planes by their index rather than an object handle and refer to them as “planes” rather than “overlays” to make it slightly clearer that even a display with no “overlays” still has at least one base “plane” that images can be displayed on.
  • Updated most of the issues.
  • Added an “extension type” section to the specification header.
  • Reused the VK_EXT_KHR_surface surface transform enumerations rather than redefining them here.
  • Updated the example code to use the new semantics.
• Revision 13, 2015-08-21 (Ian Elliott)
  ◦ Renamed this extension and all of its enumerations, types, functions, etc. This makes it compliant with the proposed standard for Vulkan extensions.
  ◦ Switched from “revision” to “version”, including use of the VK_MAKE_VERSION macro in the header file.

• Revision 14, 2015-09-01 (James Jones)
  ◦ Restore single-field revision number.

• Revision 15, 2015-09-08 (James Jones)
  ◦ Added alpha flags enum.
  ◦ Added premultiplied alpha support.

• Revision 16, 2015-09-08 (James Jones)
  ◦ Added description section to the spec.
  ◦ Added issues 16 - 18.

• Revision 17, 2015-10-02 (James Jones)
  ◦ Planes are now a property of the entire device rather than individual displays. This allows planes to be moved between multiple displays on devices that support it.
  ◦ Added a function to create a VkSurfaceKHR object describing a display plane and mode to align with the new per-platform surface creation conventions.
  ◦ Removed detailed mode timing data. It was agreed that the mode extents and refresh rate are sufficient for current use cases. Other information could be added back in as an extension if it is needed in the future.
  ◦ Added support for smart/persistent/buffered display devices.

• Revision 18, 2015-10-26 (Ian Elliott)
  ◦ Renamed from VK_EXT_KHR_display to VK_KHR_display.

• Revision 19, 2015-11-02 (James Jones)
  ◦ Updated example code to match revision 17 changes.

• Revision 20, 2015-11-03 (Daniel Rakos)
  ◦ Added allocation callbacks to creation functions.

• Revision 21, 2015-11-10 (Jesse Hall)
  ◦ Added VK_DISPLAY_PLANE_ALPHA_OPAQUE_BIT_KHR, and use VkDisplayPlaneAlphaFlagBitsKHR for VkDisplayPlanePropertiesKHR::alphaMode instead of VkDisplayPlaneAlphaFlagsKHR, since it only represents one mode.
  ◦ Added reserved flags bitmask to VkDisplayPlanePropertiesKHR.
  ◦ Use VkSurfaceTransformFlagBitsKHR instead of obsolete VkSurfaceTransformKHR.
  ◦ Renamed vkGetDisplayPlaneSupportedDisplaysKHR parameters for clarity.

• Revision 22, 2015-12-18 (James Jones)
  ◦ Added missing “planeIndex” parameter to vkGetDisplayPlaneSupportedDisplaysKHR()
• Revision 23, 2017-03-13 (James Jones)
  ◦ Closed all remaining issues. The specification and implementations have been shipping with
    the proposed resolutions for some time now.
  ◦ Removed the sample code and noted it has been integrated into the official Vulkan SDK cube
demo.

**VK_KHR_display_swapchain**

**Name String**

VK_KHR_display_swapchain

**Extension Type**

Device extension

**Registered Extension Number**

4

**Revision**

10

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_swapchain
and
VK_KHR_display

**Contact**

- James Jones
- Jeffrey Vigil, Qualcomm
- Jesse Hall, Google

**Other Extension Metadata**

**Last Modified Date**

2017-03-13

**IP Status**

No known IP claims.

**Contributors**

- James Jones, NVIDIA
- Jeff Vigil, Qualcomm
- Jesse Hall, Google

**Description**

This extension provides an API to create a swapchain directly on a device's display without any
underlying window system.

**New Commands**

- `vkCreateSharedSwapchainsKHR`

**New Structures**

- Extending `VkPresentInfoKHR`:
  - `VkDisplayPresentInfoKHR`

**New Enum Constants**

- `VK_KHR_DISPLAY_SWAPCHAIN_EXTENSION_NAME`
- `VK_KHR_DISPLAY_SWAPCHAIN_SPEC_VERSION`

- Extending `VkResult`:
  - `VK_ERROR_INCOMPATIBLE_DISPLAY_KHR`

- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_DISPLAY_PRESENT_INFO_KHR`

**Issues**

1) **Should swapchains sharing images each hold a reference to the images, or should it be up to the application to destroy the swapchains and images in an order that avoids the need for reference counting?**

**RESOLVED**: Take a reference. The lifetime of presentable images is already complex enough.

2) **Should the `srcRect` and `dstRect` parameters be specified as part of the presentation command, or at swapchain creation time?**

**RESOLVED**: As part of the presentation command. This allows moving and scaling the image on the screen without the need to respecify the mode or create a new swapchain and presentable images.

3) **Should `srcRect` and `dstRect` be specified as rects, or separate offset/extent values?**

**RESOLVED**: As rects. Specifying them separately might make it easier for hardware to expose support for one but not the other, but in such cases applications must just take care to obey the reported capabilities and not use non-zero offsets or extents that require scaling, as appropriate.

4) **How can applications create multiple swapchains that use the same images?**

**RESOLVED**: By calling `vkCreateSharedSwapchainsKHR`.

An earlier resolution used `vkCreateSwapchainKHR`, chaining multiple `VkSwapchainCreateInfoKHR` structures through `pNext`. In order to allow each swapchain to also allow other extension structs, a level of indirection was used: `VkSwapchainCreateInfoKHR::pNext` pointed to a different structure, which had both `sType` and `pNext` members for additional extensions, and also had a pointer to the next `VkSwapchainCreateInfoKHR` structure. The number of swapchains to be created could only be
found by walking this linked list of alternating structures, and the `pSwapchains` out parameter was reinterpreted to be an array of `VkSwapchainKHR` handles.

Another option considered was a method to specify a "shared" swapchain when creating a new swapchain, such that groups of swapchains using the same images could be built up one at a time. This was deemed unusable because drivers need to know all of the displays an image will be used on when determining which internal formats and layouts to use for that image.

**Version History**

- Revision 1, 2015-07-29 (James Jones)
  - Initial draft
- Revision 2, 2015-08-21 (Ian Elliott)
  - Renamed this extension and all of its enumerations, types, functions, etc. This makes it compliant with the proposed standard for Vulkan extensions.
  - Switched from "revision" to "version", including use of the VK_MAKE_VERSION macro in the header file.
- Revision 3, 2015-09-01 (James Jones)
  - Restore single-field revision number.
- Revision 4, 2015-09-08 (James Jones)
  - Allow creating multiple swapchains that share the same images using a single call to `vkCreateSwapchainKHR()`.
- Revision 5, 2015-09-10 (Alon Or-bach)
  - Removed underscores from SWAP_CHAIN in two enums.
- Revision 6, 2015-10-02 (James Jones)
  - Added support for smart panels/buffered displays.
- Revision 7, 2015-10-26 (Ian Elliott)
  - Renamed from VK_EXT_KHR_display_swapchain to VK_KHR_display_swapchain.
- Revision 8, 2015-11-03 (Daniel Rakos)
  - Updated sample code based on the changes to VK_KHR_swapchain.
- Revision 9, 2015-11-10 (Jesse Hall)
  - Replaced `VkDisplaySwapchainCreateInfoKHR` with `vkCreateSharedSwapchainsKHR`, changing resolution of issue #4.
- Revision 10, 2017-03-13 (James Jones)
  - Closed all remaining issues. The specification and implementations have been shipping with the proposed resolutions for some time now.
  - Removed the sample code and noted it has been integrated into the official Vulkan SDK cube demo.
VK_KHR_external_fence_fd

Name String
VK_KHR_external_fence_fd

Extension Type
Device extension

Registered Extension Number
116

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_external_fence
or
Version 1.1

Contact
• Jesse Hall @critsec

Other Extension Metadata

Last Modified Date
2017-05-08

IP Status
No known IP claims.

Contributors
• Jesse Hall, Google
• James Jones, NVIDIA
• Jeff Juliano, NVIDIA
• Cass Everitt, Oculus
• Contributors to VK_KHR_external_semaphore_fd

Description
An application using external memory may wish to synchronize access to that memory using fences. This extension enables an application to export fence payload to and import fence payload from POSIX file descriptors.
New Commands

- vkGetFenceFdKHR
- vkImportFenceFdKHR

New Structures

- VkFenceGetFdInfoKHR
- VkImportFenceFdInfoKHR

New Enum Constants

- VK_KHR_EXTERNAL_FENCE_FD_EXTENSION_NAME
- VK_KHR_EXTERNAL_FENCE_FD_SPEC_VERSION

Extending VkStructureType:

- VK_STRUCTURE_TYPE_FENCE_GET_FD_INFO_KHR
- VK_STRUCTURE_TYPE_IMPORT_FENCE_FD_INFO_KHR

Issues

This extension borrows concepts, semantics, and language from VK_KHR_external_semaphore_fd. That extension’s issues apply equally to this extension.

Version History

- Revision 1, 2017-05-08 (Jesse Hall)
  - Initial revision

**VK_KHR_external_memory_fd**

Name String

VK_KHR_external_memory_fd

Extension Type

Device extension

Registered Extension Number

75

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_external_memory
Description
An application may wish to reference device memory in multiple Vulkan logical devices or instances, in multiple processes, and/or in multiple APIs. This extension enables an application to export POSIX file descriptor handles from Vulkan memory objects and to import Vulkan memory objects from POSIX file descriptor handles exported from other Vulkan memory objects or from similar resources in other APIs.

New Commands
- `vkGetMemoryFdKHR`
- `vkGetMemoryFdPropertiesKHR`

New Structures
- `VkMemoryFdPropertiesKHR`
- `VkMemoryGetFdInfoKHR`
- Extending `VkMemoryAllocateInfo`:
  - `VkImportMemoryFdInfoKHR`

New Enum Constants
- `VK_KHR_EXTERNAL_MEMORY_FD_EXTENSION_NAME`
- `VK_KHR_EXTERNAL_MEMORY_FD_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_IMPORT_MEMORY_FD_INFO_KHR`
  - `VK_STRUCTURE_TYPE_MEMORY_FD_PROPERTIES_KHR`
Issues

1) Does the application need to close the file descriptor returned by `vkGetMemoryFdKHR`?

**RESOLVED:** Yes, unless it is passed back in to a driver instance to import the memory. A successful get call transfers ownership of the file descriptor to the application, and a successful import transfers it back to the driver. Destroying the original memory object will not close the file descriptor or remove its reference to the underlying memory resource associated with it.

2) Do drivers ever need to expose multiple file descriptors per memory object?

**RESOLVED:** No. This would indicate there are actually multiple memory objects, rather than a single memory object.

3) How should the valid size and memory type for POSIX file descriptor memory handles created outside of Vulkan be specified?

**RESOLVED:** The valid memory types are queried directly from the external handle. The size will be specified by future extensions that introduce such external memory handle types.

Version History

- Revision 1, 2016-10-21 (James Jones)
  - Initial revision

**VK_KHR_external_semaphore_fd**

**Name String**

VK_KHR_external_semaphore_fd

**Extension Type**

Device extension

**Registered Extension Number**

80

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

- VK_KHR_external_semaphore
- **Version 1.1**
Description

An application using external memory may wish to synchronize access to that memory using semaphores. This extension enables an application to export semaphore payload to and import semaphore payload from POSIX file descriptors.

New Commands

- vkGetSemaphoreFdKHR
- vkImportSemaphoreFdKHR

New Structures

- VkImportSemaphoreFdInfoKHR
- VkSemaphoreGetFdInfoKHR

New Enum Constants

- VK_KHR_EXTERNAL_SEMAPHORE_FD_EXTENSION_NAME
- VK_KHR_EXTERNAL_SEMAPHORE_FD_SPEC_VERSION

Extending VkStructureType:

- VK_STRUCTURE_TYPE_IMPORT_SEMAPHORE_FD_INFO_KHR
- VK_STRUCTURE_TYPE_SEMAPHORE_GET_FD_INFO_KHR

Issues

1) Does the application need to close the file descriptor returned by vkGetSemaphoreFdKHR?

RESOLVED: Yes, unless it is passed back in to a driver instance to import the semaphore. A
successful get call transfers ownership of the file descriptor to the application, and a successful import transfers it back to the driver. Destroying the original semaphore object will not close the file descriptor or remove its reference to the underlying semaphore resource associated with it.

**Version History**

- Revision 1, 2016-10-21 (Jesse Hall)
  - Initial revision

**VK_KHR_fragment_shading_rate**

**Name String**

VK_KHR_fragment_shading_rate

**Extension Type**

Device extension

**Registered Extension Number**

227

**Revision**

2

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_get_physical_device_properties2

or

Version 1.1

and

VK_KHR_create_renderpass2

or

Version 1.2

**API Interactions**

- Interacts with VK_VERSION_1_3
- Interacts with VK_KHR_format_feature_flags2

**SPIR-V Dependencies**

- SPV_KHR_fragment_shading_rate

**Contact**

- Tobias Hector @tobski

**Extension Proposal**

VK_KHR_fragment_shading_rate
Other Extension Metadata

Last Modified Date
2021-09-30

Interactions and External Dependencies

- This extension provides API support for GL_EXT_fragment_shading_rate

Contributors

- Tobias Hector, AMD
- Guennadi Riguer, AMD
- Matthaeus Chajdas, AMD
- Pat Brown, Nvidia
- Matthew Netsch, Qualcomm
- Slawomir Grajewski, Intel
- Jan-Harald Fredriksen, Arm
- Jeff Bolz, Nvidia
- Arseny Kapoulkine, Roblox
- Contributors to the VK_NV_shading_rate_image specification
- Contributors to the VK_EXT_fragment_density_map specification

Description

This extension adds the ability to change the rate at which fragments are shaded. Rather than the usual single fragment invocation for each pixel covered by a primitive, multiple pixels can be shaded by a single fragment shader invocation.

Up to three methods are available to the application to change the fragment shading rate:

- Pipeline Fragment Shading Rate, which allows the specification of a rate per-draw.
- Primitive Fragment Shading Rate, which allows the specification of a rate per primitive, specified during shading.
- Attachment Fragment Shading Rate, which allows the specification of a rate per-region of the framebuffer, specified in a specialized image attachment.

Additionally, these rates can all be specified and combined in order to adjust the overall detail in the image at each point.

This functionality can be used to focus shading efforts where higher levels of detail are needed in some parts of a scene compared to others. This can be particularly useful in high resolution rendering, or for XR contexts.

This extension also adds support for the SPV_KHR_fragment_shading_rate extension which enables setting the primitive fragment shading rate, and allows querying the final shading rate from a fragment shader.
New Commands

- `vkCmdSetFragmentShadingRateKHR`
- `vkGetPhysicalDeviceFragmentShadingRatesKHR`

New Structures

- `VkPhysicalDeviceFragmentShadingRateKHR`
- Extending `VkGraphicsPipelineCreateInfo`:
  - `VkPipelineFragmentShadingRateStateCreateInfoKHR`
- Extending `VkPhysicalDeviceFeatures2, VkDeviceCreateInfo`:
  - `VkPhysicalDeviceFragmentShadingRateFeaturesKHR`
- Extending `VkPhysicalDeviceProperties2`:
  - `VkPhysicalDeviceFragmentShadingRatePropertiesKHR`
- Extending `VkSubpassDescription2`:
  - `VkFragmentShadingRateAttachmentInfoKHR`

New Enums

- `VkFragmentShadingRateCombinerOpKHR`

New Enum Constants

- `VK_KHR_FRAGMENT_SHADING_RATE_EXTENSION_NAME`
- `VK_KHR_FRAGMENT_SHADING_RATE_SPEC_VERSION`
- Extending `VkAccessFlagBits`:
  - `VK_ACCESS_FRAGMENT_SHADING_RATE_ATTACHMENT_READ_BIT_KHR`
- Extending `VkDynamicState`:
  - `VK_DYNAMIC_STATE_FRAGMENT_SHADING_RATE_KHR`
- Extending `VkFormatFeatureFlagBits`:
  - `VK_FORMAT_FEATURE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`
- Extending `VkImageLayout`:
  - `VK_IMAGE_LAYOUT_FRAGMENT_SHADING_RATE_ATTACHMENT_OPTIMAL_KHR`
- Extending `VkImageUsageFlagBits`:
  - `VK_IMAGE_USAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`
- Extending `VkPipelineStageFlagBits`:
  - `VK_PIPELINE_STAGE_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_FRAGMENT_SHADING_RATE_ATTACHMENT_INFO_KHR`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADING_RATE_FEATURES_KHR`
Version History

- Revision 1, 2020-05-06 (Tobias Hector)
  - Initial revision
- Revision 2, 2021-09-30 (Jon Leech)
  - Add interaction with `VK_KHR_format_feature_flags2` to `vk.xml`

**VK_KHR_get_display_properties2**

Name String

`VK_KHR_get_display_properties2`

Extension Type

Instance extension

Registered Extension Number

122

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

`VK_KHR_display`

Contact

- James Jones 📩 cubanismo

Other Extension Metadata

Last Modified Date

2017-02-21

IP Status

No known IP claims.

Contributors

- Ian Elliott, Google
- James Jones, NVIDIA
Description

This extension provides new queries for device display properties and capabilities that can be easily extended by other extensions, without introducing any further queries. This extension can be considered the `VK_KHR_display` equivalent of the `VK_KHR_get_physical_device_properties2` extension.

New Commands

- `vkGetDisplayModeProperties2KHR`
- `vkGetDisplayPlaneCapabilities2KHR`
- `vkGetPhysicalDeviceDisplayPlaneProperties2KHR`
- `vkGetPhysicalDeviceDisplayProperties2KHR`

New Structures

- `VkDisplayModeProperties2KHR`
- `VkDisplayPlaneCapabilities2KHR`
- `VkDisplayPlaneInfo2KHR`
- `VkDisplayPlaneProperties2KHR`
- `VkDisplayProperties2KHR`

New Enum Constants

- `VK_KHR_GET_DISPLAY_PROPERTIES_2_EXTENSION_NAME`
- `VK_KHR_GET_DISPLAY_PROPERTIES_2_SPEC_VERSION`

Extending `VkStructureType`:

- `VK_STRUCTURE_TYPE_DISPLAY_MODE_PROPERTIES_2_KHR`
- `VK_STRUCTURE_TYPE_DISPLAY_PLANE_CAPABILITIES_2_KHR`
- `VK_STRUCTURE_TYPE_DISPLAY_PLANE_INFO_2_KHR`
- `VK_STRUCTURE_TYPE_DISPLAY_PLANE_PROPERTIES_2_KHR`
- `VK_STRUCTURE_TYPE_DISPLAY_PROPERTIES_2_KHR`

Issues

1) What should this extension be named?

**RESOLVED: VK_KHR_get_display_properties2.** Other alternatives:

- `VK_KHR_display2`
- One extension, combined with `VK_KHR_surface_capabilities2`.

2) Should extensible input structs be added for these new functions?

**RESOLVED:**
• **vkGetPhysicalDeviceDisplayProperties2KHR**: No. The only current input is a `VkPhysicalDevice`. Other inputs would not make sense.

• **vkGetPhysicalDeviceDisplayPlaneProperties2KHR**: No. The only current input is a `VkPhysicalDevice`. Other inputs would not make sense.

• **vkGetDisplayModeProperties2KHR**: No. The only current inputs are a `VkPhysicalDevice` and a `VkDisplayModeKHR`. Other inputs would not make sense.

3) Should additional display query functions be extended?

**RESOLVED:**

• **vkGetDisplayPlaneSupportedDisplaysKHR**: No. Extensions should instead extend `vkGetDisplayPlaneCapabilitiesKHR()`.

**Version History**

• Revision 1, 2017-02-21 (James Jones)
  ◦ Initial draft.

**VK_KHR_get_surface_capabilities2**

**Name String**

```
VK_KHR_get_surface_capabilities2
```

**Extension Type**

Instance extension

**Registered Extension Number**

120

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

```
VK_KHR_surface
```

**Contact**

• James Jones 🅰️cubanismo

**Other Extension Metadata**

**Last Modified Date**

2017-02-27
IP Status
No known IP claims.

Contributors
- Ian Elliott, Google
- James Jones, NVIDIA
- Alon Or-bach, Samsung

Description
This extension provides new queries for device surface capabilities that can be easily extended by other extensions, without introducing any further queries. This extension can be considered the VK_KHR_surface equivalent of the VK_KHR_get_physical_device_properties2 extension.

New Commands
- vkGetPhysicalDeviceSurfaceCapabilities2KHR
- vkGetPhysicalDeviceSurfaceFormats2KHR

New Structures
- VkPhysicalDeviceSurfaceInfo2KHR
- VkSurfaceCapabilities2KHR
- VkSurfaceFormat2KHR

New Enum Constants
- VK_KHR_GET_SURFACE_CAPABILITIES_2_EXTENSION_NAME
- VK_KHR_GET_SURFACE_CAPABILITIES_2_SPEC_VERSION
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SURFACE_INFO_2_KHR
  - VK_STRUCTURE_TYPE_SURFACE_CAPABILITIES_2_KHR
  - VK_STRUCTURE_TYPE_SURFACE_FORMAT_2_KHR

Issues
1) What should this extension be named?

RESOLVED: VK_KHR_get_surface_capabilities2. Other alternatives:

- VK_KHR_surface2
- One extension, combining a separate display-specific query extension.

2) Should additional WSI query functions be extended?

RESOLVED:
• **vkGetPhysicalDeviceSurfaceCapabilitiesKHR**: Yes. The need for this motivated the extension.
• **vkGetPhysicalDeviceSurfaceSupportKHR**: No. Currently only has boolean output. Extensions should instead extend **vkGetPhysicalDeviceSurfaceCapabilities2KHR**.
• **vkGetPhysicalDeviceSurfaceFormatsKHR**: Yes.
• **vkGetPhysicalDeviceSurfacePresentModesKHR**: No. Recent discussion concluded this introduced too much variability for applications to deal with. Extensions should instead extend **vkGetPhysicalDeviceSurfaceCapabilities2KHR**.
• **vkGetPhysicalDeviceXlibPresentationSupportKHR**: Not in this extension.
• **vkGetPhysicalDeviceXcbPresentationSupportKHR**: Not in this extension.
• **vkGetPhysicalDeviceWaylandPresentationSupportKHR**: Not in this extension.
• **vkGetPhysicalDeviceWin32PresentationSupportKHR**: Not in this extension.

**Version History**

• Revision 1, 2017-02-27 (James Jones)
  ◦ Initial draft.

**VK_KHR_global_priority**

**Name String**

VK_KHR_global_priority

**Extension Type**

Device extension

**Registered Extension Number**

189

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_get_physical_device_properties2 or Version 1.1

**Contact**

• Tobias Hector @tobski

**Other Extension Metadata**
Description

In Vulkan, users can specify device-scope queue priorities. In some cases it may be useful to extend this concept to a system-wide scope. This device extension allows applications to query the global queue priorities supported by a queue family, and then set a priority when creating queues. The default queue priority is VK_QUEUE_GLOBAL_PRIORITY_MEDIUM_EXT.

Implementations can report which global priority levels are treated differently by the implementation. It is intended primarily for use in system integration along with certain platform-specific priority enforcement rules.

The driver implementation will attempt to skew hardware resource allocation in favor of the higher-priority task. Therefore, higher-priority work may retain similar latency and throughput characteristics even if the system is congested with lower priority work.

The global priority level of a queue shall take precedence over the per-process queue priority (VkDeviceQueueCreateInfo::pQueuePriorities).

Abuse of this feature may result in starving the rest of the system from hardware resources. Therefore, the driver implementation may deny requests to acquire a priority above the default priority (VK_QUEUE_GLOBAL_PRIORITY_MEDIUM_EXT) if the caller does not have sufficient privileges. In this scenario VK_ERROR_NOT_PERMITTED_EXT is returned.

The driver implementation may fail the queue allocation request if resources required to complete the operation have been exhausted (either by the same process or a different process). In this scenario VK_ERROR_INITIALIZATION_FAILED is returned.

New Structures

• Extending VkDeviceQueueCreateInfo:
  ◦ VkDeviceQueueGlobalPriorityCreateInfoKHR

• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceGlobalPriorityQueryFeaturesKHR

• Extending VkQueueFamilyProperties2:
  ◦ VkQueueFamilyGlobalPriorityPropertiesKHR

New Enums

• VkQueueGlobalPriorityKHR
New Enum Constants

- VK_KHR_GLOBAL_PRIORITY_EXTENSION_NAME
- VK_KHR_GLOBAL_PRIORITY_SPEC_VERSION
- VK_MAX_GLOBAL_PRIORITY_SIZE_KHR

Extending VkResult:
- VK_ERROR_NOT_PERMITTED_KHR

Extending VkStructureType:
- VK_STRUCTURE_TYPE_DEVICE_QUEUE_GLOBAL_PRIORITY_CREATE_INFO_KHR
- VK_STRUCTURE_TYPE_PHYSICALDEVICE_GLOBAL_PRIORITY_QUERY_FEATURES_KHR
- VK_STRUCTURE_TYPE_QUEUE_FAMILY_GLOBAL_PRIORITY_PROPERTIES_KHR

Issues

1) Can we additionally query whether a caller is permitted to acquire a specific global queue priority in this extension?

**RESOLVED:** No. Whether a caller has enough privilege goes with the OS, and the Vulkan driver cannot really guarantee that the privilege will not change in between this query and the actual queue creation call.

2) If more than 1 queue using global priority is requested, is there a good way to know which queue is failing the device creation?

**RESOLVED:** No. There is not a good way at this moment, and it is also not quite actionable for the applications to know that because the information may not be accurate. Queue creation can fail because of runtime constraints like insufficient privilege or lack of resource, and the failure is not necessarily tied to that particular queue configuration requested.

Version History

- Revision 1, 2021-10-22 (Tobias Hector)
  - Initial draft

**VK_KHR_incremental_present**

Name String

- VK_KHR_incremental_present

Extension Type

- Device extension

Registered Extension Number

1730
Revision
2

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_swapchain

Contact
• Ian Elliott @ianelliottus

Other Extension Metadata

Last Modified Date
2016-11-02

IP Status
No known IP claims.

Contributors
• Ian Elliott, Google
• Jesse Hall, Google
• Alon Or-bach, Samsung
• James Jones, NVIDIA
• Daniel Rakos, AMD
• Ray Smith, ARM
• Mika Isojarvi, Google
• Jeff Juliano, NVIDIA
• Jeff Bolz, NVIDIA

Description
This device extension extends vkQueuePresentKHR, from the VK_KHR_swapchain extension, allowing an application to specify a list of rectangular, modified regions of each image to present. This should be used in situations where an application is only changing a small portion of the presentable images within a swapchain, since it enables the presentation engine to avoid wasting time presenting parts of the surface that have not changed.

This extension is leveraged from the EGL_KHR_swap_buffers_with_damage extension.

New Structures
• VkPresentRegionKHR
• VkRectLayerKHR
• Extending VkPresentInfoKHR:
  ◦ VkPresentRegionsKHR

New Enum Constants

• VK_KHR_INCREMENTAL_PRESENT_EXTENSION_NAME
• VK_KHR_INCREMENTAL_PRESENT_SPEC_VERSION

Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PRESENT_REGIONS_KHR

Issues

1) How should we handle stereo-3D swapchains? We need to add a layer for each rectangle. One approach is to create another struct containing the VkRect2D plus layer, and have VkPresentRegionsKHR point to an array of that struct. Another approach is to have two parallel arrays, pRectangles and pLayers, where pRectangles[i] and pLayers[i] must be used together. Which approach should we use, and if the array of a new structure, what should that be called?

RESOLVED: Create a new structure, which is a VkRect2D plus a layer, and will be called VkRectLayerKHR.

2) Where is the origin of the VkRectLayerKHR?

RESOLVED: The upper left corner of the presentable image(s) of the swapchain, per the definition of framebuffer coordinates.

3) Does the rectangular region, VkRectLayerKHR, specify pixels of the swapchain’s image(s), or of the surface?

RESOLVED: Of the image(s). Some presentation engines may scale the pixels of a swapchain’s image(s) to the size of the surface. The size of the swapchain’s image(s) will be consistent, where the size of the surface may vary over time.

4) What if all of the rectangles for a given swapchain contain a width and/or height of zero?

RESOLVED: The application is indicating that no pixels changed since the last present. The presentation engine may use such a hint and not update any pixels for the swapchain. However, all other semantics of vkQueuePresentKHR must still be honored, including waiting for semaphores to signal.

5) When the swapchain is created with VkSwapchainCreateInfoKHR::preTransform set to a value other than VK_SURFACE_TRANSFORM_IDENTITY_BIT_KHR, should the rectangular region, VkRectLayerKHR, be transformed to align with the preTransform?

RESOLVED: No. The rectangular region in VkRectLayerKHR should not be transformed. As such, it may not align with the extents of the swapchain’s image(s). It is the responsibility of the presentation engine to transform the rectangular region. This matches the behavior of the Android presentation engine, which set the precedent.
Version History

- Revision 1, 2016-11-02 (Ian Elliott)
  - Internal revisions
- Revision 2, 2021-03-18 (Ian Elliott)
  - Clarified alignment of rectangles for presentation engines that support transformed swapchains.

VK_KHR_index_type_uint8

Name String

VK_KHR_index_type_uint8

Extension Type

Device extension

Registered Extension Number

534

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_get_physical_device_properties2
or
Version 1.1

Contact

- Piers Daniell pdaniell-nv

Other Extension Metadata

Last Modified Date

2023-06-06

IP Status

No known IP claims.

Contributors

- Jeff Bolz, NVIDIA

Description

This extension allows uint8_t indices to be used with vkCmdBindIndexBuffer.
New Structures

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceIndexTypeUint8FeaturesKHR

New Enum Constants

- VK_KHR_INDEX_TYPE_UINT8_EXTENSION_NAME
- VK_KHR_INDEX_TYPE_UINT8_SPEC_VERSION

- Extending VkIndexType:
  - VK_INDEX_TYPE_UINT8_KHR

- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_INDEX_TYPE_UINT8_FEATURES_KHR

Version History

- Revision 1, 2023-06-06 (Piers Daniell)
  - Internal revisions

VK_KHR_line_rasterization

Name String

VK_KHR_line_rasterization

Extension Type

Device extension

Registered Extension Number

535

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

- VK_KHR_get_physical_device_properties2
  - or
  - Version 1.1

Contact

- Piers Daniell pdaniell-nv
Other Extension Metadata

Last Modified Date
2023-06-08

IP Status
No known IP claims.

Contributors
• Jeff Bolz, NVIDIA
• Allen Jensen, NVIDIA
• Faith Ekstrand, Intel

Description
This extension adds some line rasterization features that are commonly used in CAD applications and supported in other APIs like OpenGL. Bresenham-style line rasterization is supported, smooth rectangular lines (coverage to alpha) are supported, and stippled lines are supported for all three line rasterization modes.

New Commands
• vkCmdSetLineStippleKHR

New Structures
• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceLineRasterizationFeaturesKHR
• Extending VkPhysicalDeviceProperties2:
  ◦ VkPhysicalDeviceLineRasterizationPropertiesKHR
• Extending VkPipelineRasterizationStateCreateInfo:
  ◦ VkPipelineRasterizationLineStateCreateInfoKHR

New Enums
• VkLineRasterizationModeKHR

New Enum Constants
• VK_KHR_LINE_RASTERIZATION_EXTENSION_NAME
• VK_KHR_LINE_RASTERIZATION_SPEC_VERSION
Extending VkDynamicState:
  ◦ VK_DYNAMIC_STATE_LINE_STIPPLE_KHR
Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_LINE_RASTERIZATION_FEATURES_KHR
Issues

1) Do we need to support Bresenham-style and smooth lines with more than one rasterization sample? i.e. the equivalent of `glDisable(GL_MULTISAMPLE)` in OpenGL when the framebuffer has more than one sample?

**RESOLVED:** Yes. For simplicity, Bresenham line rasterization carries forward a few restrictions from OpenGL, such as not supporting per-sample shading, alpha to coverage, or alpha to one.

Version History

- Revision 1, 2019-05-09 (Jeff Bolz)
  - Initial draft

**VK_KHR_object_refresh**

**Name String**

`VK_KHR_object_refresh`

**Extension Type**

Device extension

**Registered Extension Number**

309

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

None

**Contact**

- Aidan Fabius [afabius](mailto:afabius)

**Other Extension Metadata**

**Last Modified Date**

2020-01-14

**IP Status**

No known IP claims.
Contributors

- Aidan Fabius, Core Avionics
- Mark Bellamy, ARM

Description

Many safety critical environments are required to contend with single event upsets (SEUs). These occur when a bit in a physical device’s memory or register is inadvertently flipped. It is typical for host memory to include automatic error detection (EDC) or correction (ECC) on platforms where this a concern. However, device-accessible memory may not have these protections. In that case, the data must be periodically refreshed.

Unextended Vulkan provides a variety of methods to mitigate SEUs. Image and buffer objects can be bound to SEU-safe memory, and many object types can be refreshed explicitly by the application by reloading or regenerating the object’s data. However, implementations may store internal object-specific data in non-SEU-safe memory, and unextended Vulkan provides no clear method to determine which object types this applies to or how to refresh that data.

This extension adds a mechanism to query which object types store implementation-internal data in device regions susceptible to SEUs, and to explicitly refresh that implementation-internal data.

New Commands

- vkCmdRefreshObjectsKHR
- vkGetPhysicalDeviceRefreshableObjectTypesKHR

New Structures

- VkRefreshObjectKHR
- VkRefreshObjectListKHR

New Enums

- VkRefreshObjectFlagBitsKHR

New Bitmasks

- VkRefreshObjectFlagsKHR

New Enum Constants

- VK_KHR_OBJECT_REFRESH_EXTENSION_NAME
- VK_KHR_OBJECT_REFRESH_SPEC_VERSION

Extending VkStructureType:

- VK_STRUCTURE_TYPE_REFRESH_OBJECT_LIST_KHR
Issues

1) Should this extension refresh object data, or validate whether or not the data has been corrupted?

**RESOLVED** This extension should refresh data, not validate it. This reduces application error-handling complexity, and invalid data would have to be refreshed anyway.

2) Should object refreshes be done using the host or with command buffers?

**RESOLVED** Object refreshes should be done with command buffers. This reduces the synchronization complexity.

3) Refresh operations will need a pipeline barrier so that subsequent commands will see the results of the refresh. What access flags and pipeline stage should apply to refresh operations? Should they use new flags and stages, or reuse an existing one?

**RESOLVED** Object refreshes are considered to be a transfer operation for the purposes of pipeline barriers.

4) Should this extension add a feature bit?

**RESOLVED** A feature bit is not necessary. In the case of this extension being promoted to core, implementations that do not support or require refreshing of any object types will return 0 for the *count* parameter of *vkGetPhysicalDeviceRefreshableObjectTypesKHR*.

Examples

None.

Version History

- Revision 1, 2020-01-14

**VK_KHR_performance_query**

Name String

VK_KHR_performance_query

Extension Type

Device extension

Registered Extension Number

117

Revision

1

Ratification Status

Ratified
Extension and Version Dependencies

- VK_KHR_get_physical_device_properties2
- or
- Version 1.1

API Interactions

- Interacts with VKSC_VERSION_1_0

Special Use

- Developer tools

Contact

- Alon Or-bach @alonorbach

Other Extension Metadata

Last Modified Date
2019-10-08

IP Status
No known IP claims.

Contributors

- Jesse Barker, Unity Technologies
- Kenneth Benzie, Codeplay
- Jan-Harald Fredriksen, ARM
- Jeff Leger, Qualcomm
- Jesse Hall, Google
- Tobias Hector, AMD
- Neil Henning, Codeplay
- Baldur Karlsson
- Lionel Landwerlin, Intel
- Peter Lohrmann, AMD
- Alon Or-bach, Samsung
- Daniel Rakos, AMD
- Niklas Smedberg, Unity Technologies
- Igor Ostrowski, Intel

Description

The VK_KHR_performance_query extension adds a mechanism to allow querying of performance counters for use in applications and by profiling tools.

Each queue family may expose counters that can be enabled on a queue of that family. We extend
**VkQueryType** to add a new query type for performance queries, and chain a structure on **VkQueryPoolCreateInfo** to specify the performance queries to enable.

### New Commands

- `vkAcquireProfilingLockKHR`
- `vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR`
- `vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR`
- `vkReleaseProfilingLockKHR`

### New Structures

- `VkAcquireProfilingLockInfoKHR`
- `VkPerformanceCounterDescriptionKHR`
- `VkPerformanceCounterKHR`
- Extending **VkPhysicalDeviceFeatures2, VkDeviceCreateInfo**:
  - `VkPhysicalDevicePerformanceQueryFeaturesKHR`
- Extending **VkPhysicalDeviceProperties2**:
  - `VkPhysicalDevicePerformanceQueryPropertiesKHR`
- Extending **VkQueryPoolCreateInfo**:
  - `VkQueryPoolPerformanceCreateInfoKHR`
- Extending **VkSubmitInfo, VkSubmitInfo2**:
  - `VkPerformanceQuerySubmitInfoKHR`

If Vulkan SC 1.0 is supported:

- Extending **VkDeviceCreateInfo**:
  - `VkPerformanceQueryReservationInfoKHR`

### New Unions

- `VkPerformanceCounterResultKHR`

### New Enums

- `VkAcquireProfilingLockFlagBitsKHR`
- `VkPerformanceCounterDescriptionFlagBitsKHR`
- `VkPerformanceCounterScopeKHR`
- `VkPerformanceCounterStorageKHR`
- `VkPerformanceCounterUnitKHR`
New Bitmasks

- VkAcquireProfilingLockFlagsKHR
- VkPerformanceCounterDescriptionFlagsKHR

New Enum Constants

- VK_KHR_PERFORMANCE_QUERY_EXTENSION_NAME
- VK_KHR_PERFORMANCE_QUERY_SPEC_VERSION

Extending VkQueryType:
- VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR

Extending VkStructureType:
- VK_STRUCTURE_TYPE_ACQUIRE_PROFILING_LOCK_INFO_KHR
- VK_STRUCTURE_TYPE_PERFORMANCE_COUNTER_DESCRIPTION_KHR
- VK_STRUCTURE_TYPE_PERFORMANCE_COUNTER_KHR
- VK_STRUCTURE_TYPE_PERFORMANCE_QUERY_SUBMIT_INFO_KHR
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PERFORMANCE_QUERY_FEATURES_KHR
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PERFORMANCE_QUERY_PROPERTIES_KHR
- VK_STRUCTURE_TYPE_QUERY_POOL_PERFORMANCE_CREATE_INFO_KHR

If Vulkan SC 1.0 is supported:

- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PERFORMANCE_QUERY_RESERVATION_INFO_KHR

Issues

1) Should this extension include a mechanism to begin a query in command buffer A and end the query in command buffer B?

RESOLVED No - queries are tied to command buffer creation and thus have to be encapsulated within a single command buffer.

2) Should this extension include a mechanism to begin and end queries globally on the queue, not using the existing command buffer commands?

RESOLVED No - for the same reasoning as the resolution of 1).

3) Should this extension expose counters that require multiple passes?

RESOLVED Yes - users should re-submit a command buffer with the same commands in it multiple times, specifying the pass to count as the query parameter in VkPerformanceQuerySubmitInfoKHR.

4) How to handle counters across parallel workloads?

RESOLVED In the spirit of Vulkan, a counter description flag
VK_PERFORMANCE_COUNTER_DESCRIPTION_CONCURRENTLY_IMPACTED_BIT_KHR denotes that the accuracy of a counter result is affected by parallel workloads.

5) How to handle secondary command buffers?

**RESOLVED** Secondary command buffers inherit any counter pass index specified in the parent primary command buffer. Note: this is no longer an issue after change from issue 10 resolution.

6) What commands does the profiling lock have to be held for?

**RESOLVED** For any command buffer that is being queried with a performance query pool, the profiling lock **must** be held while that command buffer is in the **recording**, **executable**, or **pending** state.

7) Should we support vkCmdCopyQueryPoolResults?

**RESOLVED** Yes.

8) Should we allow performance queries to interact with multiview?

**RESOLVED** Yes, but the performance queries must be performed once for each pass per view.

9) Should a queryCount > 1 be usable for performance queries?

**RESOLVED** Yes. Some vendors will have costly performance counter query pool creation, and would rather if a certain set of counters were to be used multiple times that a queryCount > 1 can be used to amortize the instantiation cost.

10) Should we introduce an indirect mechanism to set the counter pass index?

**RESOLVED** Specify the counter pass index at submit time instead, to avoid requiring re-recording of command buffers when multiple counter passes are needed.

**Examples**

The following example shows how to find what performance counters a queue family supports, setup a query pool to record these performance counters, how to add the query pool to the command buffer to record information, and how to get the results from the query pool.

```c
// A previously created physical device
VkPhysicalDevice physicalDevice;

// One of the queue families our device supports
uint32_t queueFamilyIndex;

uint32_t counterCount;

// Get the count of counters supported
vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR(
    physicalDevice,
    queueFamilyIndex,
```
VkPerformanceCounterKHR* counters =
    malloc(sizeof(VkPerformanceCounterKHR) * counterCount);
VkPerformanceCounterDescriptionKHR* counterDescriptions =
    malloc(sizeof(VkPerformanceCounterDescriptionKHR) * counterCount);

// Get the counters supported
vkEnumeratePhysicalDeviceQueueFamilyPerformanceQueryCountersKHR(
    physicalDevice,
    queueFamilyIndex,
    &counterCount,
    counters,
    counterDescriptions);

// Try to enable the first 8 counters
uint32_t enabledCounters[8];

const uint32_t enabledCounterCount = min(counterCount, 8));

for (uint32_t i = 0; i < enabledCounterCount; i++) {
    enabledCounters[i] = i;
}

// A previously created device that had the performanceCounterQueryPools feature
// set to VK_TRUE
VkDevice device;

VkQueryPoolPerformanceCreateInfoKHR performanceQueryCreateInfo = {
    .sType = VK_STRUCTURE_TYPE_QUERY_POOL_PERFORMANCE_CREATE_INFO_KHR,
    .pNext = NULL,
    .queueFamilyIndex = queueFamilyIndex,
    .counterIndexCount = enabledCounterCount,
    .pCounterIndices = enabledCounters
};

// Get the number of passes our counters will require.
uint32_t numPasses;

vkGetPhysicalDeviceQueueFamilyPerformanceQueryPassesKHR(
    physicalDevice,
    &performanceQueryCreateInfo,
numPasses);

VkQueryPoolCreateInfo queryPoolCreateInfo = {
    .sType = VK_STRUCTURE_TYPE_QUERY_POOL_CREATE_INFO,
    .pNext = &performanceQueryCreateInfo,
    .flags = 0,
    // Using our new query type here
    .queryType = VK_QUERY_TYPE_PERFORMANCE_QUERY_KHR,
    .queryCount = 1,
    .pipelineStatistics = 0
};

VkQueryPool queryPool;

VkResult result = vkCreateQueryPool(
    device,
    &queryPoolCreateInfo,
    NULL,
    &queryPool);

assert(VK_SUCCESS == result);

// A queue from queueFamilyIndex
VkQueue queue;

// A command buffer we want to record counters on
VkCommandBuffer commandBuffer;

VkCommandBufferBeginInfo commandBufferBeginInfo = {
    .sType = VK_STRUCTURE_TYPE_COMMAND_BUFFER_BEGIN_INFO,
    .pNext = NULL,
    .flags = 0,
    .pInheritanceInfo = NULL
};

VkAcquireProfilingLockInfoKHR lockInfo = {
    .sType = VK_STRUCTURE_TYPE_ACQUIRE_PROFILING_LOCK_INFO_KHR,
    .pNext = NULL,
    .flags = 0,
    .timeout = UINT64_MAX // Wait forever for the lock
};

// Acquire the profiling lock before we record command buffers
// that will use performance queries
result = vkAcquireProfilingLockKHR(device, &lockInfo);

assert(VK_SUCCESS == result);

result = vkBeginCommandBuffer(commandBuffer, &commandBufferBeginInfo);
assert(VK_SUCCESS == result);

vkCmdResetQueryPool(
    commandBuffer,
    queryPool,
    0,
    1);

vkCmdBeginQuery(
    commandBuffer,
    queryPool,
    0,
    0);

// Perform the commands you want to get performance information on
// ...

// Perform a barrier to ensure all previous commands were complete before
// ending the query
vkCmdPipelineBarrier(commandBuffer,
    VK_PIPELINE_STAGE_BOTTOM_OF_PIPE_BIT,
    VK_PIPELINE_STAGE_BOTTOM_OF_PIPE_BIT,
    0,
    0,
    NULL,
    0,
    NULL,
    0,
    NULL);

vkCmdEndQuery(
    commandBuffer,
    queryPool,
    0);

result = vkEndCommandBuffer(commandBuffer);

assert(VK_SUCCESS == result);

for (uint32_t counterPass = 0; counterPass < numPasses; counterPass++) {
    VkPerformanceQuerySubmitInfoKHR performanceQuerySubmitInfo = {
        VK_STRUCTURE_TYPE_PERFORMANCE_QUERY_SUBMIT_INFO_KHR,
        NULL,
        counterPass
    };

    // Submit the command buffer and wait for its completion
    // ...
}
// Release the profiling lock after the command buffer is no longer in the
// pending state.
vkReleaseProfilingLockKHR(device);

result = vkResetCommandBuffer(commandBuffer, 0);

assert(VK_SUCCESS == result);

// Create an array to hold the results of all counters
VkPerformanceCounterResultKHR* recordedCounters = malloc(
    sizeof(VkPerformanceCounterResultKHR) * enabledCounterCount);

result = vkGetQueryPoolResults(
    device,
    queryPool,
    0,
    1,
    sizeof(VkPerformanceCounterResultKHR) * enabledCounterCount,
    recordedCounters,
    sizeof(VkPerformanceCounterResultKHR) * enabledCounterCount,
    NULL);

// recordedCounters is filled with our counters, we will look at one for posterity
switch (counters[0].storage) {
    case VK_PERFORMANCE_COUNTER_STORAGE_INT32:
        // use recordCounters[0].int32 to get at the counter result!
        break;
    case VK_PERFORMANCE_COUNTER_STORAGE_INT64:
        // use recordCounters[0].int64 to get at the counter result!
        break;
    case VK_PERFORMANCE_COUNTER_STORAGE_UINT32:
        // use recordCounters[0].uint32 to get at the counter result!
        break;
    case VK_PERFORMANCE_COUNTER_STORAGE_UINT64:
        // use recordCounters[0].uint64 to get at the counter result!
        break;
    case VK_PERFORMANCE_COUNTER_STORAGE_FLOAT32:
        // use recordCounters[0].float32 to get at the counter result!
        break;
    case VK_PERFORMANCE_COUNTER_STORAGE_FLOAT64:
        // use recordCounters[0].float64 to get at the counter result!
        break;
}

Version History

- Revision 1, 2019-10-08
VK_KHR_shader_clock

Name String
VK_KHR_shader_clock

Extension Type
Device extension

Registered Extension Number
182

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or
Version 1.1

SPIR-V Dependencies
• SPV_KHR_shader_clock

Contact
• Aaron Hagan @ahagan

Other Extension Metadata

Last Modified Date
2019-4-25

IP Status
No known IP claims.

Interactions and External Dependencies
• This extension provides API support for GL_ARB_shader_clock and GL_EXT_shader_realtime_clock

Contributors
• Aaron Hagan, AMD
• Daniel Koch, NVIDIA

Description
This extension advertises the SPIR-V ShaderClockKHR capability for Vulkan, which allows a shader to query a real-time or monotonically incrementing counter at the subgroup level or across the device level. The two valid SPIR-V scopes for OpReadClockKHR are Subgroup and Device.
When using GLSL source-based shading languages, the `clockRealtime*EXT()` timing functions map to the `OpReadClockKHR` instruction with a scope of `Device`, and the `clock*ARB()` timing functions map to the `OpReadClockKHR` instruction with a scope of `Subgroup`.

**New Structures**

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceShaderClockFeaturesKHR`

**New Enum Constants**

- `VK_KHR_SHADER_CLOCK_EXTENSION_NAME`
- `VK_KHR_SHADER_CLOCK_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_CLOCK_FEATURES_KHR`

**New SPIR-V Capabilities**

- `ShaderClockKHR`

**Version History**

- Revision 1, 2019-4-25 (Aaron Hagan)
  - Initial revision

**VK_KHR_shader_terminate_invocation**

**Name String**

- `VK_KHR_shader_terminate_invocation`

**Extension Type**

- Device extension

**Registered Extension Number**

- 216

**Revision**

- 1

**Ratification Status**

- Ratified

**Extension and Version Dependencies**

- `VK_KHR_get_physical_device_properties2`
- `Version 1.1`
**SPIR-V Dependencies**
- SPV_KHR_terminate_invocation

**Deprecation State**
- Promoted to Vulkan 1.3

**Contact**
- Jesse Hall @critsec

**Other Extension Metadata**

**Last Modified Date**
- 2020-08-11

**IP Status**
- No known IP claims.

**Contributors**
- Alan Baker, Google
- Jeff Bolz, NVIDIA
- Jesse Hall, Google
- Ralph Potter, Samsung
- Tom Olson, Arm

**Description**

This extension adds Vulkan support for the SPV_KHR_terminate_invocation SPIR-V extension. That SPIR-V extension provides a new instruction, OpTerminateInvocation, which causes a shader invocation to immediately terminate and sets the coverage of shaded samples to 0; only previously executed instructions will have observable effects. The OpTerminateInvocation instruction, along with the OpDemoteToHelperInvocation instruction from the VK_EXT_shader_demote_to_helper_invocation extension, together replace the OpKill instruction, which could behave like either of these instructions. OpTerminateInvocation provides the behavior required by the GLSL discard statement, and should be used when available by GLSL compilers and applications that need the GLSL discard behavior.

**New Structures**
- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceShaderTerminateInvocationFeaturesKHR

**New Enum Constants**
- VK_KHR_SHADER_TERMINATE_INVOCATION_EXTENSION_NAME
- VK_KHR_SHADER_TERMINATE_INVOCATION_SPEC_VERSION
- Extending VkStructureType:
Promotion to Vulkan 1.3

Functionality in this extension is included in core Vulkan 1.3, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

Version History

- Revision 1, 2020-08-11 (Jesse Hall)

VK_KHR_shared_presentable_image

Name String

VK_KHR_shared_presentable_image

Extension Type

Device extension

Registered Extension Number

112

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_swapchain

and

VK_KHR_get_surface_capabilities2

and

VK_KHR_get_physical_device_properties2

or

Version 1.1

Contact

- Alon Or-bach @alonorbach

Other Extension Metadata

Last Modified Date

2017-03-20

IP Status

No known IP claims.
Contributors

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- Jesse Hall, Google
- Pablo Ceballos, Google
- Chris Forbes, Google
- Jeff Juliano, NVIDIA
- James Jones, NVIDIA
- Daniel Rakos, AMD
- Tobias Hector, Imagination Technologies
- Graham Connor, Imagination Technologies
- Michael Worcester, Imagination Technologies
- Cass Everitt, Oculus
- Johannes Van Waveren, Oculus

Description

This extension extends VK_KHR_swapchain to enable creation of a shared presentable image. This allows the application to use the image while the presentation engine is accessing it, in order to reduce the latency between rendering and presentation.

New Commands

- vkGetSwapchainStatusKHR

New Structures

- Extending VkSurfaceCapabilities2KHR:
  - VkSharedPresentSurfaceCapabilitiesKHR

New Enum Constants

- VK_KHR_SHARED_PRESENTABLE_IMAGE_EXTENSION_NAME
- VK_KHR_SHARED_PRESENTABLE_IMAGE_SPEC_VERSION
- Extending VkImageLayout:
  - VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR
- Extending VkPresentModeKHR:
  - VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR
  - VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_SHARED_PRESENT_SURFACE_CAPABILITIES_KHR
Issues

1) Should we allow a Vulkan WSI swapchain to toggle between normal usage and shared presentation usage?

**RESOLVED**: No. WSI swapchains are typically recreated with new properties instead of having their properties changed. This can also save resources, assuming that fewer images are needed for shared presentation, and assuming that most VR applications do not need to switch between normal and shared usage.

2) Should we have a query for determining how the presentation engine refresh is triggered?

**RESOLVED**: Yes. This is done via which presentation modes a surface supports.

3) Should the object representing a shared presentable image be an extension of a `VkSwapchainKHR` or a separate object?

**RESOLVED**: Extension of a swapchain due to overlap in creation properties and to allow common functionality between shared and normal presentable images and swapchains.

4) What should we call the extension and the new structures it creates?

**RESOLVED**: Shared presentable image / shared present.

5) Should the `minImageCount` and `presentMode` values of the `VkSwapchainCreateInfoKHR` be ignored, or required to be compatible values?

**RESOLVED**: `minImageCount` must be set to 1, and `presentMode` should be set to either `VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR` or `VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR`.

6) What should the layout of the shared presentable image be?

**RESOLVED**: After acquiring the shared presentable image, the application must transition it to the `VK_IMAGE_LAYOUT_SHARED_PRESENT_KHR` layout prior to it being used. After this initial transition, any image usage that was requested during swapchain creation can be performed on the image without layout transitions being performed.

7) Do we need a new API for the trigger to refresh new content?

**RESOLVED**: `vkQueuePresentKHR` to act as API to trigger a refresh, as will allow combination with other compatible extensions to `vkQueuePresentKHR`.

8) How should an application detect a `VK_ERROR_OUT_OF_DATE_KHR` error on a swapchain using the `VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR` present mode?

**RESOLVED**: Introduce `vkGetSwapchainStatusKHR` to allow applications to query the status of a swapchain using a shared presentation mode.

9) What should subsequent calls to `vkQueuePresentKHR` for `VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR` swapchains be defined to do?

**RESOLVED**: State that implementations may use it as a hint for updated content.
10) Can the ownership of a shared presentable image be transferred to a different queue?

**RESOLVED**: No. It is not possible to transfer ownership of a shared presentable image obtained from a swapchain created using `VK_SHARING_MODE_EXCLUSIVE` after it has been presented.

11) How should `vkQueueSubmit` behave if a command buffer uses an image from a `VK_ERROR_OUT_OF_DATE_KHR` swapchain?

**RESOLVED**: `vkQueueSubmit` is expected to return the `VK_ERROR_DEVICE_LOST` error.

12) Can Vulkan provide any guarantee on the order of rendering, to enable beam chasing?

**RESOLVED**: This could be achieved via use of render passes to ensure strip rendering.

**Version History**

- Revision 1, 2017-03-20 (Alon Or-bach)
  - Internal revisions

**VK_KHR_surface**

**Name String**

`VK_KHR_surface`

**Extension Type**

Instance extension

**Registered Extension Number**

1

**Revision**

25

**Ratification Status**

Ratified

**Extension and Version Dependencies**

None

**Contact**

- James Jones 🌐 cubanismo
- Ian Elliott 🌐 ianelliottus

**Other Extension Metadata**

**Last Modified Date**

2016-08-25
IP Status
No known IP claims.

Contributors
• Patrick Doane, Blizzard
• Ian Elliott, LunarG
• Jesse Hall, Google
• James Jones, NVIDIA
• David Mao, AMD
• Norbert Nopper, Freescale
• Alon Or-bach, Samsung
• Daniel Rakos, AMD
• Graham Sellers, AMD
• Jeff Vigil, Qualcomm
• Chia-I Wu, LunarG
• Faith Ekstrand, Intel

Description
The VK_KHR_surface extension is an instance extension. It introduces VkSurfaceKHR objects, which abstract native platform surface or window objects for use with Vulkan. It also provides a way to determine whether a queue family in a physical device supports presenting to particular surface.

Separate extensions for each platform provide the mechanisms for creating VkSurfaceKHR objects, but once created they may be used in this and other platform-independent extensions, in particular the VK_KHR_swapchain extension.

New Object Types
• VkSurfaceKHR

New Commands
• vkDestroySurfaceKHR
• vkGetPhysicalDeviceSurfaceCapabilitiesKHR
• vkGetPhysicalDeviceSurfaceFormatsKHR
• vkGetPhysicalDeviceSurfacePresentModesKHR
• vkGetPhysicalDeviceSurfaceSupportKHR

New Structures
• VkSurfaceCapabilitiesKHR
• VkSurfaceFormatKHR
New Enums

- VkColorSpaceKHR
- VkCompositeAlphaFlagBitsKHR
- VkPresentModeKHR
- VkSurfaceTransformFlagBitsKHR

New Bitmasks

- VkCompositeAlphaFlagsKHR

New Enum Constants

- VK_KHR_SURFACE_EXTENSION_NAME
- VK_KHR_SURFACE_SPEC_VERSION

Extending VkObjectType:

- VK_OBJECT_TYPE_SURFACE_KHR

Extending VkResult:

- VK_ERROR_NATIVE_WINDOW_IN_USE_KHR
- VK_ERROR_SURFACE_LOST_KHR

Issues

1) Should this extension include a method to query whether a physical device supports presenting to a specific window or native surface on a given platform?

**RESOLVED**: Yes. Without this, applications would need to create a device instance to determine whether a particular window can be presented to. Knowing that a device supports presentation to a platform in general is not sufficient, as a single machine might support multiple seats, or instances of the platform that each use different underlying physical devices. Additionally, on some platforms, such as the X Window System, different drivers and devices might be used for different windows depending on which section of the desktop they exist on.

2) Should the `vkGetPhysicalDeviceSurfaceCapabilitiesKHR`, `vkGetPhysicalDeviceSurfaceFormatsKHR`, and `vkGetPhysicalDeviceSurfacePresentModesKHR` functions be in this extension and operate on physical devices, rather than being in `VK_KHR_swapchain` (i.e. device extension) and being dependent on `VkDevice`?

**RESOLVED**: Yes. While it might be useful to depend on `VkDevice` (and therefore on enabled extensions and features) for the queries, Vulkan was released only with the `VkPhysicalDevice` versions. Many cases can be resolved by a Valid Usage statement, and/or by a separate `pNext` chain version of the query struct specific to a given extension or parameters, via extensible versions of the queries: `vkGetPhysicalDeviceSurfaceCapabilities2KHR`, and `vkGetPhysicalDeviceSurfaceFormats2KHR`.

3) Should Vulkan support Xlib or XCB as the API for accessing the X Window System platform?
**RESOLVED**: Both. XCB is a more modern and efficient API, but Xlib usage is deeply ingrained in many applications and likely will remain in use for the foreseeable future. Not all drivers necessarily need to support both, but including both as options in the core specification will probably encourage support, which should in turn ease adoption of the Vulkan API in older codebases. Additionally, the performance improvements possible with XCB likely will not have a measurable impact on the performance of Vulkan presentation and other minimal window system interactions defined here.

4) Should the GBM platform be included in the list of platform enums?

**RESOLVED**: Deferred, and will be addressed with a platform-specific extension to be written in the future.

**Version History**

- **Revision 1, 2015-05-20 (James Jones)**
  - Initial draft, based on LunarG KHR spec, other KHR specs, patches attached to bugs.

- **Revision 2, 2015-05-22 (Ian Elliott)**
  - Created initial Description section.
  - Removed query for whether a platform requires the use of a queue for presentation, since it was decided that presentation will always be modeled as being part of the queue.
  - Fixed typos and other minor mistakes.

- **Revision 3, 2015-05-26 (Ian Elliott)**
  - Improved the Description section.

- **Revision 4, 2015-05-27 (James Jones)**
  - Fixed compilation errors in example code.

- **Revision 5, 2015-06-01 (James Jones)**
  - Added issues 1 and 2 and made related spec updates.

- **Revision 6, 2015-06-01 (James Jones)**
  - Merged the platform type mappings table previously removed from VK_KHR_swapchain with the platform description table in this spec.
  - Added issues 3 and 4 documenting choices made when building the initial list of native platforms supported.

- **Revision 7, 2015-06-11 (Ian Elliott)**
  - Updated table 1 per input from the KHR TSG.
  - Updated issue 4 (GBM) per discussion with Daniel Stone. He will create a platform-specific extension sometime in the future.

- **Revision 8, 2015-06-17 (James Jones)**
  - Updated enum-extending values using new convention.
  - Fixed the value of VK_SURFACE_PLATFORM_INFO_TYPE_SUPPORTED_KHR.
• Revision 9, 2015-06-17 (James Jones)
  ◦ Rebased on Vulkan API version 126.

• Revision 10, 2015-06-18 (James Jones)
  ◦ Marked issues 2 and 3 resolved.

• Revision 11, 2015-06-23 (Ian Elliott)
  ◦ Examples now show use of function pointers for extension functions.
  ◦ Eliminated extraneous whitespace.

• Revision 12, 2015-07-07 (Daniel Rakos)
  ◦ Added error section describing when each error is expected to be reported.
  ◦ Replaced the term “queue node index” with “queue family index” in the spec as that is the agreed term to be used in the latest version of the core header and spec.
  ◦ Replaced bool32_t with VkBool32.

• Revision 13, 2015-08-06 (Daniel Rakos)
  ◦ Updated spec against latest core API header version.

• Revision 14, 2015-08-20 (Ian Elliott)
  ◦ Renamed this extension and all of its enumerations, types, functions, etc. This makes it compliant with the proposed standard for Vulkan extensions.
  ◦ Switched from “revision” to “version”, including use of the VK_MAKE_VERSION macro in the header file.
  ◦ Did miscellaneous cleanup, etc.

• Revision 15, 2015-08-20 (Ian Elliott—porting a 2015-07-29 change from James Jones)
  ◦ Moved the surface transform enums here from VK_WSI_swapchain so they could be reused by VK_WSI_display.

• Revision 16, 2015-09-01 (James Jones)
  ◦ Restore single-field revision number.

• Revision 17, 2015-09-01 (James Jones)
  ◦ Fix example code compilation errors.

• Revision 18, 2015-09-26 (Jesse Hall)
  ◦ Replaced VkSurfaceDescriptionKHR with the VkSurfaceKHR object, which is created via layered extensions. Added VkDestroySurfaceKHR.

• Revision 19, 2015-09-28 (Jesse Hall)
  ◦ Renamed from VK_EXT_KHR_swapchain to VK_EXT_KHR_surface.

• Revision 20, 2015-09-30 (Jeff Vigil)
  ◦ Add error result VK_ERROR_SURFACE_LOST_KHR.

• Revision 21, 2015-10-15 (Daniel Rakos)
  ◦ Updated the resolution of issue #2 and include the surface capability queries in this
extension.

- Renamed SurfaceProperties to SurfaceCapabilities as it better reflects that the values returned are the capabilities of the surface on a particular device.
- Other minor cleanup and consistency changes.

- Revision 22, 2015-10-26 (Ian Elliott)
  - Renamed from VK_EXT_KHR_surface to VK_KHR_surface.

- Revision 23, 2015-11-03 (Daniel Rakos)
  - Added allocation callbacks to vkDestroySurfaceKHR.

- Revision 24, 2015-11-10 (Jesse Hall)
  - Removed VkSurfaceTransformKHR. Use VkSurfaceTransformFlagBitsKHR instead.
  - Rename VkSurfaceCapabilitiesKHR member maxImageArraySize to maxImageArrayLayers.

- Revision 25, 2016-01-14 (James Jones)
  - Moved VK_ERROR_NATIVE_WINDOW_IN_USE_KHR from the VK_KHR_android_surface to the VK_KHR_surface extension.

- 2016-08-23 (Ian Elliott)
  - Update the example code, to not have so many characters per line, and to split out a new example to show how to obtain function pointers.

- 2016-08-25 (Ian Elliott)
  - A note was added at the beginning of the example code, stating that it will be removed from future versions of the appendix.

**VK_KHR_swapchain**

**Name String**  
VK_KHR_swapchain

**Extension Type**  
Device extension

**Registered Extension Number**  
2

**Revision**  
70

**Ratification Status**  
Ratified

**Extension and Version Dependencies**  
VK_KHR_surface
API Interactions
   • Interacts with VK_VERSION_1_1

Contact
   • James Jones 🌏 cubanismo
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Other Extension Metadata

Last Modified Date
   2017-10-06

IP Status
   No known IP claims.

Interactions and External Dependencies
   • Interacts with Vulkan 1.1

Contributors
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   • James Jones, NVIDIA
   • David Mao, AMD
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   • Alon Or-bach, Samsung
   • Daniel Rakos, AMD
   • Graham Sellers, AMD
   • Jeff Vigil, Qualcomm
   • Chia-I Wu, LunarG
   • Faith Ekstrand, Intel
   • Mattheaus G. Chajdas, AMD
   • Ray Smith, ARM

Description

The VK_KHR_swapchain extension is the device-level companion to the VK_KHR_surface extension. It introduces VkSwapchainKHR objects, which provide the ability to present rendering results to a surface.
New Object Types

- VkSwapchainKHR

New Commands

- vkAcquireNextImageKHR
- vkCreateSwapchainKHR
- vkDestroySwapchainKHR
- vkGetSwapchainImagesKHR
- vkQueuePresentKHR

If Version 1.1 is supported:

- vkAcquireNextImage2KHR
- vkGetDeviceGroupPresentCapabilitiesKHR
- vkGetDeviceGroupSurfacePresentModesKHR
- vkGetPhysicalDevicePresentRectanglesKHR

New Structures

- VkPresentInfoKHR
- VkSwapchainCreateInfoKHR

If Version 1.1 is supported:

- VkPresentInfoKHR
- VkSwapchainCreateInfoKHR

Extending

- Extending VkBindImageMemoryInfo:
  - VkBindImageMemorySwapchainInfoKHR

- Extending VkImageCreateInfo:
  - VkImageSwapchainCreateInfoKHR

- Extending VkPresentInfoKHR:
  - VkDeviceGroupPresentInfoKHR

- Extending VkSwapchainCreateInfoKHR:
  - VkDeviceGroupSwapchainCreateInfoKHR

New Enums

- VkSwapchainCreateFlagBitsKHR

If Version 1.1 is supported:

- VkDeviceGroupPresentModeFlagBitsKHR
New Bitmasks

- VkSwapchainCreateFlagsKHR

If Version 1.1 is supported:

- VkDeviceGroupPresentModeFlagsKHR

New Enum Constants

- VK_KHR_SWAPCHAIN_EXTENSION_NAME
- VK_KHR_SWAPCHAIN_SPEC_VERSION

Extending VkImageLayout:

- VK_IMAGE_LAYOUT_PRESENT_SRC_KHR

Extending VkObjectType:

- VK_OBJECT_TYPE_SWAPCHAIN_KHR

Extending VkResult:

- VK_ERROR_OUT_OF_DATE_KHR
- VK_SUBOPTIMAL_KHR

Extending VkStructureType:

- VK_STRUCTURE_TYPE_PRESENT_INFO_KHR
- VK_STRUCTURE_TYPE_SWAPCHAIN_CREATE_INFO_KHR

If Version 1.1 is supported:

Extending VkStructureType:

- VK_STRUCTURE_TYPE_ACQUIRE_NEXT_IMAGE_INFO_KHR
- VK_STRUCTURE_TYPE_BIND_IMAGE_MEMORY_SWAPCHAIN_INFO_KHR
- VK_STRUCTURE_TYPE_DEVICE_GROUP_PRESENT_CAPABILITIES_KHR
- VK_STRUCTURE_TYPE_DEVICE_GROUP_PRESENT_INFO_KHR
- VK_STRUCTURE_TYPE_DEVICE_GROUP_SWAPCHAIN_CREATE_INFO_KHR
- VK_STRUCTURE_TYPE_IMAGE_SWAPCHAIN_CREATE_INFO_KHR

Extending VkSwapchainCreateFlagBitsKHR:

- VK_SWAPCHAIN_CREATE_PROTECTED_BIT_KHR
- VK_SWAPCHAIN_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT_KHR

Issues

1) Does this extension allow the application to specify the memory backing of the presentable images?

**RESOLVED**: No. Unlike standard images, the implementation will allocate the memory backing of
2) What operations are allowed on presentable images?

**RESOLVED:** This is determined by the image usage flags specified when creating the presentable image’s swapchain.

3) Does this extension support MSAA presentable images?

**RESOLVED:** No. Presentable images are always single-sampled. Multi-sampled rendering must use regular images. To present the rendering results the application must manually resolve the multi-sampled image to a single-sampled presentable image prior to presentation.

4) Does this extension support stereo/multi-view presentable images?

**RESOLVED:** Yes. The number of views associated with a presentable image is determined by the `imageArrayLayers` specified when creating a swapchain. All presentable images in a given swapchain use the same array size.

5) Are the layers of stereo presentable images half-sized?

**RESOLVED:** No. The image extents always match those requested by the application.

6) Do the “present” and “acquire next image” commands operate on a queue? If not, do they need to include explicit semaphore objects to interlock them with queue operations?

**RESOLVED:** The present command operates on a queue. The image ownership operation it represents happens in order with other operations on the queue, so no explicit semaphore object is required to synchronize its actions.

Applications may want to acquire the next image in separate threads from those in which they manage their queue, or in multiple threads. To make such usage easier, the acquire next image command takes a semaphore to signal as a method of explicit synchronization. The application must later queue a wait for this semaphore before queuing execution of any commands using the image.

7) Does `vkAcquireNextImageKHR` block if no images are available?

**RESOLVED:** The command takes a timeout parameter. Special values for the timeout are 0, which makes the call a non-blocking operation, and `UINT64_MAX`, which blocks indefinitely. Values in between will block for up to the specified time. The call will return when an image becomes available or an error occurs. It may, but is not required to, return before the specified timeout expires if the swapchain becomes out of date.

8) Can multiple presents be queued using one `vkQueuePresentKHR` call?

**RESOLVED:** Yes. `VkPresentInfoKHR` contains a list of swapchains and corresponding image indices that will be presented. When supported, all presentations queued with a single `vkQueuePresentKHR` call will be applied atomically as one operation. The same swapchain must not appear in the list more than once. Later extensions may provide applications stronger guarantees of atomicity for such present operations, and/or allow them to query whether atomic
presentation of a particular group of swapchains is possible.

9) How do the presentation and acquire next image functions notify the application the targeted surface has changed?

**RESOLVED:** Two new result codes are introduced for this purpose:

- **VK_SUBOPTIMAL_KHR** - Presentation will still succeed, subject to the window resize behavior, but the swapchain is no longer configured optimally for the surface it targets. Applications should query updated surface information and recreate their swapchain at the next convenient opportunity.

- **VK_ERROR_OUT_OF_DATE_KHR** - Failure. The swapchain is no longer compatible with the surface it targets. The application must query updated surface information and recreate the swapchain before presentation will succeed.

These can be returned by both `vkAcquireNextImageKHR` and `vkQueuePresentKHR`.

10) Does the `vkAcquireNextImageKHR` command return a semaphore to the application via an output parameter, or accept a semaphore to signal from the application as an object handle parameter?

**RESOLVED:** Accept a semaphore to signal as an object handle. This avoids the need to specify whether the application must destroy the semaphore or whether it is owned by the swapchain, and if the latter, what its lifetime is and whether it can be reused for other operations once it is received from `vkAcquireNextImageKHR`.

11) What types of swapchain queuing behavior should be exposed? Options include swap interval specification, mailbox/most recent vs. FIFO queue management, targeting specific vertical blank intervals or absolute times for a given present operation, and probably others. For some of these, whether they are specified at swapchain creation time or as per-present parameters needs to be decided as well.

**RESOLVED:** The base swapchain extension will expose 3 possible behaviors (of which, FIFO will always be supported):

- Immediate present: Does not wait for vertical blanking period to update the current image, likely resulting in visible tearing. No internal queue is used. Present requests are applied immediately.

- Mailbox queue: Waits for the next vertical blanking period to update the current image. No tearing should be observed. An internal single-entry queue is used to hold pending presentation requests. If the queue is full when a new presentation request is received, the new request replaces the existing entry, and any images associated with the prior entry become available for reuse by the application.

- FIFO queue: Waits for the next vertical blanking period to update the current image. No tearing should be observed. An internal queue containing `numSwapchainImages - 1` entries is used to hold pending presentation requests. New requests are appended to the end of the queue, and one request is removed from the beginning of the queue and processed during each vertical blanking period in which the queue is non-empty.
Not all surfaces will support all of these modes, so the modes supported will be returned using a surface information query. All surfaces must support the FIFO queue mode. Applications must choose one of these modes up front when creating a swapchain. Switching modes can be accomplished by recreating the swapchain.

12) Can `VK_PRESENT_MODE_MAILBOX_KHR` provide non-blocking guarantees for `vkAcquireNextImageKHR`? If so, what is the proper criteria?

**Resolved:** Yes. The difficulty is not immediately obvious here. Naively, if at least 3 images are requested, mailbox mode should always have an image available for the application if the application does not own any images when the call to `vkAcquireNextImageKHR` was made. However, some presentation engines may have more than one “current” image, and would still need to block in some cases. The right requirement appears to be that if the application allocates the surface’s minimum number of images + 1 then it is guaranteed non-blocking behavior when it does not currently own any images.

13) Is there a way to create and initialize a new swapchain for a surface that has generated a `VK_SUBOPTIMAL_KHR` return code while still using the old swapchain?

**Resolved:** Not as part of this specification. This could be useful to allow the application to create an “optimal” replacement swapchain and rebuild all its command buffers using it in a background thread at a low priority while continuing to use the “suboptimal” swapchain in the main thread. It could probably use the same “atomic replace” semantics proposed for recreating direct-to-device swapchains without incurring a mode switch. However, after discussion, it was determined some platforms probably could not support concurrent swapchains for the same surface though, so this will be left out of the base KHR extensions. A future extension could add this for platforms where it is supported.

14) Should there be a special value for `VkSurfaceCapabilitiesKHR::maxImageCount` to indicate there are no practical limits on the number of images in a swapchain?

**Resolved:** Yes. There will often be cases where there is no practical limit to the number of images in a swapchain other than the amount of available resources (i.e., memory) in the system. Trying to derive a hard limit from things like memory size is prone to failure. It is better in such cases to leave it to applications to figure such soft limits out via trial/failure iterations.

15) Should there be a special value for `VkSurfaceCapabilitiesKHR::currentExtent` to indicate the size of the platform surface is undefined?

**Resolved:** Yes. On some platforms (Wayland, for example), the surface size is defined by the images presented to it rather than the other way around.

16) Should there be a special value for `VkSurfaceCapabilitiesKHR::maxImageExtent` to indicate there is no practical limit on the surface size?

**Resolved:** No. It seems unlikely such a system would exist. 0 could be used to indicate the platform places no limits on the extents beyond those imposed by Vulkan for normal images, but this query could just as easily return those same limits, so a special “unlimited” value does not seem useful for this field.
17) How should surface rotation and mirroring be exposed to applications? How do they specify rotation and mirroring transforms applied prior to presentation?

**RESOLVED:** Applications can query both the supported and current transforms of a surface. Both are specified relative to the device’s “natural” display rotation and direction. The supported transforms indicate which orientations the presentation engine accepts images in. For example, a presentation engine that does not support transforming surfaces as part of presentation, and which is presenting to a surface that is displayed with a 90-degree rotation, would return only one supported transform bit: `VK_SURFACE_TRANSFORM_ROTATE_90_BIT_KHR`. Applications must transform their rendering by the transform they specify when creating the swapchain in `preTransform` field.

18) Can surfaces ever not support `VK_MIRROR_NONE`? Can they support vertical and horizontal mirroring simultaneously? Relatedly, should `VK_MIRROR_NONE[_BIT]` be zero, or bit one, and should applications be allowed to specify multiple pre and current mirror transform bits, or exactly one?

**RESOLVED:** Since some platforms may not support presenting with a transform other than the native window’s current transform, and prerotation/mirroring are specified relative to the device’s natural rotation and direction, rather than relative to the surface’s current rotation and direction, it is necessary to express lack of support for no mirroring. To allow this, the `MIRROR_NONE` enum must occupy a bit in the flags. Since `MIRROR_NONE` must be a bit in the bitmask rather than a bitmask with no values set, allowing more than one bit to be set in the bitmask would make it possible to describe undefined transforms such as `VK_MIRROR_NONE_BIT | VK_MIRROR_HORIZONTAL_BIT`, or a transform that includes both “no mirroring” and “horizontal mirroring” simultaneously. Therefore, it is desirable to allow specifying all supported mirroring transforms using only one bit. The question then becomes, should there be a `VK_MIRROR_HORIZONTAL_AND_VERTICAL_BIT` to represent a simultaneous horizontal and vertical mirror transform? However, such a transform is equivalent to a 180 degree rotation, so presentation engines and applications that wish to support or use such a transform can express it through rotation instead. Therefore, 3 exclusive bits are sufficient to express all needed mirroring transforms.

19) Should support for sRGB be required?

**RESOLVED:** In the advent of UHD and HDR display devices, proper color space information is vital to the display pipeline represented by the swapchain. The app can discover the supported format/color-space pairs and select a pair most suited to its rendering needs. Currently only the sRGB color space is supported, future extensions may provide support for more color spaces. See issues 23 and 24.

20) Is there a mechanism to modify or replace an existing swapchain with one targeting the same surface?

**RESOLVED:** Yes. This is described above in the text.

21) Should there be a way to set prerotation and mirroring using native APIs when presenting using a Vulkan swapchain?

**RESOLVED:** Yes. The transforms that can be expressed in this extension are a subset of those possible on native platforms. If a platform exposes a method to specify the transform of presented images for a given surface using native methods and exposes more transforms or other properties for surfaces than Vulkan supports, it might be impossible, difficult, or inconvenient to set some of
those properties using Vulkan KHR extensions and some using the native interfaces. To avoid overwriting properties set using native commands when presenting using a Vulkan swapchain, the application can set the pretransform to “inherit”, in which case the current native properties will be used, or if none are available, a platform-specific default will be used. Platforms that do not specify a reasonable default or do not provide native mechanisms to specify such transforms should not include the inherit bits in the `supportedTransforms` bitmask they return in `VkSurfaceCapabilitiesKHR`.

22) Should the content of presentable images be clipped by objects obscuring their target surface?

**RESOLVED:** Applications can choose which behavior they prefer. Allowing the content to be clipped could enable more efficient presentation methods on some platforms, but some applications might rely on the content of presentable images to perform techniques such as partial updates or motion blurs.

23) What is the purpose of specifying a `VkColorSpaceKHR` along with `VkFormat` when creating a swapchain?

**RESOLVED:** While Vulkan itself is color space agnostic (e.g. even the meaning of R, G, B and A can be freely defined by the rendering application), the swapchain eventually will have to present the images on a display device with specific color reproduction characteristics. If any color space transformations are necessary before an image can be displayed, the color space of the presented image must be known to the swapchain. A swapchain will only support a restricted set of color format and color-space pairs. This set can be discovered via `vkGetPhysicalDeviceSurfaceFormatsKHR`. As it can be expected that most display devices support the sRGB color space, at least one format/color-space pair has to be exposed, where the color space is `VK_COLOR_SPACE_SRGB_NONLINEAR_KHR`.

24) How are sRGB formats and the sRGB color space related?

**RESOLVED:** While Vulkan exposes a number of SRGB texture formats, using such formats does not guarantee working in a specific color space. It merely means that the hardware can directly support applying the non-linear transfer functions defined by the sRGB standard color space when reading from or writing to images of those formats. Still, it is unlikely that a swapchain will expose a `*_SRGB` format along with any color space other than `VK_COLOR_SPACE_SRGB_NONLINEAR_KHR`.

On the other hand, non-`*_SRGB` formats will be very likely exposed in pair with a SRGB color space. This means, the hardware will not apply any transfer function when reading from or writing to such images, yet they will still be presented on a device with SRGB display characteristics. In this case the application is responsible for applying the transfer function, for instance by using shader math.

25) How are the lifetimes of surfaces and swapchains targeting them related?

**RESOLVED:** A surface must outlive any swapchains targeting it. A `VkSurfaceKHR` owns the binding of the native window to the Vulkan driver.

26) How can the client control the way the alpha component of swapchain images is treated by the presentation engine during compositing?

**RESOLVED:** We should add new enum values to allow the client to negotiate with the presentation
engine on how to treat image alpha values during the compositing process. Since not all platforms can practically control this through the Vulkan driver, a value of \texttt{VK_COMPOSITE_ALPHA_INHERIT_BIT_KHR} is provided like for surface transforms.

27) Is \texttt{vkCreateSwapchainKHR} the right function to return \texttt{VK_ERROR_NATIVE_WINDOW_IN_USE_KHR}, or should the various platform-specific \texttt{VkSurfaceKHR} factory functions catch this error earlier?

**RESOLVED:** For most platforms, the \texttt{VkSurfaceKHR} structure is a simple container holding the data that identifies a native window or other object representing a surface on a particular platform. For the surface factory functions to return this error, they would likely need to register a reference on the native objects with the native display server somehow, and ensure no other such references exist. Surfaces were not intended to be that heavyweight.

Swapchains are intended to be the objects that directly manipulate native windows and communicate with the native presentation mechanisms. Swapchains will already need to communicate with the native display server to negotiate allocation and/or presentation of presentable images for a native surface. Therefore, it makes more sense for swapchain creation to be the point at which native object exclusivity is enforced. Platforms may choose to enforce further restrictions on the number of \texttt{VkSurfaceKHR} objects that may be created for the same native window if such a requirement makes sense on a particular platform, but a global requirement is only sensible at the swapchain level.

**Version History**

- **Revision 1, 2015-05-20 (James Jones)**
  - Initial draft, based on LunarG KHR spec, other KHR specs, patches attached to bugs.

- **Revision 2, 2015-05-22 (Ian Elliott)**
  - Made many agreed-upon changes from 2015-05-21 KHR TSG meeting. This includes using only a queue for presentation, and having an explicit function to acquire the next image.
  - Fixed typos and other minor mistakes.

- **Revision 3, 2015-05-26 (Ian Elliott)**
  - Improved the Description section.
  - Added or resolved issues that were found in improving the Description. For example, \texttt{pSurfaceDescription} is used consistently, instead of sometimes using \texttt{pSurface}.

- **Revision 4, 2015-05-27 (James Jones)**
  - Fixed some grammatical errors and typos
  - Filled in the description of \texttt{imageUseFlags} when creating a swapchain.
  - Added a description of \texttt{swapInterval}.
  - Replaced the paragraph describing the order of operations on a queue for image ownership and presentation.

- **Revision 5, 2015-05-27 (James Jones)**
  - Imported relevant issues from the (abandoned) \texttt{vk_wsi_persistent_swapchain_images} extension.
- Added issues 6 and 7, regarding behavior of the acquire next image and present commands with respect to queues.
  - Updated spec language and examples to align with proposed resolutions to issues 6 and 7.

- Revision 6, 2015-05-27 (James Jones)
  - Added issue 8, regarding atomic presentation of multiple swapchains.
  - Updated spec language and examples to align with proposed resolution to issue 8.

- Revision 7, 2015-05-27 (James Jones)
  - Fixed compilation errors in example code, and made related spec fixes.

- Revision 8, 2015-05-27 (James Jones)
  - Added issue 9, and the related VK_SUBOPTIMAL_KHR result code.
  - Renamed VK_OUT_OF_DATE_KHR to VK_ERROR_OUT_OF_DATE_KHR.

- Revision 9, 2015-05-27 (James Jones)
  - Added inline proposed resolutions (marked with [JRJ]) to some XXX questions/issues. These should be moved to the issues section in a subsequent update if the proposals are adopted.

- Revision 10, 2015-05-28 (James Jones)
  - Converted vkAcquireNextImageKHR back to a non-queue operation that uses a VkSemaphore object for explicit synchronization.
  - Added issue 10 to determine whether vkAcquireNextImageKHR generates or returns semaphores, or whether it operates on a semaphore provided by the application.

- Revision 11, 2015-05-28 (James Jones)
  - Marked issues 6, 7, and 8 resolved.
  - Renamed VkSurfaceCapabilityPropertiesKHR to VkSurfacePropertiesKHR to better convey the mutable nature of the information it contains.

- Revision 12, 2015-05-28 (James Jones)
  - Added issue 11 with a proposed resolution, and the related issue 12.
  - Updated various sections of the spec to match the proposed resolution to issue 11.

- Revision 13, 2015-06-01 (James Jones)
  - Moved some structures to VK_EXT_KHR_swap_chain to resolve the specification’s issues 1 and 2.

- Revision 14, 2015-06-01 (James Jones)
  - Added code for example 4 demonstrating how an application might make use of the two different present and acquire next image KHR result codes.
  - Added issue 13.

- Revision 15, 2015-06-01 (James Jones)
  - Added issues 14 - 16 and related spec language.
  - Fixed some spelling errors.
  - Added language describing the meaningful return values for vkAcquireNextImageKHR and
vkQueuePresentKHR.

• Revision 16, 2015-06-02 (James Jones)
  ◦ Added issues 17 and 18, as well as related spec language.
  ◦ Removed some erroneous text added by mistake in the last update.

• Revision 17, 2015-06-15 (Ian Elliott)
  ◦ Changed special value from “-1” to “0” so that the data types can be unsigned.

• Revision 18, 2015-06-15 (Ian Elliott)
  ◦ Clarified the values of VkSurfacePropertiesKHR::minImageCount and the timeout parameter of the vkAcquireNextImageKHR function.

• Revision 19, 2015-06-17 (James Jones)
  ◦ Misc. cleanup. Removed resolved inline issues and fixed typos.
  ◦ Fixed clarification of VkSurfacePropertiesKHR::minImageCount made in version 18.
  ◦ Added a brief “Image Ownership” definition to the list of terms used in the spec.

• Revision 20, 2015-06-17 (James Jones)
  ◦ Updated enum-extending values using new convention.

• Revision 21, 2015-06-17 (James Jones)
  ◦ Added language describing how to use VK_IMAGE_LAYOUT_PRESENT_SOURCE_KHR.
  ◦ Cleaned up an XXX comment regarding the description of which queues vkQueuePresentKHR can be used on.

• Revision 22, 2015-06-17 (James Jones)
  ◦ Rebased on Vulkan API version 126.

• Revision 23, 2015-06-18 (James Jones)
  ◦ Updated language for issue 12 to read as a proposed resolution.
  ◦ Marked issues 11, 12, 13, 16, and 17 resolved.
  ◦ Temporarily added links to the relevant bugs under the remaining unresolved issues.
  ◦ Added issues 19 and 20 as well as proposed resolutions.

• Revision 24, 2015-06-19 (Ian Elliott)
  ◦ Changed special value for VkSurfacePropertiesKHR::currentExtent back to “-1” from “0”. This value will never need to be unsigned, and “0” is actually a legal value.

• Revision 25, 2015-06-23 (Ian Elliott)
  ◦ Examples now show use of function pointers for extension functions.
  ◦ Eliminated extraneous whitespace.

• Revision 26, 2015-06-25 (Ian Elliott)
  ◦ Resolved Issues 9 & 10 per KHR TSG meeting.

• Revision 27, 2015-06-25 (James Jones)
• Added oldSwapchain member to VkSwapchainCreateInfoKHR.

 Revision 28, 2015-06-25 (James Jones)
 • Added the “inherit” bits to the rotation and mirroring flags and the associated issue 21.

 Revision 29, 2015-06-25 (James Jones)
 • Added the “clipped” flag to VkSwapchainCreateInfoKHR, and the associated issue 22.
 • Specified that presenting an image does not modify it.

 Revision 30, 2015-06-25 (James Jones)
 • Added language to the spec that clarifies the behavior of vkCreateSwapchainKHR() when the oldSwapchain field of VkSwapchainCreateInfoKHR is not NULL.

 Revision 31, 2015-06-26 (Ian Elliott)
 • Example of new VkSwapchainCreateInfoKHR members, “oldSwapchain” and “clipped”.
 • Example of using VkSurfacePropertiesKHR::{min|max}ImageCount to set VkSwapchainCreateInfoKHR::minImageCount.
 • Rename vkGetSurfaceInfoKHR()'s 4th parameter to “pDataSize”, for consistency with other functions.
 • Add macro with C-string name of extension (just to header file).

 Revision 32, 2015-06-26 (James Jones)
 • Minor adjustments to the language describing the behavior of “oldSwapchain”
 • Fixed the version date on my previous two updates.

 Revision 33, 2015-06-26 (Jesse Hall)
 • Add usage flags to VkSwapchainCreateInfoKHR

 Revision 34, 2015-06-26 (Ian Elliott)
 • Rename vkQueuePresentKHR()'s 2nd parameter to “pPresentInfo”, for consistency with other functions.

 Revision 35, 2015-06-26 (Faith Ekstrand)
 • Merged the VkRotationFlagBitsKHR and VkMirrorFlagBitsKHR enums into a single VkSurfaceTransformFlagBitsKHR enum.

 Revision 36, 2015-06-26 (Faith Ekstrand)
 • Added a VkSurfaceTransformKHR enum that is not a bitmask. Each value in VkSurfaceTransformKHR corresponds directly to one of the bits in VkSurfaceTransformFlagBitsKHR so transforming from one to the other is easy. Having a separate enum means that currentTransform and preTransform are now unambiguous by definition.

 Revision 37, 2015-06-29 (Ian Elliott)
 • Corrected one of the signatures of vkAcquireNextImageKHR, which had the last two parameters switched from what it is elsewhere in the specification and header files.

 Revision 38, 2015-06-30 (Ian Elliott)
Corrected a typo in description of the vkGetSwapchainInfoKHR() function.
Corrected a typo in header file comment for VkPresentInfoKHR::sType.

Revision 39, 2015-07-07 (Daniel Rakos)
- Added error section describing when each error is expected to be reported.
- Replaced bool32_t with VkBool32.

Revision 40, 2015-07-10 (Ian Elliott)
- Updated to work with version 138 of the vulkan.h header. This includes declaring the VkSwapchainKHR type using the new VK_DEFINE_NONDISP_HANDLE macro, and no longer extending VkObjectType (which was eliminated).

Revision 41 2015-07-09 (Mathias Heyer)
- Added color space language.

Revision 42, 2015-07-10 (Daniel Rakos)
- Updated query mechanism to reflect the convention changes done in the core spec.
- Removed “queue” from the name of VK_STRUCTURE_TYPE_QUEUE_PRESENT_INFO_KHR to be consistent with the established naming convention.
- Removed reference to the no longer existing VkObjectType enum.

Revision 43, 2015-07-17 (Daniel Rakos)
- Added support for concurrent sharing of swapchain images across queue families.
- Updated sample code based on recent changes

Revision 44, 2015-07-27 (Ian Elliott)
- Noted that support for VK_PRESENT_MODE_FIFO_KHR is required. That is ICDs may optionally support IMMEDIATE and MAILBOX, but must support FIFO.

Revision 45, 2015-08-07 (Ian Elliott)
- Corrected a typo in spec file (type and variable name had wrong case for the imageColorSpace member of the VkSwapchainCreateInfoKHR struct).
- Corrected a typo in header file (last parameter in PFN_vkGetSurfacePropertiesKHR was missing “KHR” at the end of type: VkSurfacePropertiesKHR).

Revision 46, 2015-08-20 (Ian Elliott)
- Renamed this extension and all of its enumerations, types, functions, etc. This makes it compliant with the proposed standard for Vulkan extensions.
- Switched from “revision” to “version”, including use of the VK_MAKE_VERSION macro in the header file.
- Made improvements to several descriptions.
- Changed the status of several issues from PROPOSED to RESOLVED, leaving no unresolved issues.
- Resolved several TODOs, did miscellaneous cleanup, etc.

Revision 47, 2015-08-20 (Ian Elliott—porting a 2015-07-29 change from James Jones)
Moved the surface transform enums to VK_WSI_swapchain so they could be reused by VK_WSI_display.

- Revision 48, 2015-09-01 (James Jones)
  - Various minor cleanups.

- Revision 49, 2015-09-01 (James Jones)
  - Restore single-field revision number.

- Revision 50, 2015-09-01 (James Jones)
  - Update Example #4 to include code that illustrates how to use the oldSwapchain field.

- Revision 51, 2015-09-01 (James Jones)
  - Fix example code compilation errors.

- Revision 52, 2015-09-08 (Matthaeus G. Chajdas)
  - Corrected a typo.

- Revision 53, 2015-09-10 (Alon Or-bach)
  - Removed underscore from SWAP_CHAIN left in VK_STRUCTURE_TYPE_SWAPCHAIN_CREATE_INFO_KHR.

- Revision 54, 2015-09-11 (Jesse Hall)
  - Described the execution and memory coherence requirements for image transitions to and from VK_IMAGE_LAYOUT_PRESENT_SOURCE_KHR.

- Revision 55, 2015-09-11 (Ray Smith)
  - Added errors for destroying and binding memory to presentable images

- Revision 56, 2015-09-18 (James Jones)
  - Added fence argument to vkAcquireNextImageKHR
  - Added example of how to meter a host thread based on presentation rate.

- Revision 57, 2015-09-26 (Jesse Hall)
  - Replace VkSurfaceDescriptionKHR with VkSurfaceKHR.
  - Added issue 25 with agreed resolution.

- Revision 58, 2015-09-28 (Jesse Hall)
  - Renamed from VK_EXT_KHR_device_swapchain to VK_EXT_KHR_swapchain.

- Revision 59, 2015-09-29 (Ian Elliott)
  - Changed vkDestroySwapchainKHR() to return void.

- Revision 60, 2015-10-01 (Jeff Vigil)
  - Added error result VK_ERROR_SURFACE_LOST_KHR.

- Revision 61, 2015-10-05 (Faith Ekstrand)
  - Added the VkCompositeAlpha enum and corresponding structure fields.

- Revision 62, 2015-10-12 (Daniel Rakos)
• Added VK_PRESENT_MODE_FIFO_RELAXED_KHR.

• Revision 63, 2015-10-15 (Daniel Rakos)
  • Moved surface capability queries to VK_EXT_KHR_surface.

• Revision 64, 2015-10-26 (Ian Elliott)
  • Renamed from VK_EXT_KHR_swapchain to VK_KHR_swapchain.

• Revision 65, 2015-10-28 (Ian Elliott)
  • Added optional pResult member to VkPresentInfoKHR, so that per-swapchain results can be obtained from vkQueuePresentKHR().

• Revision 66, 2015-11-03 (Daniel Rakos)
  • Added allocation callbacks to create and destroy functions.
  • Updated resource transition language.
  • Updated sample code.

• Revision 67, 2015-11-10 (Jesse Hall)
  • Add reserved flags bitmask to VkSwapchainCreateInfoKHR.
  • Modify naming and member ordering to match API style conventions, and so the VkSwapchainCreateInfoKHR image property members mirror corresponding VkImageCreateInfo members but with an ‘image’ prefix.
  • Make VkPresentInfoKHR::pResults non-const; it is an output array parameter.
  • Make pPresentInfo parameter to vkQueuePresentKHR const.

• Revision 68, 2016-04-05 (Ian Elliott)
  • Moved the “validity” include for vkAcquireNextImage to be in its proper place, after the prototype and list of parameters.
  • Clarified language about presentable images, including how they are acquired, when applications can and cannot use them, etc. As part of this, removed language about “ownership” of presentable images, and replaced it with more-consistent language about presentable images being “acquired” by the application.

• 2016-08-23 (Ian Elliott)
  • Update the example code, to use the final API command names, to not have so many characters per line, and to split out a new example to show how to obtain function pointers. This code is more similar to the LunarG “cube” demo program.

• 2016-08-25 (Ian Elliott)
  • A note was added at the beginning of the example code, stating that it will be removed from future versions of the appendix.

• Revision 69, 2017-09-07 (Tobias Hector)
  • Added interactions with Vulkan 1.1

• Revision 70, 2017-10-06 (Ian Elliott)
  • Corrected interactions with Vulkan 1.1
VK_KHR_swapchain_mutable_format

Name String
VK_KHR_swapchain_mutable_format

Extension Type
Device extension

Registered Extension Number
201

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_swapchain
and
VK_KHR_maintenance2
or
Version 1.1
and
VK_KHR_image_format_list
or
Version 1.2

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Other Extension Metadata

Last Modified Date
2018-03-28

IP Status
No known IP claims.

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Description

This extension allows processing of swapchain images as different formats to that used by the window system, which is particularly useful for switching between sRGB and linear RGB formats.

It adds a new swapchain creation flag that enables creating image views from presentable images with a different format than the one used to create the swapchain.

New Enum Constants

- VK_KHR_SWAPCHAIN_MUTABLE_FORMAT_EXTENSION_NAME
- VK_KHR_SWAPCHAIN_MUTABLE_FORMAT_SPEC_VERSION
- Extending VkSwapchainCreateInfoKHR:
  - VK_SWAPCHAIN_CREATE_MUTABLE_FORMAT_BIT_KHR

Issues

1) Are there any new capabilities needed?

**RESOLVED**: No. It is expected that all implementations exposing this extension support swapchain image format mutability.

2) Do we need a separate VK_SWAPCHAIN_CREATE_EXTENDED_USAGE_BIT_KHR?

**RESOLVED**: No. This extension requires VK_KHR_maintenance2 and presentable images of swapchains created with VK_SWAPCHAIN_CREATE_MUTABLE_FORMAT_BIT_KHR are created internally in a way equivalent to specifying both VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT and VK_IMAGE_CREATE_EXTENDED_USAGE_BIT_KHR.

3) Do we need a separate structure to allow specifying an image format list for swapchains?

**RESOLVED**: No. We simply use the same VkImageFormatListCreateInfoKHR structure introduced by VK_KHR_image_format_list. The structure is required to be included in the pNext chain of VkSwapchainCreateInfoKHR for swapchains created with VK_SWAPCHAIN_CREATE_MUTABLE_FORMAT_BIT_KHR.

Version History

- Revision 1, 2018-03-28 (Daniel Rakos)
  - Internal revisions.

VK_KHR_synchronization2

Name String

VK_KHR_synchronization2

Extension Type

Device extension
Registered Extension Number
315

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or
Version 1.1

API Interactions
• Interacts with VK_AMD_buffer_marker
• Interacts with VK_EXT_blend_operation_advanced
• Interacts with VK_EXT_conditional_rendering
• Interacts with VK_EXT_fragment_density_map
• Interacts with VK_EXT_mesh_shader
• Interacts with VK_EXT_transform_feedback
• Interacts with VK_KHR_acceleration_structure
• Interacts with VK_KHR_fragment_shading_rate
• Interacts with VK_KHR_ray_tracing_pipeline
• Interacts with VK_NV_device_diagnostic_checkpoints
• Interacts with VK_NV_device_generated_commands
• Interacts with VK_NV_mesh_shader
• Interacts with VK_NV_ray_tracing
• Interacts with VK_NV_shading_rate_image

Deprecation State
• Promoted to Vulkan 1.3

Contact
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Other Extension Metadata

Last Modified Date
2020-12-03

Interactions and External Dependencies
• Interacts with VK_KHR_create_renderpass2
Contributors

- Tobias Hector

Description

This extension modifies the original core synchronization APIs to simplify the interface and improve usability of these APIs. It also adds new pipeline stage and access flag types that extend into the 64-bit range, as we have run out within the 32-bit range. The new flags are identical to the old values within the 32-bit range, with new stages and bits beyond that.

Pipeline stages and access flags are now specified together in memory barrier structures, making the connection between the two more obvious. Additionally, scoping the pipeline stages into the barrier structs allows the use of the MEMORY_READ and MEMORY_WRITE flags without sacrificing precision. The per-stage access flags should be used to disambiguate specific accesses in a given stage or set of stages - for instance, between uniform reads and sampling operations.

Layout transitions have been simplified as well; rather than requiring a different set of layouts for depth/stencil/color attachments, there are generic VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR and VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR layouts which are contextually applied based on the image format. For example, for a depth format image, VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR is equivalent to VK_IMAGE_LAYOUT_DEPTH_READ_ONLY_OPTIMAL_KHR. VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR also functionally replaces VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL.

Events are now more efficient, because they include memory dependency information when you set them on the device. Previously, this information was only known when waiting on an event, so the dependencies could not be satisfied until the wait occurred. That sometimes meant stalling the pipeline when the wait occurred. The new API provides enough information for implementations to satisfy these dependencies in parallel with other tasks.

Queue submission has been changed to wrap command buffers and semaphores in extensible structures, which incorporate changes from Vulkan 1.1, VK_KHR_device_group, and VK_KHR_timeline_semaphore. This also adds a pipeline stage to the semaphore signal operation, mirroring the existing pipeline stage specification for wait operations.

Other miscellaneous changes include:

- Events can now be specified as interacting only with the device, allowing more efficient access to the underlying object.
- Image memory barriers that do not perform an image layout transition can be specified by setting oldLayout equal to newLayout.
  - E.g. the old and new layout can both be set to VK_IMAGE_LAYOUT_UNDEFINED, without discarding data in the image.
- Queue family ownership transfer parameters are simplified in some cases.
- Extensions with commands or functions with a VkPipelineStageFlags or VkPipelineStageFlagBits parameter have had those APIs replaced with equivalents using VkPipelineStageFlags2KHR.
- The new event and barrier interfaces are now more extensible for future changes.
- Relevant pipeline stage masks can now be specified as empty with the new
VK_PIPELINE_STAGE_NONE_KHR and VK_PIPELINE_STAGE_2_NONE_KHR values.

- VkMemoryBarrier2KHR can be chained to VkSubpassDependency2, overriding the original 32-bit stage and access masks.

**New Base Types**
- VkFlags64

**New Commands**
- vkCmdPipelineBarrier2KHR
- vkCmdResetEvent2KHR
- vkCmdSetEvent2KHR
- vkCmdWaitEvents2KHR
- vkCmdWriteTimestamp2KHR
- vkQueueSubmit2KHR

**New Structures**
- VkBufferMemoryBarrier2KHR
- VkCommandBufferSubmitInfoKHR
- VkDependencyInfoKHR
- VkImageMemoryBarrier2KHR
- VkSemaphoreSubmitInfoKHR
- VkSubmitInfo2KHR

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceSynchronization2FeaturesKHR

- Extending VkSubpassDependency2:
  - VkMemoryBarrier2KHR

**New Enums**
- VkAccessFlagBits2KHR
- VkPipelineStageFlagBits2KHR
- VkSubmitFlagBitsKHR

**New Bitmasks**
- VkAccessFlags2KHR
- VkPipelineStageFlags2KHR
- VkSubmitFlagsKHR
New Enum Constants

- `VK_KHR_SYNCHRONIZATION_2_EXTENSION_NAME`
- `VK_KHR_SYNCHRONIZATION_2_SPEC_VERSION`

Extending `VkAccessFlagBits`:
  - `VK_ACCESS_NONE_KHR`

Extending `VkEventCreateFlagBits`:
  - `VK_EVENT_CREATE_DEVICE_ONLY_BIT_KHR`

Extending `VkImageLayout`:
  - `VK_IMAGE_LAYOUT_ATTACHMENT_OPTIMAL_KHR`
  - `VK_IMAGE_LAYOUT_READ_ONLY_OPTIMAL_KHR`

Extending `VkPipelineStageFlagBits`:
  - `VK_PIPELINE_STAGE_NONE_KHR`

Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_BUFFER_MEMORY_BARRIER_2_KHR`
  - `VK_STRUCTURE_TYPE_COMMAND_BUFFER_SUBMIT_INFO_KHR`
  - `VK_STRUCTURE_TYPE_DEPENDENCY_INFO_KHR`
  - `VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER_2_KHR`
  - `VK_STRUCTURE_TYPE_MEMORY_BARRIER_2_KHR`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SYNCHRONIZATION_2_FEATURES_KHR`
  - `VK_STRUCTURE_TYPE_SEMAPHORE_SUBMIT_INFO_KHR`
  - `VK_STRUCTURE_TYPE_SUBMIT_INFO_2_KHR`

If `VK_EXT_blend_operation_advanced` is supported:
  - Extending `VkAccessFlagBits2`:
    - `VK_ACCESS_2_COLOR_ATTACHMENT_READ_NONCOHERENT_BIT_EXT`

If `VK_KHR_fragment_shading_rate` is supported:
  - Extending `VkAccessFlagBits2`:
    - `VK_ACCESS_2_FRAGMENT_SHADING_RATE_ATTACHMENT_READ_BIT_KHR`
  - Extending `VkPipelineStageFlagBits2`:
    - `VK_PIPELINE_STAGE_2_FRAGMENT_SHADING_RATE_ATTACHMENT_BIT_KHR`

Promotion to Vulkan 1.3

Functionality in this extension is included in core Vulkan 1.3, with the KHR suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.
Examples

See https://github.com/KhronosGroup/Vulkan-Docs/wiki/Synchronization-Examples

Version History

- Revision 1, 2020-12-03 (Tobias Hector)
  - Internal revisions

**VK_KHR_vertex_attribute_divisor**

Name String

VK_KHR_vertex_attribute_divisor

Extension Type

Device extension

Registered Extension Number

526

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_get_physical_device_properties2
  or
  Version 1.1

Contact

- Shahbaz Youssefi syoussefi

Extension Proposal

VK_KHR_vertex_attribute_divisor

Other Extension Metadata

Last Modified Date

2023-09-20

IP Status

No known IP claims.

Contributors

- Shahbaz Youssefi, Google
- Contributors to VK_EXT_vertex_attribute_divisor
Description

This extension is based on the `VK_EXT_vertex_attribute_divisor` extension. The only difference is the new property `supportsNonZeroFirstInstance`, which indicates support for non-zero values in `firstInstance`. This allows the extension to be supported on implementations that have traditionally only supported OpenGL ES.

New Structures

- `VkVertexInputBindingDivisorDescriptionKHR`
- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceVertexAttributeDivisorFeaturesKHR`
- Extending `VkPhysicalDeviceProperties2`:
  - `VkPhysicalDeviceVertexAttributeDivisorPropertiesKHR`
- Extending `VkPipelineVertexInputStateCreateInfo`:
  - `VkPipelineVertexInputDivisorStateCreateInfoKHR`

New Enum Constants

- `VK_KHR_VERTEX_ATTRIBUTE_DIVISOR_EXTENSION_NAME`
- `VK_KHR_VERTEX_ATTRIBUTE_DIVISOR_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VERTEX_ATTRIBUTE_DIVISOR_FEATURES_KHR`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VERTEX_ATTRIBUTE_DIVISOR_PROPERTIES_KHR`
  - `VK_STRUCTURE_TYPE_PIPELINE_VERTEX_INPUT_DIVISOR_STATE_CREATE_INFO_KHR`

Version History

- Revision 1, 2023-09-20 (Shahbaz Youssefi)
  - First Version, based on `VK_EXT_vertex_attribute_divisor`

**VK_EXT_4444_formats**

Name String

- `VK_EXT_4444_formats`

Extension Type

- Device extension

Registered Extension Number

- 341

Revision

- 1
Ratification Status
   Ratified

Extension and Version Dependencies
   VK_KHR_get_physical_device_properties2
or
   Version 1.1

Deprecation State
   • Promoted to Vulkan 1.3

Contact
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Other Extension Metadata

Last Modified Date
   2020-07-28

IP Status
   No known IP claims.

Contributors
   • Joshua Ashton, Valve
   • Faith Ekstrand, Intel

Description
This extension defines the VK_FORMAT_A4R4G4B4_UNORM_PACK16_EXT and VK_FORMAT_A4B4G4R4_UNORM_PACK16_EXT formats which are defined in other current graphics APIs.

This extension may be useful for building translation layers for those APIs or for porting applications that use these formats without having to resort to swizzles.

When VK_EXT_custom_border_color is used, these formats are not subject to the same restrictions for border color without format as with VK_FORMAT_B4G4R4A4_UNORM_PACK16.

New Structures
   • Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
      ◦ VkPhysicalDevice4444FormatsFeaturesEXT

New Enum Constants
   • VK_EXT_4444_FORMATS_EXTENSION_NAME
   • VK_EXT_4444_FORMATS_SPEC_VERSION
   • Extending VkFormat:
      ◦ VK_FORMAT_A4B4G4R4_UNORM_PACK16_EXT
• **VK_FORMAT_A4R4G4B4_UNORM_PACK16_EXT**

• **Extending **\texttt{VkStructureType}:**

  • **VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_4444_FORMATS_FEATURES_EXT**

### Promotion to Vulkan 1.3

This extension has been partially promoted. The format enumerants introduced by the extension are included in core Vulkan 1.3, with the EXT suffix omitted. However, runtime support for these formats is optional in core Vulkan 1.3, while if this extension is supported, runtime support is mandatory. The feature structure is not promoted. The original enum names are still available as aliases of the core functionality.

### Version History

• Revision 1, 2020-07-04 (Joshua Ashton)

  ◦ Initial draft

### VK_EXT_application_parameters

#### Name String

**VK_EXT_application_parameters**

#### Extension Type

Instance extension

#### Registered Extension Number

436

#### Revision

1

#### Ratification Status

Not ratified

#### Extension and Version Dependencies

None

#### Contact

• Daniel Koch 📩dgkoch

### Other Extension Metadata

#### Last Modified Date

2021-12-14

#### Contributors

• Daniel Koch, NVIDIA
Description

This instance extension enables an application to pass application parameters to the implementation at instance or device creation time.

The application parameters consist of a set of vendor-specific keys and values. Each key is a 32-bit enum, and each value is a 64-bit integer. The valid keys, range of values, and default values are documented external to this specification in implementation-specific documentation.

This extension is an instance extension rather than a device extension so that the implementation can modify reported `VkPhysicalDevice` properties or features as needed.

New Structures

- Extending `VkApplicationInfo, VkDeviceCreateInfo`:
  - `VkApplicationParametersEXT`

New Enum Constants

- `VK_EXT_APPLICATION_PARAMETERS_EXTENSION_NAME`
- `VK_EXT_APPLICATION_PARAMETERS_SPEC_VERSION`

Extending `VkStructureType`:

- `VK_STRUCTURE_TYPE_APPLICATION_PARAMETERS_EXT`

Issues

1. How should the `key` enumerants be assigned?

   **RESOLVED**: The `key` enumerants are completely implementation-specific and do not need to be centrally reserved. They should be documented in the implementation-specific documentation. The vendor ID and optionally the device ID are provided to disambiguate between multiple ICDs or devices.

2. How does an application know what application parameters are valid on a particular implementation?

   **DISCUSSION**: There is no ability to enumerate device or system properties before an instance is created, however `key` and `values` **must** be recognized by an implementation in order for instance or device creation to succeed. The vendor and optionally the device ID are provided to identify which ICD or device the application parameters are targeted at.

3. Is it OK if the "valid value" for specified keys is not from static documented values, but must be consistent-with/interdependent-on other `VkApplicationParametersEXT`?

   **DISCUSSION**: Yes this is fine. Examples for how this could be used include:
- a checksum key where the value is computed based on other VkApplicationParametersEXT structures in the pNext chain.
- an "application key" which either implies or explicitly lists a set of prevalidated key/value pairs.

Version History

- Revision 1, 2021-12-14 (Daniel Koch)
  - Initial revision

**VK_EXT_astc_decode_mode**

**Name String**

VK_EXT_astc_decode_mode

**Extension Type**

Device extension

**Registered Extension Number**

68

**Revision**

1

**Ratification Status**

Not ratified

**Extension and Version Dependencies**

VK_KHR_get_physical_device_properties2

or

Version 1.1

**Contact**

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**Other Extension Metadata**

**Last Modified Date**

2018-08-07

**Contributors**

- Jan-Harald Fredriksen, Arm

**Description**

The existing specification requires that low dynamic range (LDR) ASTC textures are decompressed to FP16 values per component. In many cases, decompressing LDR textures to a lower precision intermediate result gives acceptable image quality. Source material for LDR textures is typically
authored as 8-bit UNORM values, so decoding to FP16 values adds little value. On the other hand, reducing precision of the decoded result reduces the size of the decompressed data, potentially improving texture cache performance and saving power.

The goal of this extension is to enable this efficiency gain on existing ASTC texture data. This is achieved by giving the application the ability to select the intermediate decoding precision.

Three decoding options are provided:

- **Decode to** `VK_FORMAT_R16G16B16A16_SFLOAT` precision: This is the default, and matches the required behavior in the core API.
- **Decode to** `VK_FORMAT_R8G8B8A8_UNORM` precision: This is provided as an option in LDR mode.
- **Decode to** `VK_FORMAT_E5B9G9R9_UFLOAT_PACK32` precision: This is provided as an option in both LDR and HDR mode. In this mode, negative values cannot be represented and are clamped to zero. The alpha component is ignored, and the results are as if alpha was 1.0. This decode mode is optional and support can be queried via the physical device properties.

**New Structures**

- Extending `VkImageViewCreateInfo`:
  - `VkImageViewASTCDecodeModeEXT`
- Extending `VkPhysicalDeviceFeatures2, VkDeviceCreateInfo`:
  - `VkPhysicalDeviceASTCDecodeFeaturesEXT`

**New Enum Constants**

- `VK_EXT_ASTC_DECODE_MODE_EXTENSION_NAME`
- `VK_EXT_ASTC_DECODE_MODE_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_IMAGE_VIEW_ASTC_DECODE_MODE_EXT`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ASTC_DECODE_FEATURES_EXT`

**Issues**

1) Are implementations allowed to decode at a higher precision than what is requested?

**RESOLUTION:** No. If we allow this, then this extension could be exposed on all implementations that support ASTC. But developers would have no way of knowing what precision was actually used, and thus whether the image quality is sufficient at reduced precision.

2) Should the decode mode be image view state and/or sampler state?

1786
RESOLUTION: Image view state only.
Some implementations treat the different decode modes as different texture formats.

Example

Create an image view that decodes to VK_FORMAT_R8G8B8A8_UNORM precision:

```c
VkImageViewASTCDecodeModeEXT decodeMode =
{
    .sType = VK_STRUCTURE_TYPE_IMAGE_VIEW_ASTC_DECODE_MODE_EXT,
    .pNext = NULL,
    .decodeMode = VK_FORMAT_R8G8B8A8_UNORM
};

VkImageViewCreateInfo createInfo =
{
    .sType = VK_STRUCTURE_TYPE_IMAGE_VIEW_CREATE_INFO,
    .pNext = &decodeMode,
    // flags, image, viewType set to application-desired values
    .format = VK_FORMAT_ASTC_8x8_UNORM_BLOCK,
    // components, subresourceRange set to application-desired values
};

VkImageView imageView;
VkResult result = vkCreateImageView(
    device,
    &createInfo,
    NULL,
    &imageView);
```

Version History

- Revision 1, 2018-08-07 (Jan-Harald Fredriksen)
  - Initial revision

VK_EXT_blend_operation_advanced

Name String

VK_EXT_blend_operation_advanced

Extension Type

Device extension

Registered Extension Number

149
This extension adds a number of “advanced” blending operations that can be used to perform new color blending operations, many of which are more complex than the standard blend modes provided by unextended Vulkan. This extension requires different styles of usage, depending on the level of hardware support and the enabled features:

- If `VkPhysicalDeviceBlendOperationAdvancedFeaturesEXT::advancedBlendCoherentOperations` is `VK_FALSE`, the new blending operations are supported, but a memory dependency must separate each advanced blend operation on a given sample. `VK_ACCESS_COLOR_ATTACHMENT_READ_NONCOHERENT_BIT_EXT` is used to synchronize reads using advanced blend operations.

- If `VkPhysicalDeviceBlendOperationAdvancedFeaturesEXT::advancedBlendCoherentOperations` is `VK_TRUE`, advanced blend operations obey primitive order just like basic blend operations.

In unextended Vulkan, the set of blending operations is limited, and can be expressed very simply. The `VK_BLEND_OP_MIN` and `VK_BLEND_OP_MAX` blend operations simply compute component-wise minimums or maximums of source and destination color components. The `VK_BLEND_OP_ADD`, `VK_BLEND_OP_SUBTRACT`, and `VK_BLEND_OP_REVERSE_SUBTRACT` modes multiply the source and destination colors by source and destination factors and either add the two products together or subtract one from the other. This limited set of operations supports many common blending operations but precludes the use of more sophisticated transparency and blending operations commonly available in many dedicated imaging APIs.

This extension provides a number of new “advanced” blending operations. Unlike traditional blending operations using `VK_BLEND_OP_ADD`, these blending equations do not use source and...
destination factors specified by \texttt{VkBlendFactor}. Instead, each blend operation specifies a complete equation based on the source and destination colors. These new blend operations are used for both RGB and alpha components; they \textbf{must} not be used to perform separate RGB and alpha blending (via different values of color and alpha \texttt{VkBlendOp}).

These blending operations are performed using premultiplied colors, where RGB colors can be considered premultiplied or non-premultiplied by alpha, according to the \texttt{srcPremultiplied} and \texttt{dstPremultiplied} members of \texttt{VkPipelineColorBlendAdvancedStateCreateInfoEXT}. If a color is considered non-premultiplied, the (R,G,B) color components are multiplied by the alpha component prior to blending. For non-premultiplied color components in the range [0,1], the corresponding premultiplied color component would have values in the range $[0 \times A, 1 \times A]$.

Many of these advanced blending equations are formulated where the result of blending source and destination colors with partial coverage have three separate contributions: from the portions covered by both the source and the destination, from the portion covered only by the source, and from the portion covered only by the destination. The blend parameter \texttt{VkPipelineColorBlendAdvancedStateCreateInfoEXT::blendOverlap} can be used to specify a correlation between source and destination pixel coverage. If set to \texttt{VK_BLEND_OVERLAP_CONJOINT_EXT}, the source and destination are considered to have maximal overlap, as would be the case if drawing two objects on top of each other. If set to \texttt{VK_BLEND_OVERLAP_DISJOINT_EXT}, the source and destination are considered to have minimal overlap, as would be the case when rendering a complex polygon tessellated into individual non-intersecting triangles. If set to \texttt{VK_BLEND_OVERLAP_UNCORRELATED_EXT}, the source and destination coverage are assumed to have no spatial correlation within the pixel.

In addition to the coherency issues on implementations not supporting \texttt{advancedBlendCoherentOperations}, this extension has several limitations worth noting. First, the new blend operations have a limit on the number of color attachments they can be used with, as indicated by \texttt{VkPhysicalDeviceBlendOperationAdvancedPropertiesEXT::advancedBlendMaxColorAttachments}. Additionally, blending precision may be limited to 16-bit floating-point, which may result in a loss of precision and dynamic range for framebuffer formats with 32-bit floating-point components, and in a loss of precision for formats with 12- and 16-bit signed or unsigned normalized integer components.

\textbf{New Structures}

- Extending \texttt{VkPhysicalDeviceFeatures2, VkDeviceCreateInfo}:
  - \texttt{VkPhysicalDeviceBlendOperationAdvancedFeaturesEXT}
- Extending \texttt{VkPhysicalDeviceProperties2}:
  - \texttt{VkPhysicalDeviceBlendOperationAdvancedPropertiesEXT}
- Extending \texttt{VkPipelineColorBlendStateCreateInfo}:
  - \texttt{VkPipelineColorBlendAdvancedStateCreateInfoEXT}

\textbf{New Enums}

- \texttt{VkBlendOverlapEXT}
New Enum Constants

- VK_EXT_BLEND_OPERATION_ADVANCED_EXTENSION_NAME
- VK_EXT_BLEND_OPERATION_ADVANCED_SPEC_VERSION

Extending VkAccessFlagBits:
  - VK_ACCESS_COLOR_ATTACHMENT_READ_NONCOHERENT_BIT_EXT

Extending VkBlendOp:
  - VK_BLEND_OP_BLUE_EXT
  - VK_BLEND_OP_COLORBURN_EXT
  - VK_BLEND_OP_COLORDOGE_EXT
  - VK_BLEND_OP_CONTRAST_EXT
  - VK_BLEND_OP_DARKEN_EXT
  - VK_BLEND_OP_DIFFERENCE_EXT
  - VK_BLEND_OP_DST_ATOP_EXT
  - VK_BLEND_OP_DST_EXT
  - VK_BLEND_OP_DST_IN_EXT
  - VK_BLEND_OP_DST_OUT_EXT
  - VK_BLEND_OP_DST_OVER_EXT
  - VK_BLEND_OP_EXCLUSION_EXT
  - VK_BLEND_OP_GREEN_EXT
  - VK_BLEND_OP_HARDLIGHT_EXT
  - VK_BLEND_OP_HARDMIX_EXT
  - VK_BLEND_OP_HSL_COLOR_EXT
  - VK_BLEND_OP_HSL_HUE_EXT
  - VK_BLEND_OP_HSL_LUMINOSITY_EXT
  - VK_BLEND_OP_HSL_SATURATION_EXT
  - VK_BLEND_OP_INVERT_EXT
  - VK_BLEND_OP_INVERT_OVG_EXT
  - VK_BLEND_OP_INVERT_RGB_EXT
  - VK_BLEND_OP_LIGHTEN_EXT
  - VK_BLEND_OP_LINEARBURN_EXT
  - VK_BLEND_OP_LINEARDODGE_EXT
  - VK_BLEND_OP_LINEARLIGHT_EXT
  - VK_BLEND_OP_MINUS_CLAMPED_EXT
  - VK_BLEND_OP_MINUS_EXT
• VkBlendOp:
  ◦ VK_BLEND_OP_MULTIPLY_EXT
  ◦ VK_BLEND_OP_OVERLAY_EXT
  ◦ VK_BLEND_OP_PINLIGHT_EXT
  ◦ VK_BLEND_OP_PLUS_CLAMPED_ALPHA_EXT
  ◦ VK_BLEND_OP_PLUS_CLAMPED_EXT
  ◦ VK_BLEND_OP_PLUS_DARKER_EXT
  ◦ VK_BLEND_OP_PLUS_EXT
  ◦ VK_BLEND_OP_RED_EXT
  ◦ VK_BLEND_OP_SCREEN_EXT
  ◦ VK_BLEND_OP_SOFTLIGHT_EXT
  ◦ VK_BLEND_OP_SRC_ATOP_EXT
  ◦ VK_BLEND_OP_SRC_EXT
  ◦ VK_BLEND_OP_SRC_IN_EXT
  ◦ VK_BLEND_OP_SRC_OUT_EXT
  ◦ VK_BLEND_OP_SRC_OVER_EXT
  ◦ VK_BLEND_OP_VIVIDLIGHT_EXT
  ◦ VK_BLEND_OP_XOR_EXT
  ◦ VK_BLEND_OP_ZERO_EXT

• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_BLEND_OPERATION_ADVANCED_FEATURES_EXT
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_BLEND_OPERATION_ADVANCED_PROPERTIES_EXT
  ◦ VK_STRUCTURE_TYPE_PIPELINE_COLOR_BLEND_ADVANCED_STATE_CREATE_INFO_EXT

Issues
None.

Version History
• Revision 1, 2017-06-12 (Jeff Bolz)
  ◦ Internal revisions
• Revision 2, 2017-06-12 (Jeff Bolz)
  ◦ Internal revisions

VK_EXT_color_write_enable

Name String
VK_EXT_color_write_enable
Extension Type
  Device extension

Registered Extension Number
  382

Revision
  1

Ratification Status
  Ratified

Extension and Version Dependencies
  VK_KHR_get_physical_device_properties2
  or
  Version 1.1

Contact
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Other Extension Metadata

Last Modified Date
  2020-02-25

IP Status
  No known IP claims.

Contributors
  • Sharif Elcott, Google
  • Tobias Hector, AMD
  • Piers Daniell, NVIDIA

Description

This extension allows for selectively enabling and disabling writes to output color attachments via a pipeline dynamic state.

The intended use cases for this new state are mostly identical to those of colorWriteMask, such as selectively disabling writes to avoid feedback loops between subpasses or bandwidth savings for unused outputs. By making the state dynamic, one additional benefit is the ability to reduce pipeline counts and pipeline switching via shaders that write a superset of the desired data of which subsets are selected dynamically. The reason for a new state, colorWriteEnable, rather than making colorWriteMask dynamic is that, on many implementations, the more flexible per-component semantics of the colorWriteMask state cannot be made dynamic in a performant manner.
New Commands
- `vkCmdSetColorWriteEnableEXT`

New Structures
- Extending `VkPhysicalDeviceFeatures2, VkDeviceCreateInfo`:
  - `VkPhysicalDeviceColorWriteEnableFeaturesEXT`
- Extending `VkPipelineColorBlendStateCreateInfo`:
  - `VkPipelineColorWriteCreateInfoEXT`

New Enum Constants
- `VK_EXT_COLOR_WRITE_ENABLE_EXTENSION_NAME`
- `VK_EXT_COLOR_WRITE_ENABLE_SPEC_VERSION`
- Extending `VkDynamicState`:
  - `VK_DYNAMIC_STATE_COLOR_WRITE_ENABLE_EXT`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_COLOR_WRITE_ENABLE_FEATURES_EXT`
  - `VK_STRUCTURE_TYPE_PIPELINE_COLOR_WRITE_CREATE_INFO_EXT`

Version History
- Revision 1, 2020-01-25 (Sharif Elcott)
  - Internal revisions

**VK_EXT_conservative_rasterization**

Name String
- `VK_EXT_conservative_rasterization`

Extension Type
- Device extension

Registered Extension Number
- 102

Revision
- 1

Ratification Status
- Not ratified

Extension and Version Dependencies
- `VK_KHR_get_physical_device_properties2`
Version 1.1

SPIR-V Dependencies

- SPV_EXT_fragment_fully_covered

Contact

- Piers Daniell pdaniell-nv

Other Extension Metadata

Last Modified Date

2020-06-09

Interactions and External Dependencies

- This extension requires SPV_EXT_fragment_fully_covered if the
  VkPhysicalDeviceConservativeRasterizationPropertiesEXT::fullyCoveredFragmentShaderInputVa
  riable feature is used.

- This extension requires SPV_KHR_post_depth_coverage if the
  VkPhysicalDeviceConservativeRasterizationPropertiesEXT::conservativeRasterizationPostDept
  hCoverage feature is used.

- This extension provides API support for GL_NV_conservative_raster_underestimation if the
  VkPhysicalDeviceConservativeRasterizationPropertiesEXT::fullyCoveredFragmentShaderInputVa
  riable feature is used.

Contributors

- Daniel Koch, NVIDIA
- Daniel Rakos, AMD
- Jeff Bolz, NVIDIA
- Slawomir Grajewski, Intel
- Stu Smith, Imagination Technologies

Description

This extension adds a new rasterization mode called conservative rasterization. There are two modes of conservative rasterization; overestimation and underestimation.

When overestimation is enabled, if any part of the primitive, including its edges, covers any part of the rectangular pixel area, including its sides, then a fragment is generated with all coverage samples turned on. This extension allows for some variation in implementations by accounting for differences in overestimation, where the generating primitive size is increased at each of its edges by some sub-pixel amount to further increase conservative pixel coverage. Implementations can allow the application to specify an extra overestimation beyond the base overestimation the implementation already does. It also allows implementations to either cull degenerate primitives or rasterize them.

When underestimation is enabled, fragments are only generated if the rectangular pixel area is
fully covered by the generating primitive. If supported by the implementation, when a pixel rectangle is fully covered the fragment shader input variable builtin called FullyCoveredEXT is set to true. The shader variable works in either overestimation or underestimation mode.

Implementations can process degenerate triangles and lines by either discarding them or generating conservative fragments for them. Degenerate triangles are those that end up with zero area after the rasterizer quantizes them to the fixed-point pixel grid. Degenerate lines are those with zero length after quantization.

New Structures

- Extending VkPhysicalDeviceProperties2:
  - VkPhysicalDeviceConservativeRasterizationPropertiesEXT
- Extending VkPipelineRasterizationStateCreateInfo:
  - VkPipelineRasterizationConservativeStateCreateInfoEXT

New Enums

- VkConservativeRasterizationModeEXT

New Bitmasks

- VkPipelineRasterizationConservativeStateCreateFlagsEXT

New Enum Constants

- VK_EXT_CONSERVATIVE_RASTERIZATION_EXTENSION_NAME
- VK_EXT_CONSERVATIVE_RASTERIZATION_SPEC_VERSION
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_CONSERVATIVE_RASTERIZATION_PROPERTIES_EXT
  - VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_CONSERVATIVE_STATE_CREATE_INFO_EXT

New Built-In Variables

- FullyCoveredEXT

New SPIR-V Capabilities

- FragmentFullyCoveredEXT

Version History

- Revision 1.1, 2020-09-06 (Piers Daniell)
  - Add missing SPIR-V and GLSL dependencies.
- Revision 1, 2017-08-28 (Piers Daniell)
  - Internal revisions
VK_EXT_custom_border_color

Name String
VK_EXT_custom_border_color

Extension Type
Device extension

Registered Extension Number
288

Revision
12

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or
Version 1.1

Special Uses
• OpenGL / ES support
• D3D support

Contact
• Liam Middlebrook liam-middlebrook

Other Extension Metadata

Last Modified Date
2020-04-16

IP Status
No known IP claims.

Contributors
• Joshua Ashton, Valve
• Hans-Kristian Arntzen, Valve
• Philip Rebohle, Valve
• Liam Middlebrook, NVIDIA
• Jeff Bolz, NVIDIA
• Tobias Hector, AMD
• Faith Ekstrand, Intel
• Spencer Fricke, Samsung Electronics
Description

This extension provides cross-vendor functionality to specify a custom border color for use when
the sampler address mode `VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_BORDER` is used.

To create a sampler which uses a custom border color set `VkSamplerCreateInfo::borderColor` to one
of:

- `VK_BORDER_COLOR_FLOAT_CUSTOM_EXT`
- `VK_BORDER_COLOR_INT_CUSTOM_EXT`

When `VK_BORDER_COLOR_FLOAT_CUSTOM_EXT` or `VK_BORDER_COLOR_INT_CUSTOM_EXT` is used, applications
must provide a `VkSamplerCustomBorderColorCreateInfoEXT` in the `pNext` chain for
`VkSamplerCreateInfo`.

New Structures

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceCustomBorderColorFeaturesEXT`

- Extending `VkPhysicalDeviceProperties2`:
  - `VkPhysicalDeviceCustomBorderColorPropertiesEXT`

- Extending `VkSamplerCreateInfo`:
  - `VkSamplerCustomBorderColorCreateInfoEXT`

New Enum Constants

- `VK_EXT_CUSTOM_BORDER_COLOR_EXTENSION_NAME`
- `VK_EXT_CUSTOM_BORDER_COLOR_SPEC_VERSION`

- Extending `VkBorderColor`:
  - `VK_BORDER_COLOR_FLOAT_CUSTOM_EXT`
  - `VK_BORDER_COLOR_INT_CUSTOM_EXT`

- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_CUSTOM_BORDER_COLOR_FEATURES_EXT`
Issues

1) Should VkClearColorValue be used for the border color value, or should we have our own struct/union? Do we need to specify the type of the input values for the components? This is more of a concern if VkClearColorValue is used here because it provides a union of float,int,uint types.

**RESOLVED:** Will reuse existing VkClearColorValue structure in order to easily take advantage of float,int,uint borderColor types.

2) For hardware which supports a limited number of border colors what happens if that number is exceeded? Should this be handled by the driver unbeknownst to the application? In Revision 1 we had solved this issue using a new Object type, however that may have lead to additional system resource consumption which would otherwise not be required.

**RESOLVED:** Added VkPhysicalDeviceCustomBorderColorPropertiesEXT::maxCustomBorderColorSamplers for tracking implementation-specific limit, and Valid Usage statement handling overflow.

3) Should this be supported for immutable samplers at all, or by a feature bit? Some implementations may not be able to support custom border colors on immutable samplers — is it worthwhile enabling this to work on them for implementations that can support it, or forbidding it entirely.

**RESOLVED:** Samplers created with a custom border color are forbidden from being immutable. This resolves concerns for implementations where the custom border color is an index to a LUT instead of being directly embedded into sampler state.

4) Should UINT and SINT (unsigned integer and signed integer) border color types be separated or should they be combined into one generic INT (integer) type?

**RESOLVED:** Separating these does not make much sense as the existing fixed border color types do not have this distinction, and there is no reason in hardware to do so. This separation would also create unnecessary work and considerations for the application.

Version History

- Revision 1, 2019-10-10 (Joshua Ashton)
  - Internal revisions.
- Revision 2, 2019-10-11 (Liam Middlebrook)
  - Remove VkCustomBorderColor object and associated functions
  - Add issues concerning HW limitations for custom border color count
- Revision 3, 2019-10-12 (Joshua Ashton)
  - Re-expose the limits for the maximum number of unique border colors
  - Add extra details about border color tracking
  - Fix typos
- Revision 4, 2019-10-12 (Joshua Ashton)
  - Changed maxUniqueCustomBorderColors to a uint32_t from a VkDeviceSize
- Revision 5, 2019-10-14 (Liam Middlebrook)
  - Added features bit
- Revision 6, 2019-10-15 (Joshua Ashton)
  - Type-ize VK_BORDER_COLOR_CUSTOM
  - Fix const-ness on pNext of VkSamplerCustomBorderColorCreateInfoEXT
- Revision 7, 2019-11-26 (Liam Middlebrook)
  - Renamed maxUniqueCustomBorderColors to maxCustomBorderColors
- Revision 8, 2019-11-29 (Joshua Ashton)
  - Renamed borderColor member of VkSamplerCustomBorderColorCreateInfoEXT to customBorderColor
- Revision 9, 2020-02-19 (Joshua Ashton)
  - Renamed maxCustomBorderColors to maxCustomBorderColorSamplers
- Revision 10, 2020-02-21 (Joshua Ashton)
  - Added format to VkSamplerCustomBorderColorCreateInfoEXT and feature bit
- Revision 11, 2020-04-07 (Joshua Ashton)
  - Dropped UINT/SINT border color differences, consolidated types
- Revision 12, 2020-04-16 (Joshua Ashton)
  - Renamed VK_BORDER_COLOR_CUSTOM_FLOAT_EXT to VK_BORDER_COLOR_FLOAT_CUSTOM_EXT for consistency

**VK_EXT_debug_utils**

<table>
<thead>
<tr>
<th>Name String</th>
<th>VK_EXT_debug_utils</th>
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<tbody>
<tr>
<td><strong>Extension Type</strong></td>
<td>Instance extension</td>
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<tr>
<td><strong>Registered Extension Number</strong></td>
<td>129</td>
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<td><strong>Revision</strong></td>
<td>2</td>
</tr>
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<td><strong>Ratification Status</strong></td>
<td>Not ratified</td>
</tr>
<tr>
<td><strong>Extension and Version Dependencies</strong></td>
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</tr>
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Special Use
- Debugging tools

Contact
- Mark Young marky-lunarg

Other Extension Metadata

Last Modified Date
2020-04-03

Revision
2

IP Status
No known IP claims.

Dependencies
- This extension is written against version 1.0 of the Vulkan API.
- Requires VkObjectType

Contributors
- Mark Young, LunarG
- Baldur Karlsson
- Ian Elliott, Google
- Courtney Goeltzenleuchter, Google
- Karl Schultz, LunarG
- Mark Lobodzinski, LunarG
- Mike Schuchardt, LunarG
- Jaakko Konttinen, AMD
- Dan Ginsburg, Valve Software
- Rolando Olivares, Epic Games
- Dan Baker, Oxide Games
- Kyle Spagnoli, NVIDIA
- Jon Ashburn, LunarG
- Piers Daniell, NVIDIA

Description
Due to the nature of the Vulkan interface, there is very little error information available to the developer and application. By using the VK_EXT_debug_utils extension, developers can obtain more information. When combined with validation layers, even more detailed feedback on the application’s use of Vulkan will be provided.
This extension provides the following capabilities:

- The ability to create a debug messenger which will pass along debug messages to an application supplied callback.
- The ability to identify specific Vulkan objects using a name or tag to improve tracking.
- The ability to identify specific sections within a VkQueue or VkCommandBuffer using labels to aid organization and offline analysis in external tools.

The main difference between this extension and VK_EXT_debug_report and VK_EXT_debug_marker is that those extensions use VkDebugReportObjectTypeEXT to identify objects. This extension uses the core VkObjectType in place of VkDebugReportObjectTypeEXT. The primary reason for this move is that no future object type handle enumeration values will be added to VkDebugReportObjectTypeEXT since the creation of VkObjectType.

In addition, this extension combines the functionality of both VK_EXT_debug_report and VK_EXT_debug_marker by allowing object name and debug markers (now called labels) to be returned to the application's callback function. This should assist in clarifying the details of a debug message including: what objects are involved and potentially which location within a VkQueue or VkCommandBuffer the message occurred.

**New Object Types**
- VkDebugUtilsMessengerEXT

**New Commands**
- vkCmdBeginDebugUtilsLabelEXT
- vkCmdEndDebugUtilsLabelEXT
- vkCmdInsertDebugUtilsLabelEXT
- vkCreateDebugUtilsMessengerEXT
- vkDestroyDebugUtilsMessengerEXT
- vkQueueBeginDebugUtilsLabelEXT
- vkQueueEndDebugUtilsLabelEXT
- vkQueueInsertDebugUtilsLabelEXT
- vkSetDebugUtilsObjectNameEXT
- vkSetDebugUtilsObjectTagEXT
- vkSubmitDebugUtilsMessageEXT

**New Structures**
- VkDebugUtilsLabelEXT
- VkDebugUtilsMessengerCallbackDataEXT
- VkDebugUtilsObjectTagInfoEXT
- Extending VkInstanceCreateInfo:
New Function Pointers

- `PFN_vkDebugUtilsMessengerCallbackEXT`

New Enums

- `VkDebugUtilsMessageSeverityFlagBitsEXT`
- `VkDebugUtilsMessageTypeFlagBitsEXT`

New Bitmasks

- `VkDebugUtilsMessageSeverityFlagsEXT`
- `VkDebugUtilsMessageTypeFlagsEXT`
- `VkDebugUtilsMessengerCallbackDataFlagsEXT`
- `VkDebugUtilsMessengerCreateFlagsEXT`

New Enum Constants

- `VK_EXT_DEBUG_UTILS_EXTENSION_NAME`
- `VK_EXT_DEBUG_UTILS_SPEC_VERSION`

Extending `VkObjectType`

- `VK_OBJECT_TYPE_DEBUG_UTILS_MESSENGER_EXT`

Extending `VkStructureType`

- `VK_STRUCTURE_TYPE_DEBUG_UTILS_LABEL_EXT`
- `VK_STRUCTURE_TYPE_DEBUG_UTILS_MESSENGER_CALLBACK_DATA_EXT`
- `VK_STRUCTURE_TYPE_DEBUG_UTILS_MESSENGER_CREATE_INFO_EXT`
- `VK_STRUCTURE_TYPE_DEBUG_UTILS_OBJECT_NAME_INFO_EXT`
- `VK_STRUCTURE_TYPE_DEBUG_UTILS_OBJECT_TAG_INFO_EXT`

Examples

Example 1

`VK_EXT_debug_utils` allows an application to register multiple callbacks with any Vulkan component wishing to report debug information. Some callbacks may log the information to a file, others may cause a debug break point or other application defined behavior. An application can register callbacks even when no validation layers are enabled, but they will only be called for loader and, if implemented, driver events.

To capture events that occur while creating or destroying an instance an application can link a
 VkDebugUtilsMessengerCreateInfoEXT structure to the pNext element of the VkInstanceCreateInfo structure given to vkCreateInstance.

Example uses: Create three callback objects. One will log errors and warnings to the debug console using Windows OutputDebugString. The second will cause the debugger to break at that callback when an error happens and the third will log warnings to stdout.

```c
extern VkInstance instance;
VkResult res;
VkDebugUtilsMessengerEXT cb1, cb2, cb3;

// Must call extension functions through a function pointer:
PFN_vkCreateDebugUtilsMessengerEXT pfnCreateDebugUtilsMessengerEXT =
(PFN_vkCreateDebugUtilsMessengerEXT)vkGetInstanceProcAddr(instance, "vkCreateDebugUtilsMessengerEXT");
PFN_vkDestroyDebugUtilsMessengerEXT pfnDestroyDebugUtilsMessengerEXT =
(PFN_vkDestroyDebugUtilsMessengerEXT)vkGetInstanceProcAddr(instance, "vkDestroyDebugUtilsMessengerEXT");

VkDebugUtilsMessengerCreateInfoEXT callback1 = {
    .sType = VK_STRUCTURE_TYPE_DEBUG_UTILS_MESSENGER_CREATE_INFO_EXT,
    .pNext = NULL,
    .flags = 0,
    .messageSeverity = VK_DEBUG_UTILS_MESSAGE_SEVERITY_ERROR_BIT_EXT |
                        VK_DEBUG_UTILS_MESSAGE_SEVERITY_WARNING_BIT_EXT,
    .messageType = VK_DEBUG_UTILS_MESSAGE_TYPE_GENERAL_BIT_EXT |
                   VK_DEBUG_UTILS_MESSAGE_TYPE_VALIDATION_BIT_EXT,
    .pfnUserCallback = myOutputDebugString,
    .pUserData = NULL
};
res = pfnCreateDebugUtilsMessengerEXT(instance, &callback1, NULL, &cb1);
if (res != VK_SUCCESS) {
    // Do error handling for VK_ERROR_OUT_OF_MEMORY
}

callback1.messageSeverity = VK_DEBUG_UTILS_MESSAGE_SEVERITY_ERROR_BIT_EXT;
callback1.pfnUserCallback = myDebugBreak;
callback1.pUserData = NULL;
res = pfnCreateDebugUtilsMessengerEXT(instance, &callback1, NULL, &cb2);
if (res != VK_SUCCESS) {
    // Do error handling for VK_ERROR_OUT_OF_MEMORY
}

VkDebugUtilsMessengerCreateInfoEXT callback3 = {
    .sType = VK_STRUCTURE_TYPE_DEBUG_UTILS_MESSENGER_CREATE_INFO_EXT,
    .pNext = NULL,
    .flags = 0,
    .messageSeverity = VK_DEBUG_UTILS_MESSAGE_SEVERITY_WARNING_BIT_EXT,
    .messageType = VK_DEBUG_UTILS_MESSAGE_TYPE_GENERAL_BIT_EXT |
                   VK_DEBUG_UTILS_MESSAGE_TYPE_VALIDATION_BIT_EXT,
```
Example 2

Associate a name with an image, for easier debugging in external tools or with validation layers that can print a friendly name when referring to objects in error messages.

```c
extern VkInstance instance;
extern VkDevice device;
extern VkImage image;

// Must call extension functions through a function pointer:
PFN_vkSetDebugUtilsObjectNameEXT pfSetDebugUtilsObjectNameEXT =
    (PFN_vkSetDebugUtilsObjectNameEXT)vkGetInstanceProcAddr(instance, "vkSetDebugUtilsObjectNameEXT");

// Set a name on the image
const VkDebugUtilsObjectNameInfoEXT imageNameInfo =
{
    .sType = VK_STRUCTURE_TYPE_DEBUG_UTILS_OBJECT_NAME_INFO_EXT,
    .pNext = NULL,
    .objectType = VK_OBJECT_TYPE_IMAGE,
    .objectHandle = (uint64_t)image,
    .pObjectName = "Brick Diffuse Texture",
};

pfSetDebugUtilsObjectNameEXT(device, &imageNameInfo);

// A subsequent error might print:
// Image 'Brick Diffuse Texture' (0xc0dec0dedeadbeef) is used in a
// command buffer with no memory bound to it.
```

Example 3

Annotating regions of a workload with naming information so that offline analysis tools can display a more usable visualization of the commands submitted.
extern VkInstance instance;
extern VkCommandBuffer commandBuffer;

// Must call extension functions through a function pointer:
PFN_vkQueueBeginDebugUtilsLabelEXT pfnQueueBeginDebugUtilsLabelEXT =
(PFN_vkQueueBeginDebugUtilsLabelEXT) vkGetInstanceProcAddr(instance, "vkQueueBeginDebugUtilsLabelEXT");
PFN_vkQueueEndDebugUtilsLabelEXT pfnQueueEndDebugUtilsLabelEXT =
(PFN_vkQueueEndDebugUtilsLabelEXT) vkGetInstanceProcAddr(instance, "vkQueueEndDebugUtilsLabelEXT");
PFN_vkCmdBeginDebugUtilsLabelEXT pfnCmdBeginDebugUtilsLabelEXT =
(PFN_vkCmdBeginDebugUtilsLabelEXT) vkGetInstanceProcAddr(instance, "vkCmdBeginDebugUtilsLabelEXT");
PFN_vkCmdEndDebugUtilsLabelEXT pfnCmdEndDebugUtilsLabelEXT =
(PFN_vkCmdEndDebugUtilsLabelEXT) vkGetInstanceProcAddr(instance, "vkCmdEndDebugUtilsLabelEXT");
PFN_vkCmdInsertDebugUtilsLabelEXT pfnCmdInsertDebugUtilsLabelEXT =
(PFN_vkCmdInsertDebugUtilsLabelEXT) vkGetInstanceProcAddr(instance, "vkCmdInsertDebugUtilsLabelEXT");

// Describe the area being rendered
const VkDebugUtilsLabelEXT houseLabel =
{
    .sType = VK_STRUCTURE_TYPE_DEBUG_UTILS_LABEL_EXT,
    .pNext = NULL,
    .pLabelName = "Brick House",
    .color = { 1.0f, 0.0f, 0.0f, 1.0f },
};

// Start an annotated group of calls under the 'Brick House' name
pfnCmdBeginDebugUtilsLabelEXT(commandBuffer, &houseLabel);
{
    // A mutable structure for each part being rendered
    VkDebugUtilsLabelEXT housePartLabel =
    {
        .sType = VK_STRUCTURE_TYPE_DEBUG_UTILS_LABEL_EXT,
        .pNext = NULL,
        .pLabelName = NULL,
        .color = { 0.0f, 0.0f, 0.0f, 0.0f },
    };

    // Set the name and insert the marker
    housePartLabel.pLabelName = "Walls";
    pfnCmdInsertDebugUtilsLabelEXT(commandBuffer, &housePartLabel);

    // Insert the drawcall for the walls
    vkCmdDrawIndexed(commandBuffer, 1000, 1, 0, 0);

    // Insert a recursive region for two sets of windows
    housePartLabel.pLabelName = "Windows";
PFNBeginDebugUtilsLabelEXT(commandBuffer, &housePartLabel);
{
    VKCmdDrawIndexed(commandBuffer, 75, 6, 1000, 0, 0);
    VKCmdDrawIndexed(commandBuffer, 100, 2, 1450, 0, 0);
}
PFNEndDebugUtilsLabelEXT(commandBuffer);

housePartLabel.pLabelName = "Front Door";
PFNInsertDebugUtilsLabelEXT(commandBuffer, &housePartLabel);

VKCmdDrawIndexed(commandBuffer, 350, 1, 1650, 0, 0);

housePartLabel.pLabelName = "Roof";
PFNInsertDebugUtilsLabelEXT(commandBuffer, &housePartLabel);

VKCmdDrawIndexed(commandBuffer, 500, 1, 2000, 0, 0);

// End the house annotation started above
PFNEndDebugUtilsLabelEXT(commandBuffer);

// Do other work

VKEndCommandBuffer(commandBuffer);

// Describe the queue being used
const VkDebugUtilsLabelEXT queueLabel =
{
    .sType = VK_STRUCTURE_TYPE_DEBUG_UTILS_LABEL_EXT,
    .pNext = NULL,
    .pLabelName = "Main Render Work",
    .color = { 0.0f, 1.0f, 0.0f, 1.0f },
};

// Identify the queue label region
PFNQueueBeginDebugUtilsLabelEXT(queue, &queueLabel);

// Submit the work for the main render thread
const VkCommandBuffer cmd_bufs[] = {commandBuffer};
VkSubmitInfo submit_info =
{
    .sType = VK_STRUCTURE_TYPE_SUBMIT_INFO,
    .pNext = NULL,
    .waitSemaphoreCount = 0,
    .pWaitSemaphores = NULL,
    .pWaitDstStageMask = NULL,
    .commandBufferCount = 1,
    .pCommandBuffers = cmd_bufs,
    .signalSemaphoreCount = 0,
    .pSignalSemaphores = NULL
};
VKQueueSubmit(queue, 1, &submit_info, fence);
Issues

1) Should we just name this extension VK_EXT_debug_report2

RESOLVED: No. There is enough additional changes to the structures to break backwards compatibility. So, a new name was decided that would not indicate any interaction with the previous extension.

2) Will validation layers immediately support all the new features.

RESOLVED: Not immediately. As one can imagine, there is a lot of work involved with converting the validation layer logging over to the new functionality. Basic logging, as seen in the origin VK_EXT_debug_report extension will be made available immediately. However, adding the labels and object names will take time. Since the priority for Khronos at this time is to continue focusing on Valid Usage statements, it may take a while before the new functionality is fully exposed.

3) If the validation layers will not expose the new functionality immediately, then what is the point of this extension?

RESOLVED: We needed a replacement for VK_EXT_debug_report because the VkDebugReportObjectTypeEXT enumeration will no longer be updated and any new objects will need to be debugged using the new functionality provided by this extension.

4) Should this extension be split into two separate parts (1 extension that is an instance extension providing the callback functionality, and another device extension providing the general debug marker and annotation functionality)?

RESOLVED: No, the functionality for this extension is too closely related. If we did split up the extension, where would the structures and enums live, and how would you define that the device behavior in the instance extension is really only valid if the device extension is enabled, and the functionality is passed in. It is cleaner to just define this all as an instance extension, plus it allows the application to enable all debug functionality provided with one enable string during vkCreateInstance.

Version History

- Revision 1, 2017-09-14 (Mark Young and all listed Contributors)
  - Initial draft, based on VK_EXT_debug_report and VK_EXT_debug_marker in addition to previous feedback supplied from various companies including Valve, Epic, and Oxide games.

- Revision 2, 2020-04-03 (Mark Young and Piers Daniell)
  - Updated to allow either NULL or an empty string to be passed in for pObjectName in VkDebugUtilsObjectNameInfoEXT, because the loader and various drivers support NULL already.
VK_EXT_depth_clip_enable

Name String
   VK_EXT_depth_clip_enable

Extension Type
   Device extension

Registered Extension Number
   103

Revision
   1

Ratification Status
   Ratified

Extension and Version Dependencies
   VK_KHR_get_physical_device_properties2
   or
   Version 1.1

Special Use
   • D3D support

Contact
   • Piers Daniell pdaniell-nv

Other Extension Metadata

Last Modified Date
   2018-12-20

Contributors
   • Daniel Rakos, AMD
   • Henri Verbeet, CodeWeavers
   • Jeff Bolz, NVIDIA
   • Philip Rebohle, DXVK
   • Tobias Hector, AMD

Description

This extension allows the depth clipping operation, that is normally implicitly controlled by
VkPipelineRasterizationStateCreateInfo::depthClampEnable, to instead be controlled explicitly by
VkPipelineRasterizationDepthClipStateCreateInfoEXT::depthClipEnable.

This is useful for translating DX content which assumes depth clamping is always enabled, but
depth clip can be controlled by the DepthClipEnable rasterization state (D3D12_RASTERIZER_DESC).
New Structures

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceDepthClipEnableFeaturesEXT`
- Extending `VkPipelineRasterizationStateCreateInfo`:
  - `VkPipelineRasterizationDepthClipStateCreateInfoEXT`

New Bitmasks

- `VkPipelineRasterizationDepthClipStateCreateFlagsEXT`

New Enum Constants

- `VK_EXT_DEPTH_CLIP_ENABLE_EXTENSION_NAME`
- `VK_EXT_DEPTH_CLIP_ENABLE_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DEPTH_CLIP_ENABLE_FEATURES_EXT`
  - `VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_DEPTH_CLIP_STATE_CREATE_INFO_EXT`

Version History

- Revision 1, 2018-12-20 (Piers Daniell)
  - Internal revisions

VK_EXT_depth_range_unrestricted

Name String

`VK_EXT_depth_range_unrestricted`

Extension Type

Device extension

Registered Extension Number

14

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

None

Contact

- Piers Daniell [pdaniell-nv](mailto:pdaniell-nv)
Other Extension Metadata

Last Modified Date
2017-06-22

Contributors
• Daniel Koch, NVIDIA  
• Jeff Bolz, NVIDIA

Description
This extension removes the VkViewport minDepth and maxDepth restrictions that the values must be between 0.0 and 1.0, inclusive. It also removes the same restriction on VkPipelineDepthStencilStateCreateInfo minDepthBounds and maxDepthBounds. Finally it removes the restriction on the depth value in VkClearDepthStencilValue.

New Enum Constants
• VK_EXT_DEPTH_RANGE_UNRESTRICTED_EXTENSION_NAME  
• VK_EXT_DEPTH_RANGE_UNRESTRICTED_SPEC_VERSION

Issues
1) How do VkViewport minDepth and maxDepth values outside of the 0.0 to 1.0 range interact with Primitive Clipping?

RESOLVED: The behavior described in Primitive Clipping still applies. If depth clamping is disabled the depth values are still clipped to \(0 \leq z_c \leq w_c\) before the viewport transform. If depth clamping is enabled the above equation is ignored and the depth values are instead clamped to the VkViewport minDepth and maxDepth values, which in the case of this extension can be outside of the 0.0 to 1.0 range.

2) What happens if a resulting depth fragment is outside of the 0.0 to 1.0 range and the depth buffer is fixed-point rather than floating-point?

RESOLVED: This situation can also arise without this extension (when fragment shaders replace depth values, for example), and this extension does not change the behavior, which is defined in the Depth Test section of the Fragment Operations chapter.

Version History
• Revision 1, 2017-06-22 (Piers Daniell)
  ◦ Internal revisions

VK_EXT_direct_mode_display

Name String
VK_EXT_direct_mode_display
Extension Type
Instance extension

Registered Extension Number
89

Revision
1

Ratification Status
Not ratified

Extension and Version Dependencies
VK_KHR_display

Contact
• James Jones cubanismo

Other Extension Metadata

Last Modified Date
2016-12-13

IP Status
No known IP claims.

Contributors
• Pierre Boudier, NVIDIA
• James Jones, NVIDIA
• Damien Leone, NVIDIA
• Pierre-Loup Griffais, Valve
• Liam Middlebrook, NVIDIA

Description
This is extension, along with related platform extensions, allows applications to take exclusive control of displays associated with a native windowing system. This is especially useful for virtual reality applications that wish to hide HMDs (head mounted displays) from the native platform’s display management system, desktop, and/or other applications.

New Commands
• vkReleaseDisplayEXT

New Enum Constants
• VK_EXT_DIRECT_MODE_DISPLAY_EXTENSION_NAME
Issues

1) Should this extension and its related platform-specific extensions leverage `VK_KHR_display`, or provide separate equivalent interfaces.

**RESOLVED**: Use `VK_KHR_display` concepts and objects. `VK_KHR_display` can be used to enumerate all displays on the system, including those attached to/in use by a window system or native platform, but `VK_KHR_display_swapchain` will fail to create a swapchain on in-use displays. This extension and its platform-specific children will allow applications to grab in-use displays away from window systems and/or native platforms, allowing them to be used with `VK_KHR_display_swapchain`.

2) Are separate calls needed to acquire displays and enable direct mode?

**RESOLVED**: No, these operations happen in one combined command. Acquiring a display puts it into direct mode.

Version History

- Revision 1, 2016-12-13 (James Jones)
  - Initial draft

**VK_EXT_discard_rectangles**

**Name String**

`VK_EXT_discard_rectangles`

**Extension Type**

Device extension

**Registered Extension Number**

100

**Revision**

2

**Ratification Status**

Ratified

**Extension and Version Dependencies**

- `VK_KHR_get_physical_device_properties2`
  - or
  - Version 1.1

**Contact**

- Piers Daniell [pdaniell-nv](mailto:pdaniell-nv)
Other Extension Metadata

Last Modified Date
2023-01-18

Interactions and External Dependencies

- Interacts with VK_KHR_device_group
- Interacts with Vulkan 1.1

Contributors

- Daniel Koch, NVIDIA
- Jeff Bolz, NVIDIA

Description

This extension provides additional orthogonally aligned “discard rectangles” specified in framebuffer-space coordinates that restrict rasterization of all points, lines and triangles.

From zero to an implementation-dependent limit (specified by maxDiscardRectangles) number of discard rectangles can be operational at once. When one or more discard rectangles are active, rasterized fragments can either survive if the fragment is within any of the operational discard rectangles (VK_DISCARD_RECTANGLE_MODE_INCLUSIVE_EXT mode) or be rejected if the fragment is within any of the operational discard rectangles (VK_DISCARD_RECTANGLE_MODE_EXCLUSIVE_EXT mode).

These discard rectangles operate orthogonally to the existing scissor test functionality. The discard rectangles can be different for each physical device in a device group by specifying the device mask and setting discard rectangle dynamic state.

Version 2 of this extension introduces new dynamic states VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT and VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT, and the corresponding functions vkCmdSetDiscardRectangleEnableEXT and vkCmdSetDiscardRectangleModeEXT. Applications that use these dynamic states must ensure the implementation advertises at least specVersion 2 of this extension.

New Commands

- vkCmdSetDiscardRectangleEXT
- vkCmdSetDiscardRectangleEnableEXT
- vkCmdSetDiscardRectangleModeEXT

New Structures

- Extending VkGraphicsPipelineCreateInfo:
  ◦ VkPipelineDiscardRectangleStateCreateInfoEXT
- Extending VkPhysicalDeviceProperties2:
  ◦ VkPhysicalDeviceDiscardRectanglePropertiesEXT
New Enums
- VkDiscardRectangleModeEXT

New Bitmasks
- VkPipelineDiscardRectangleStateCreateFlagsEXT

New Enum Constants
- VK_EXT_DISCARD_RECTANGLES_EXTENSION_NAME
- VK_EXT_DISCARD_RECTANGLES_SPEC_VERSION

Extending VkDynamicState:
- VK_DYNAMIC_STATE_DISCARD_RECTANGLE_ENABLE_EXT
- VK_DYNAMIC_STATE_DISCARD_RECTANGLE_EXT
- VK_DYNAMIC_STATE_DISCARD_RECTANGLE_MODE_EXT

Extending VkStructureType:
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_DISCARD_RECTANGLE_PROPERTIES_EXT
- VK_STRUCTURE_TYPE_PIPELINE_DISCARD_RECTANGLE_STATE_CREATE_INFO_EXT

Version History
- Revision 2, 2023-01-18 (Piers Daniell)
  - Add dynamic states for discard rectangle enable/disable and mode.
- Revision 1, 2016-12-22 (Piers Daniell)
  - Internal revisions

VK_EXT_display_control

Name String
  - VK_EXT_display_control

Extension Type
  - Device extension

Registered Extension Number
  - 92

Revision
  - 1

Ratification Status
  - Not ratified
Extension and Version Dependencies

VK_EXT_display_surface_counter
and
VK_KHR_swapchain

Contact

• James Jones  
cubanismo

Other Extension Metadata

Last Modified Date

2016-12-13

IP Status

No known IP claims.

Contributors

• Pierre Boudier, NVIDIA
• James Jones, NVIDIA
• Damien Leone, NVIDIA
• Pierre-Loup Griffais, Valve
• Daniel Vetter, Intel

Description

This extension defines a set of utility functions for use with the VK_KHR_display and VK_KHR_display_swapchain extensions.

New Commands

• vkDisplayPowerControlEXT
• vkGetSwapchainCounterEXT
• vkRegisterDeviceEventEXT
• vkRegisterDisplayEventEXT

New Structures

• VkDeviceEventInfoEXT
• VkDisplayEventInfoEXT
• VkDisplayPowerInfoEXT
• Extending VkSwapchainCreateInfoKHR:
  ◦ VkSwapchainCounterCreateInfoEXT
New Enums

- VkDeviceEventTypeEXT
- VkDisplayEventTypeEXT
- VkDisplayPowerStateEXT

New Enum Constants

- VK_EXT_DISPLAY_CONTROL_EXTENSION_NAME
- VK_EXT_DISPLAY_CONTROL_SPEC_VERSION

Extending VkStructureType:

- VK_STRUCTURE_TYPE_DEVICE_EVENT_INFO_EXT
- VK_STRUCTURE_TYPE_DISPLAY_EVENT_INFO_EXT
- VK_STRUCTURE_TYPE_DISPLAY_POWER_INFO_EXT
- VK_STRUCTURE_TYPE_SWAPCHAIN_COUNTER_CREATE_INFO_EXT

Issues

1) Should this extension add an explicit “WaitForVsync” API or a fence signaled at vsync that the application can wait on?

RESOLVED: A fence. A separate API could later be provided that allows exporting the fence to a native object that could be inserted into standard run loops on POSIX and Windows systems.

2) Should callbacks be added for a vsync event, or in general to monitor events in Vulkan?

RESOLVED: No, fences should be used. Some events are generated by interrupts which are managed in the kernel. In order to use a callback provided by the application, drivers would need to have the userspace driver spawn threads that would wait on the kernel event, and hence the callbacks could be difficult for the application to synchronize with its other work given they would arrive on a foreign thread.

3) Should vblank or scanline events be exposed?

RESOLVED: Vblank events. Scanline events could be added by a separate extension, but the latency of processing an interrupt and waking up a userspace event is high enough that the accuracy of a scanline event would be rather low. Further, per-scanline interrupts are not supported by all hardware.

Version History

- Revision 1, 2016-12-13 (James Jones)
  - Initial draft

VK_EXT_display_surface_counter
Name String

VK_EXT_display_surface_counter

Extension Type

Instance extension

Registered Extension Number

91

Revision

1

Ratification Status

Not ratified

Extension and Version Dependencies

VK_KHR_display

Contact

• James Jones cubanismo

Other Extension Metadata

Last Modified Date

2016-12-13

IP Status

No known IP claims.

Contributors

• Pierre Boudier, NVIDIA
• James Jones, NVIDIA
• Damien Leone, NVIDIA
• Pierre-Loup Griffais, Valve
• Daniel Vetter, Intel

Description

This extension defines a vertical blanking period counter associated with display surfaces. It provides a mechanism to query support for such a counter from a VkSurfaceKHR object.

New Commands

• vkGetPhysicalDeviceSurfaceCapabilities2EXT
New Structures

- VkSurfaceCapabilities2EXT

New Enums

- VkSurfaceCounterFlagBitsEXT

New Bitmasks

- VkSurfaceCounterFlagsEXT

New Enum Constants

- VK_EXT_DISPLAY_SURFACE_COUNTER_EXTENSION_NAME
- VK_EXT_DISPLAY_SURFACE_COUNTER_SPEC_VERSION
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_SURFACE_CAPABILITIES_2_EXT

Version History

- Revision 1, 2016-12-13 (James Jones)
  - Initial draft

**VK_EXT_extended_dynamic_state**

Name String

- VK_EXT_extended_dynamic_state

Extension Type

- Device extension

Registered Extension Number

- 268

Revision

- 1

Ratification Status

- Ratified

Extension and Version Dependencies

- VK_KHR_get_physical_device_properties2
  - or
  - Version 1.1

Deprecation State

- Promoted to Vulkan 1.3
Contact

- Piers Daniell pdaniell-nv

Other Extension Metadata

Last Modified Date

2019-12-09

IP Status

No known IP claims.

Contributors

- Dan Ginsburg, Valve Corporation
- Graeme Leese, Broadcom
- Hans-Kristian Arntzen, Valve Corporation
- Jan-Harald Fredriksen, Arm Limited
- Faith Ekstrand, Intel
- Jeff Bolz, NVIDIA
- Jesse Hall, Google
- Philip Rebohle, Valve Corporation
- Stuart Smith, Imagination Technologies
- Tobias Hector, AMD

Description

This extension adds some more dynamic state to support applications that need to reduce the number of pipeline state objects they compile and bind.

New Commands

- `vkCmdBindVertexBuffers2EXT`
- `vkCmdSetCullModeEXT`
- `vkCmdSetDepthBoundsTestEnableEXT`
- `vkCmdSetDepthCompareOpEXT`
- `vkCmdSetDepthTestEnableEXT`
- `vkCmdSetDepthWriteEnableEXT`
- `vkCmdSetFrontFaceEXT`
- `vkCmdSetPrimitiveTopologyEXT`
- `vkCmdSetScissorWithCountEXT`
- `vkCmdSetStencilOpEXT`
- `vkCmdSetStencilTestEnableEXT`
vkCmdSetViewportWithCountEXT

New Structures

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceExtendedDynamicStateFeaturesEXT

New Enum Constants

- VK_EXT_EXTENDED_DYNAMIC_STATE_EXTENSION_NAME
- VK_EXT_EXTENDED_DYNAMIC_STATE_SPEC_VERSION

- Extending VkDynamicState:
  - VK_DYNAMIC_STATE_CULL_MODE_EXT
  - VK_DYNAMIC_STATE_DEPTH_BOUNDS_TEST_ENABLE_EXT
  - VK_DYNAMIC_STATE_DEPTHCOMPAREOP_EXT
  - VK_DYNAMIC_STATE_DEPTHTESTENABLE_EXT
  - VK_DYNAMIC_STATEDEPTHWRITEENABLE_EXT
  - VK_DYNAMIC_STATE_FRONTFACE_EXT
  - VK_DYNAMIC_STATE_PRIMITIVE_TOPOLOGY_EXT
  - VK_DYNAMIC_STATE_SCISSORWITHCOUNT_EXT
  - VK_DYNAMIC_STATE_STENCILOP_EXT
  - VK_DYNAMIC_STATE_STENCILTESTENABLE_EXT
  - VK_DYNAMIC_STATE_VERTEXINPUT_BINDINGSTRIDE_EXT
  - VK_DYNAMIC_STATE_VIEWPORTWITHCOUNT_EXT

- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICALDEVICE_EXTENDED_DYNAMIC_STATE_FEATURES_EXT

Promotion to Vulkan 1.3

This extension has been partially promoted. All dynamic state enumerants and entry points in this extension are included in core Vulkan 1.3, with the EXT suffix omitted. The feature structure is not promoted. Extension interfaces that were promoted remain available as aliases of the core functionality.

Issues

1) Why are the values of pStrides in vkCmdBindVertexBuffer2EXT limited to be between 0 and the maximum extent of the binding, when this restriction is not present for the same static state?

Implementing these edge cases adds overhead to some implementations that would require significant cost when calling this function, and the intention is that this state should be more or less free to change.
**VK_EXT_vertex_input_dynamic_state** allows the stride to be changed freely when supported via `vkCmdSetVertexInputEXT`.

**Version History**

- Revision 1, 2019-12-09 (Piers Daniell)
  - Internal revisions

**VK_EXT_extended_dynamic_state2**

**Name String**

`VK_EXT_extended_dynamic_state2`

**Extension Type**

Device extension

**Registered Extension Number**

378

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

- `VK_KHR_get_physical_device_properties2`
  - or
  - Version 1.1

**Deprecation State**

- *Promoted* to Vulkan 1.3

**Contact**

- Vikram Kushwaha [vkushwaha-nv](mailto:vkushwaha-nv)

**Other Extension Metadata**

**Last Modified Date**

2021-04-12

**IP Status**

No known IP claims.

**Contributors**

- Vikram Kushwaha, NVIDIA
- Piers Daniell, NVIDIA
- Jeff Bolz, NVIDIA
Description

This extension adds some more dynamic state to support applications that need to reduce the number of pipeline state objects they compile and bind.

New Commands

- `vkCmdSetDepthBiasEnableEXT`
- `vkCmdSetLogicOpEXT`
- `vkCmdSetPatchControlPointsEXT`
- `vkCmdSetPrimitiveRestartEnableEXT`
- `vkCmdSetRasterizerDiscardEnableEXT`

New Structures

- Extending `VkPhysicalDeviceFeatures2, VkDeviceCreateInfo`:
  - `VkPhysicalDeviceExtendedDynamicState2FeaturesEXT`

New Enum Constants

- `VK_EXT_EXTENDED_DYNAMIC_STATE_2_EXTENSION_NAME`
- `VK_EXT_EXTENDED_DYNAMIC_STATE_2_SPEC_VERSION`
- Extending `VkDynamicState`:
  - `VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE_EXT`
  - `VK_DYNAMIC_STATE_LOGIC_OP_EXT`
  - `VK_DYNAMIC_STATE_PATCH_CONTROLPOINTS_EXT`
  - `VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE_EXT`
  - `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE_EXT`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTENDED_DYNAMIC_STATE2_FEATURES_EXT`

Promotion to Vulkan 1.3

This extension has been partially promoted. The dynamic state enumerants `VK_DYNAMIC_STATE_DEPTH_BIAS_ENABLE_EXT`, `VK_DYNAMIC_STATE_PRIMITIVE_RESTART_ENABLE_EXT`, and `VK_DYNAMIC_STATE_RASTERIZER_DISCARD_ENABLE_EXT`; and the corresponding entry points in this extension are included in core Vulkan 1.3, with the EXT suffix omitted. The enumerants and entry points for dynamic logic operation and patch control points are not promoted, nor is the feature structure. Extension interfaces that were promoted remain available as aliases of the core functionality.

Version History

- Revision 1, 2021-04-12 (Vikram Kushwaha)
VK_EXT_external_memory_dma_buf

Name String
VK_EXT_external_memory_dma_buf

Extension Type
Device extension

Registered Extension Number
126

Revision
1

Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_external_memory_fd

Contact

• Lina Versace versalinyaa

Other Extension Metadata

Last Modified Date
2017-10-10

IP Status
No known IP claims.

Contributors

• Lina Versace, Google
• James Jones, NVIDIA
• Faith Ekstrand, Intel

Description

A dma_buf is a type of file descriptor, defined by the Linux kernel, that allows sharing memory across kernel device drivers and across processes. This extension enables applications to import a dma_buf as VkDeviceMemory, to export VkDeviceMemory as a dma_buf, and to create VkBuffer objects that can be bound to that memory.

New Enum Constants

• VK_EXT_EXTERNAL_MEMORY_DMA_BUF_EXTENSION_NAME
Extending `VkExternalMemoryHandleTypeFlagBits`:

- `VK_EXTERNAL_MEMORY_HANDLE_TYPE_DMA_BUF_BIT_EXT`

**Issues**

1) How does the application, when creating a `VkImage` that it intends to bind to `dma_buf` `VkDeviceMemory` containing an externally produced image, specify the memory layout (such as row pitch and DRM format modifier) of the `VkImage`? In other words, how does the application achieve behavior comparable to that provided by `EGL_EXT_image_dma_buf_import` and `EGL_EXT_image_dma_buf_import_modifiers`?

**RESOLVED:** Features comparable to those in `EGL_EXT_image_dma_buf_import` and `EGL_EXT_image_dma_buf_import_modifiers` will be provided by an extension layered atop this one.

2) Without the ability to specify the memory layout of external `dma_buf` images, how is this extension useful?

**RESOLVED:** This extension provides exactly one new feature: the ability to import/export between `dma_buf` and `VkDeviceMemory`. This feature, together with features provided by `VK_KHR_external_memory_fd`, is sufficient to bind a `VkBuffer` to `dma_buf`.

**Version History**

- Revision 1, 2017-10-10 (Lina Versace)
  - Squashed internal revisions

**VK_EXT_external_memory_host**

**Name String**

- `VK_EXT_external_memory_host`

**Extension Type**

- Device extension

**Registered Extension Number**

- 179

**Revision**

- 1

**Ratification Status**

- Ratified

**Extension and Version Dependencies**

- `VK_KHR_external_memory`
  or
- `Version 1.1`
Contact
  • Daniel Rakos drakos-amd

Other Extension Metadata

Last Modified Date
  2017-11-10

IP Status
  No known IP claims.

Contributors
  • Jaakko Konttinen, AMD
  • David Mao, AMD
  • Daniel Rakos, AMD
  • Tobias Hector, Imagination Technologies
  • Faith Ekstrand, Intel
  • James Jones, NVIDIA

Description
This extension enables an application to import host allocations and host mapped foreign device memory to Vulkan memory objects.

New Commands
  • vkGetMemoryHostPointerPropertiesEXT

New Structures
  • VkMemoryHostPointerPropertiesEXT
  • Extending VkMemoryAllocateInfo:
    ◦ VkImportMemoryHostPointerInfoEXT
  • Extending VkPhysicalDeviceProperties2:
    ◦ VkPhysicalDeviceExternalMemoryHostPropertiesEXT

New Enum Constants
  • VK_EXT_EXTERNAL_MEMORY_HOST_EXTENSION_NAME
  • VK_EXT_EXTERNAL_MEMORY_HOST_SPEC_VERSION
  • Extending VkExternalMemoryHandleTypeFlagBits:
    ◦ VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_ALLOCATION_BIT_EXT
    ◦ VK_EXTERNAL_MEMORY_HANDLE_TYPE_HOST_MAPPED_FOREIGN_MEMORY_BIT_EXT
  • Extending VkStructureType:
Issues

1) What memory type has to be used to import host pointers?

**RESOLVED:** Depends on the implementation. Applications have to use the new `vkGetMemoryHostPointerPropertiesEXT` command to query the supported memory types for a particular host pointer. The reported memory types may include memory types that come from a memory heap that is otherwise not usable for regular memory object allocation and thus such a heap's size may be zero.

2) Can the application still access the contents of the host allocation after importing?

**RESOLVED:** Yes. However, usual synchronization requirements apply.

3) Can the application free the host allocation?

**RESOLVED:** No, it violates valid usage conditions. Using the memory object imported from a host allocation that is already freed thus results in undefined behavior.

4) Is `vkMapMemory` expected to return the same host address which was specified when importing it to the memory object?

**RESOLVED:** No. Implementations are allowed to return the same address but it is not required. Some implementations might return a different virtual mapping of the allocation, although the same physical pages will be used.

5) Is there any limitation on the alignment of the host pointer and/or size?

**RESOLVED:** Yes. Both the address and the size have to be an integer multiple of `minImportedHostPointerAlignment`. In addition, some platforms and foreign devices may have additional restrictions.

6) Can the same host allocation be imported multiple times into a given physical device?

**RESOLVED:** No, at least not guaranteed by this extension. Some platforms do not allow locking the same physical pages for device access multiple times, so attempting to do it may result in undefined behavior.

7) Does this extension support exporting the new handle type?

**RESOLVED:** No.

8) Should we include the possibility to import host mapped foreign device memory using this API?

**RESOLVED:** Yes, through a separate handle type. Implementations are still allowed to support only one of the handle types introduced by this extension by not returning import support for a particular handle type as returned in `VkExternalMemoryPropertiesKHR`.
Version History

• Revision 1, 2017-11-10 (Daniel Rakos)
  ◦ Internal revisions

**VK_EXT_filter_cubic**

Name String

`VK_EXT_filter_cubic`

Extension Type

Device extension

Registered Extension Number

171

Revision

3

Ratification Status

Not ratified

Extension and Version Dependencies

None

Contact

• Matthew Netsch @mnetsch

Other Extension Metadata

Last Modified Date

2019-12-13

Contributors

• Bill Licea-Kane, Qualcomm Technologies, Inc.
• Andrew Garrard, Samsung
• Daniel Koch, NVIDIA
• Donald Scorgie, Imagination Technologies
• Graeme Leese, Broadcom
• Jan-Harald Fredriksen, ARM
• Jeff Leger, Qualcomm Technologies, Inc.
• Tobias Hector, AMD
• Tom Olson, ARM
• Stuart Smith, Imagination Technologies
Description

VK_EXT_filter_cubic extends VK_IMG_filter_cubic.

It documents cubic filtering of other image view types. It adds new structures that can be added to the pNext chain of VkPhysicalDeviceImageFormatInfo2 and VkImageFormatProperties2 that can be used to determine which image types and which image view types support cubic filtering.

New Structures

- Extending VkImageFormatProperties2:
  - VkFilterCubicImageViewImageFormatPropertiesEXT

- Extending VkPhysicalDeviceImageFormatInfo2:
  - VkPhysicalDeviceImageViewImageFormatInfoEXT

New Enum Constants

- VK_EXT_FILTER_CUBIC_EXTENSION_NAME
- VK_EXT_FILTER_CUBIC_SPEC_VERSION

- Extending VkFilter:
  - VK_FILTER_CUBIC_EXT

- Extending VkFormatFeatureFlagBits:
  - VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_CUBIC_BIT_EXT

- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_FILTER_CUBIC_IMAGE_VIEW_IMAGE_FORMAT_PROPERTIES_EXT
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_VIEW_IMAGE_FORMAT_INFO_EXT

Version History

- Revision 3, 2019-12-13 (wwlk)
  - Delete requirement to cubic filter the formats USCALED_PACKED32, SSCALEDED_PACKED32, UINT_PACK32, and SINT_PACK32 (cut/paste error)

- Revision 2, 2019-06-05 (wwlk)
  - Clarify 1D optional

- Revision 1, 2019-01-24 (wwlk)
  - Initial version

VK_EXT_fragment_shader_interlock

Name String

VK_EXT_fragment_shader_interlock
Extension Type
   Device extension

Registered Extension Number
   252

Revision
   1

Ratification Status
   Not ratified

Extension and Version Dependencies
   VK_KHR_get_physical_device_properties2
   or
   Version 1.1

SPIR-V Dependencies
   • SPV_EXT_fragment_shader_interlock

Contact
   • Piers Daniell pdaniell-nv

Other Extension Metadata

Last Modified Date
   2019-05-02

Interactions and External Dependencies
   • This extension provides API support for GL_ARB_fragment_shader_interlock

Contributors
   • Daniel Koch, NVIDIA
   • Graeme Leese, Broadcom
   • Jan-Harald Fredriksen, Arm
   • Faith Ekstrand, Intel
   • Jeff Bolz, NVIDIA
   • Ruihao Zhang, Qualcomm
   • Slawomir Grajewski, Intel
   • Spencer Fricke, Samsung

Description
This extension adds support for the FragmentShaderPixelInterlockEXT, FragmentShaderSampleInterlockEXT, and FragmentShaderShadingRateInterlockEXT capabilities from the SPV_EXT_fragment_shader_interlock extension to Vulkan.
Enabling these capabilities provides a critical section for fragment shaders to avoid overlapping pixels being processed at the same time, and certain guarantees about the ordering of fragment shader invocations of fragments of overlapping pixels.

This extension can be useful for algorithms that need to access per-pixel data structures via shader loads and stores. Algorithms using this extension can access per-pixel data structures in critical sections without other invocations accessing the same per-pixel data. Additionally, the ordering guarantees are useful for cases where the API ordering of fragments is meaningful. For example, applications may be able to execute programmable blending operations in the fragment shader, where the destination buffer is read via image loads and the final value is written via image stores.

**New Structures**

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceFragmentShaderInterlockFeaturesEXT`

**New Enum Constants**

- `VK_EXT_FRAGMENT_SHADER_INTERLOCK_EXTENSION_NAME`
- `VK_EXT_FRAGMENT_SHADER_INTERLOCK_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_FRAGMENT_SHADER_INTERLOCK_FEATURES_EXT`

**New SPIR-V Capabilities**

- `FragmentShaderInterlockEXT`
- `FragmentShaderPixelInterlockEXT`
- `FragmentShaderShadingRateInterlockEXT`

**Version History**

- Revision 1, 2019-05-24 (Piers Daniell)
  - Internal revisions

**VK_EXT_hdr_metadata**

**Name String**

`VK_EXT_hdr_metadata`

**Extension Type**

Device extension

**Registered Extension Number**

106

**Revision**

2
Description

This extension defines two new structures and a function to assign SMPTE (the Society of Motion Picture and Television Engineers) 2086 metadata and CTA (Consumer Technology Association) 861.3 metadata to a swapchain. The metadata includes the color primaries, white point, and luminance range of the reference monitor, which all together define the color volume containing all the possible colors the reference monitor can produce. The reference monitor is the display where creative work is done and creative intent is established. To preserve such creative intent as much as possible and achieve consistent color reproduction on different viewing displays, it is useful for the display pipeline to know the color volume of the original reference monitor where content was created or tuned. This avoids performing unnecessary mapping of colors that are not displayable on the original reference monitor. The metadata also includes the `maxContentLightLevel` and `maxFrameAverageLightLevel` as defined by CTA 861.3.

While the intended purpose of the metadata is to assist in the transformation between different color volumes of different displays and help achieve better color reproduction, it is not in the scope of this extension to define how exactly the metadata should be used in such a process. It is up to the implementation to determine how to make use of the metadata.

New Commands

- `vkSetHdrMetadataEXT`

New Structures

- `VkHdrMetadataEXT`
- `VkXYColorEXT`
New Enum Constants

- VK_EXT_HDR_METADATA_EXTENSION_NAME
- VK_EXT_HDR_METADATA_SPEC_VERSION
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_HDR_METADATA_EXT

Issues

1) Do we need a query function?

**PROPOSED:** No, Vulkan does not provide queries for state that the application can track on its own.

2) Should we specify default if not specified by the application?

**PROPOSED:** No, that leaves the default up to the display.

Version History

- Revision 1, 2016-12-27 (Courtney Goeltzenleuchter)
  - Initial version
- Revision 2, 2018-12-19 (Courtney Goeltzenleuchter)
  - Correct implicit validity for VkHdrMetadataEXT structure

**VK_EXT_headless_surface**

Name String

VK_EXT_headless_surface

Extension Type

Instance extension

Registered Extension Number

257

Revision

1

Ratification Status

Not ratified

Extension and Version Dependencies

VK_KHR_surface

Contact

- Lisa Wu 🌐chenglww
Description

The `VK_EXT_headless_surface` extension is an instance extension. It provides a mechanism to create `VkSurfaceKHR` objects independently of any window system or display device. The presentation operation for a swapchain created from a headless surface is by default a no-op, resulting in no externally-visible result.

Because there is no real presentation target, future extensions can layer on top of the headless surface to introduce arbitrary or customizable sets of restrictions or features. These could include features like saving to a file or restrictions to emulate a particular presentation target.

This functionality is expected to be useful for application and driver development because it allows any platform to expose an arbitrary or customizable set of restrictions and features of a presentation engine. This makes it a useful portable test target for applications targeting a wide range of presentation engines where the actual target presentation engines might be scarce, unavailable or otherwise undesirable or inconvenient to use for general Vulkan application development.

New Commands

- `vkCreateHeadlessSurfaceEXT`

New Structures

- `VkHeadlessSurfaceCreateInfoEXT`

New Bitmasks

- `VkHeadlessSurfaceCreateFlagsEXT`

New Enum Constants

- `VK_EXT_HEADLESS_SURFACE_EXTENSION_NAME`
- `VK_EXT_HEADLESS_SURFACE_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_HEADLESS_SURFACE_CREATE_INFO_EXT`
Version History

- Revision 1, 2019-03-21 (Ray Smith)
  - Initial draft

**VK_EXT_image_drm_format_modifier**

**Name String**

VK_EXT_image_drm_format_modifier

**Extension Type**

Device extension

**Registered Extension Number**

159

**Revision**

2

**Ratification Status**

Not ratified

**Extension and Version Dependencies**

- VK_KHR_bind_memory2
  - and
- VK_KHR_get_physical_device_properties2
  - and
- VK_KHR_sampler_ycc_conversion
    - or
- Version 1.1
  - and
- VK_KHR_image_format_list
    - or
- Version 1.2

**API Interactions**

- Interacts with VK_VERSION_1_3
- Interacts with VK_KHR_format_feature_flags2

**Contact**

- Lina Versace @versalinyaa

**Other Extension Metadata**

**Last Modified Date**

2021-09-30
Description

This extension provides the ability to use DRM format modifiers with images, enabling Vulkan to better integrate with the Linux ecosystem of graphics, video, and display APIs.

Its functionality closely overlaps with EGL_EXT_image_dma_buf_import_modifiers\(^2\) and EGL_MESA_image_dma_buf_export\(^3\). Unlike the EGL extensions, this extension does not require the use of a specific handle type (such as a dma_buf) for external memory and provides more explicit control of image creation.

Introduction to DRM Format Modifiers

A DRM format modifier is a 64-bit, vendor-prefixed, semi-opaque unsigned integer. Most modifiers represent a concrete, vendor-specific tiling format for images. Some exceptions are DRM_FORMAT_MOD_LINEAR (which is not vendor-specific); DRM_FORMAT_MOD_NONE (which is an alias of DRM_FORMAT_MOD_LINEAR due to historical accident); and DRM_FORMAT_MOD_INVALID (which does not represent a tiling format). The modifier’s vendor prefix consists of the 8 most significant bits. The canonical list of modifiers and vendor prefixes is found in drm_fourcc.h in the Linux kernel source. The other dominant source of modifiers are vendor kernel trees.

One goal of modifiers in the Linux ecosystem is to enumerate for each vendor a reasonably sized set of tiling formats that are appropriate for images shared across processes, APIs, and/or devices, where each participating component may possibly be from different vendors. A non-goal is to enumerate all tiling formats supported by all vendors. Some tiling formats used internally by vendors are inappropriate for sharing; no modifiers should be assigned to such tiling formats.

Modifier values typically do not describe memory layouts. More precisely, a modifier's lower 56 bits usually have no structure. Instead, modifiers name memory layouts; they name a small set of vendor-preferred layouts for image sharing. As a consequence, in each vendor namespace the modifier values are often sequentially allocated starting at 1.

Each modifier is usually supported by a single vendor and its name matches the pattern \{VENDOR\}_FORMAT_MOD_* or DRM_FORMAT_MOD_{VENDOR}_*. Examples are I915_FORMAT_MOD_X_TILED and
An exception is DRM_FORMAT_MOD_LINEAR, which is supported by most vendors.

Many APIs in Linux use modifiers to negotiate and specify the memory layout of shared images. For example, a Wayland compositor and Wayland client may, by relaying modifiers over the Wayland protocol zwp_linux_dmabuf_v1, negotiate a vendor-specific tiling format for a shared wl_buffer. The client may allocate the underlying memory for the wl_buffer with GBM, providing the chosen modifier to gbm_bo_create_with_modifiers. The client may then import the wl_buffer into Vulkan for producing image content, providing the resource's dma_buf to VkImportMemoryFdInfoKHR and its modifier to VkImageDrmFormatModifierExplicitCreateInfoEXT. The compositor may then import the wl_buffer into OpenGL for sampling, providing the resource's dma_buf and modifier to eglCreateImage. The compositor may also bypass OpenGL and submit the wl_buffer directly to the kernel's display API, providing the dma_buf and modifier through drm_mode_fb_cmd2.

Format Translation

Modifier-capable APIs often pair modifiers with DRM formats, which are defined in drm_fourcc.h. However, VK_EXT_image_drm_format_modifier uses VkFormat instead of DRM formats. The application must convert between VkFormat and DRM format when it sends or receives a DRM format to or from an external API.

The mapping from VkFormat to DRM format is lossy. Therefore, when receiving a DRM format from an external API, often the application must use information from the external API to accurately map the DRM format to a VkFormat. For example, DRM formats do not distinguish between RGB and sRGB (as of 2018-03-28); external information is required to identify the image's color space.

The mapping between VkFormat and DRM format is also incomplete. For some DRM formats there exist no corresponding Vulkan format, and for some Vulkan formats there exist no corresponding DRM format.

Usage Patterns

Three primary usage patterns are intended for this extension:

- **Negotiation.** The application negotiates with modifier-aware, external components to determine sets of image creation parameters supported among all components.

  In the Linux ecosystem, the negotiation usually assumes the image is a 2D, single-sampled, non-mipmapped, non-array image; this extension permits that assumption but does not require it. The result of the negotiation usually resembles a set of tuples such as \((\text{drmFormat}, \text{drmFormatModifier})\), where each participating component supports all tuples in the set.

  Many details of this negotiation - such as the protocol used during negotiation, the set of image creation parameters expressible in the protocol, and how the protocol chooses which process and which API will create the image - are outside the scope of this specification.

  In this extension, \(\text{vkGetPhysicalDeviceFormatProperties2} \) with \(\text{VkDrmFormatModifierPropertiesListEXT} \) serves a primary role during the negotiation, and \(\text{vkGetPhysicalDeviceImageFormatProperties2} \) with \(\text{VkPhysicalDeviceImageDrmFormatModifierInfoEXT} \) serves a secondary role.
• **Import.** The application imports an image with a *modifier*.

In this pattern, the application receives from an external source the image's memory and its creation parameters, which are often the result of the negotiation described above. Some image creation parameters are implicitly defined by the external source; for example, `VK_IMAGE_TYPE_2D` is often assumed. Some image creation parameters are usually explicit, such as the image’s *format*, *drmFormatModifier*, and *extent*; and each plane’s *offset* and *rowPitch*.

Before creating the image, the application first verifies that the physical device supports the received creation parameters by querying `vkGetPhysicalDeviceFormatProperties2` with `VkDrmFormatModifierPropertiesListEXT` and `vkGetPhysicalDeviceImageFormatProperties2` with `VkPhysicalDeviceImageDrmFormatModifierInfoEXT`. Then the application creates the image by chaining `VkImageDrmFormatModifierExplicitCreateInfoEXT` and `VkExternalMemoryImageCreateInfo` onto `VkImageCreateInfo`.

• **Export.** The application creates an image and allocates its memory. Then the application exports to *modifier*-aware consumers the image’s memory handles; its creation parameters; its *modifier*; and the *offset*, *size*, and *rowPitch* of each *memory plane*.

In this pattern, the Vulkan device is the authority for the image; it is the allocator of the image’s memory and the decider of the image’s creation parameters. When choosing the image’s creation parameters, the application usually chooses a tuple *(format, drmFormatModifier)* from the result of the negotiation described above. The negotiation’s result often contains multiple tuples that share the same format but differ in their *modifier*. In this case, the application should defer the choice of the image’s *modifier* to the Vulkan implementation by providing all such *modifiers* to `VkImageDrmFormatModifierListCreateInfoEXT::pDrmFormatModifiers`; and the implementation should choose from `pDrmFormatModifiers` the optimal *modifier* in consideration with the other image parameters.

The application creates the image by chaining `VkImageDrmFormatModifierListCreateInfoEXT` and `VkExternalMemoryImageCreateInfo` onto `VkImageCreateInfo`. The protocol and APIs by which the application will share the image with external consumers will likely determine the value of `VkExternalMemoryImageCreateInfo::handleTypes`. The implementation chooses for the image an optimal *modifier* from `VkImageDrmFormatModifierListCreateInfoEXT::pDrmFormatModifiers`. The application then queries the implementation-chosen *modifier* with `vkGetImageDrmFormatModifierPropertiesEXT`, and queries the memory layout of each plane with `vkGetImageSubresourceLayout`.

The application then allocates the image’s memory with `VkMemoryAllocateInfo`, adding chained extending structures for external memory; binds it to the image; and exports the memory, for example, with `vkGetMemoryFdKHR`.

Finally, the application sends the image’s creation parameters, its *modifier*, its per-plane memory layout, and the exported memory handle to the external consumers. The details of how the application transmits this information to external consumers is outside the scope of this specification.
Prior Art

Extension EGL_EXT_image_dma_buf_import\cite{1} introduced the ability to create an EGLImage by importing for each plane a dma_buf, offset, and row pitch.

Later, extension EGL_EXT_image_dma_buf_import_modifiers\cite{2} introduced the ability to query which combination of formats and modifiers the implementation supports and to specify modifiers during creation of the EGLImage.

Extension EGL_MESA_image_dma_buf_export\cite{3} is the inverse of EGL_EXT_image_dma_buf_import_modifiers.

The Linux kernel modesetting API (KMS), when configuring the display's framebuffer with struct drm_mode_fb_cmd2\cite{4}, allows one to specify the framebuffer's modifier as well as a per-plane memory handle, offset, and row pitch.

GBM, a graphics buffer manager for Linux, allows creation of a gbm_bo (that is, a graphics buffer object) by importing data similar to that in EGL_EXT_image_dma_buf_import_modifiers; and symmetrically allows exporting the same data from the gbm_bo. See the references to modifier and plane in gbm.h\cite{5}.

New Commands

- vkGetImageDrmFormatModifierPropertiesEXT

New Structures

- VkDrmFormatModifierPropertiesEXT
- VkImageDrmFormatModifierPropertiesEXT
- Extending VkFormatProperties2:
  - VkDrmFormatModifierPropertiesListEXT
- Extending VkImageCreateInfo:
  - VkImageDrmFormatModifierExplicitCreateInfoEXT
  - VkImageDrmFormatModifierListCreateInfoEXT
- Extending VkPhysicalDeviceImageFormatInfo2:
  - VkPhysicalDeviceImageDrmFormatModifierInfoEXT

New Enum Constants

- VK_EXT_IMAGE_DRM_FORMAT_MODIFIER_EXTENSION_NAME
- VK_EXT_IMAGE_DRM_FORMAT_MODIFIER_SPEC_VERSION
- Extending VkImageAspectFlagBits:
  - VK_IMAGE_ASPECT_MEMORY_PLANE_0_BIT_EXT
  - VK_IMAGE_ASPECT_MEMORY_PLANE_1_BIT_EXT
  - VK_IMAGE_ASPECT_MEMORY_PLANE_2_BIT_EXT
  - VK_IMAGE_ASPECT_MEMORY_PLANE_3_BIT_EXT

1838
• Extending `VkImageTiling`:
  ◦ `VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT`

• Extending `VkResult`:
  ◦ `VK_ERROR_INVALID_DRM_FORMAT_MODIFIER_PLANE_LAYOUT_EXT`

• Extending `VkStructureType`:
  ◦ `VK_STRUCTURE_TYPE_DRM_FORMAT_MODIFIER_PROPERTIES_LIST_EXT`
  ◦ `VK_STRUCTURE_TYPE_IMAGE_DRM_FORMAT_MODIFIER_EXPLICIT_CREATE_INFO_EXT`
  ◦ `VK_STRUCTURE_TYPE_IMAGE_DRM_FORMAT_MODIFIER_LIST_CREATE_INFO_EXT`
  ◦ `VK_STRUCTURE_TYPE_IMAGE_DRM_FORMAT_MODIFIER_PROPERTIES_EXT`
  ◦ `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_DRM_FORMAT_MODIFIER_INFO_EXT`

**Issues**

1) Should this extension define a single DRM format modifier per `VkImage`? Or define one per plane?

+ **RESOLVED:** There exists a single DRM format modifier per `VkImage`.

**DISCUSSION:** Prior art, such as `EGL_EXT_image_dma_buf_import_modifiers`, `struct drm_mode_fb_cmd2`, and `struct gbm_import_fd_modifier_data`, allows defining one modifier per plane. However, developers of the GBM and kernel APIs concede it was a mistake. Beginning in Linux 4.10, the kernel requires that the application provide the same DRM format modifier for each plane. (See Linux commit `bae781b259269590109e8a4a8227331362b88212`). And GBM provides an entry point, `gbm_bo_get_modifier`, for querying the modifier of the image but does not provide one to query the modifier of individual planes.

2) When creating an image with `VkImageDrmFormatModifierExplicitCreateInfoEXT`, which is typically used when importing an image, should the application explicitly provide the size of each plane?

+ **RESOLVED:** No. The application **must** not provide the size. To enforce this, the API requires that `VkImageDrmFormatModifierExplicitCreateInfoEXT`:pPlaneLayouts->size **must** be 0.

**DISCUSSION:** Prior art, such as `EGL_EXT_image_dma_buf_import_modifiers`, `struct drm_mode_fb_cmd2`, and `struct gbm_import_fd_modifier_data`, omits from the API the size of each plane. Instead, the APIs infer each plane's size from the import parameters, which include the image's pixel format and a dma_buf, offset, and row pitch for each plane.

However, Vulkan differs from EGL and GBM with regards to image creation in the following ways:

* Differences in Image Creation

  • **Undedicated allocation by default.** When importing or exporting a set of dma_bufs as an `EGLImage` or `gbm_bo`, common practice mandates that each dma_buf's memory be dedicated (in
the sense of `VK_KHR_dedicated_allocation`) to the image (though not necessarily dedicated to a single plane). In particular, neither the GBM documentation nor the EGL extension specifications explicitly state this requirement, but in light of common practice this is likely due to under-specification rather than intentional omission. In contrast, `VK_EXT_image_drm_format_modifier` permits, but does not require, the implementation to require dedicated allocations for images created with `VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT`.

- **Separation of image creation and memory allocation.** When importing a set of dma_bufs as an `EGLImage` or `gbm_bo`, EGL and GBM create the image resource and bind it to memory (the dma_bufs) simultaneously. This allows EGL and GBM to query each dma_buf's size during image creation. In Vulkan, image creation and memory allocation are independent unless a dedicated allocation is used (as in `VK_KHR_dedicated_allocation`). Therefore, without requiring dedicated allocation, Vulkan cannot query the size of each dma_buf (or other external handle) when calculating the image's memory layout. Even if dedication allocation were required, Vulkan cannot calculate the image's memory layout until after the image is bound to its dma_ufs.

The above differences complicate the potential inference of plane size in Vulkan. Consider the following problematic cases:

### Problematic Plane Size Calculations

- **Padding.** Some plane of the image may require implementation-dependent padding.

- **Metadata.** For some modifiers, the image may have a metadata plane which requires a non-trivial calculation to determine its size.

- **Mipmapped, array, and 3D images.** The implementation may support `VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT` for images whose `mipLevels`, `arrayLayers`, or `depth` is greater than 1. For such images with certain modifiers, the calculation of each plane's size may be non-trivial.

However, an application-provided plane size solves none of the above problems.

For simplicity, consider an external image with a single memory plane. The implementation is obviously capable calculating the image's size when its tiling is `VK_IMAGE_TILING_OPTIMAL`. Likewise, any reasonable implementation is capable of calculating the image's size when its tiling uses a supported modifier.

Suppose that the external image’s size is smaller than the implementation-calculated size. If the application provided the external image’s size to `vkCreateImage`, the implementation would observe the mismatched size and recognize its inability to comprehend the external image's layout (unless the implementation used the application-provided size to select a refinement of the tiling layout indicated by the modifier, which is strongly discouraged). The implementation would observe the conflict, and reject image creation with `VK_ERROR_INVALID_DRM_FORMAT_MODIFIER_PLANE_LAYOUT_EXT`. On the other hand, if the application did not provide the external image's size to `vkCreateImage`, then the application would observe after calling `vkGetImageMemoryRequirements` that the external image's size is less than the size required by the implementation. The application would observe the conflict and refuse to bind the `VkImage` to the external memory. In both cases, the result is explicit failure.

Suppose that the external image’s size is larger than the implementation-calculated size. If the
application provided the external image's size to `vkCreateImage`, for reasons similar to above the implementation would observe the mismatched size and recognize its inability to comprehend the image data residing in the extra size. The implementation, however, must assume that image data resides in the entire size provided by the application. The implementation would observe the conflict and reject image creation with `VK_ERROR_INVALID_DRM_FORMAT_MODIFIER_PLANE_LAYOUT_EXT`. On the other hand, if the application did not provide the external image's size to `vkCreateImage`, then the application would observe after calling `vkGetImageMemoryRequirements` that the external image's size is larger than the implementation-usable size. The application would observe the conflict and refuse to bind the `VkImage` to the external memory. In both cases, the result is explicit failure.

Therefore, an application-provided size provides no benefit, and this extension should not require it. This decision renders `VkSubresourceLayout::size` an unused field during image creation, and thus introduces a risk that implementations may require applications to submit sideband creation parameters in the unused field. To prevent implementations from relying on sideband data, this extension requires the application to set `size` to 0.

**References**

1. EGL_EXT_image_dma_buf_import
2. EGL_EXT_image_dma_buf_import_modifiers
3. EGL_MESA_image_dma_buf_export
4. struct drm_mode_fb_cmd2
5. gbm.h

**Version History**

- Revision 1, 2018-08-29 (Lina Versace)
  - First stable revision
- Revision 2, 2021-09-30 (Jon Leech)
  - Add interaction with `VK_KHR_format_feature_flags2` to `vk.xml`

**VK_EXT_image_robustness**

**Name String**

`VK_EXT_image_robustness`

**Extension Type**

Device extension

**Registered Extension Number**

336

**Revision**

1
Ratification Status
Ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or
Version 1.1

Deprecation State
• Promoted to Vulkan 1.3

Contact
• Graeme Leese @gnl21

Other Extension Metadata

Last Modified Date
2020-04-27

IP Status
No known IP claims.

Contributors
• Graeme Leese, Broadcom
• Jan-Harald Fredriksen, ARM
• Jeff Bolz, NVIDIA
• Spencer Fricke, Samsung
• Courtney Goeltzenleuchter, Google
• Slawomir Cygan, Intel

Description
This extension adds stricter requirements for how out of bounds reads from images are handled. Rather than returning undefined values, most out of bounds reads return R, G, and B values of zero and alpha values of either zero or one. Components not present in the image format may be set to zero or to values based on the format as described in Conversion to RGBA.

New Structures
• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceImageRobustnessFeaturesEXT

New Enum Constants
• VK_EXT_IMAGE_ROBUSTNESS_EXTENSION_NAME
• VK_EXT_IMAGE_ROBUSTNESS_SPEC_VERSION
• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_IMAGE_ROBUSTNESS_FEATURES_EXT

Promotion to Vulkan 1.3

Functionality in this extension is included in core Vulkan 1.3, with the EXT suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

Issues

1. How does this extension differ from VK_EXT_robustness2?

The guarantees provided by this extension are a subset of those provided by the robustImageAccess2 feature of VK_EXT_robustness2. Where this extension allows return values of (0, 0, 0, 0) or (0, 0, 0, 1), robustImageAccess2 requires that a particular value dependent on the image format be returned. This extension provides no guarantees about the values returned for an access to an invalid Lod.

Examples

None.

Version History

• Revision 1, 2020-04-27 (Graeme Leese)
• Initial draft

VK_EXT_memory_budget

Name String

  VK_EXT_memory_budget

Extension Type

  Device extension

Registered Extension Number

  238

Revision

  1

Ratification Status

  Not ratified

Extension and Version Dependencies

  VK_KHR_get_physical_device_properties2
  or
  Version 1.1
Description

While running a Vulkan application, other processes on the machine might also be attempting to use the same device memory, which can pose problems. This extension adds support for querying the amount of memory used and the total memory budget for a memory heap. The values returned by this query are implementation-dependent and can depend on a variety of factors including operating system and system load.

The `VkPhysicalDeviceMemoryBudgetPropertiesEXT::heapBudget` values can be used as a guideline for how much total memory from each heap the current process can use at any given time, before allocations may start failing or causing performance degradation. The values may change based on other activity in the system that is outside the scope and control of the Vulkan implementation.

The `VkPhysicalDeviceMemoryBudgetPropertiesEXT::heapUsage` will display the current process estimated heap usage.

With this information, the idea is for an application at some interval (once per frame, per few seconds, etc) to query `heapBudget` and `heapUsage`. From here the application can notice if it is over budget and decide how it wants to handle the memory situation (free it, move to host memory, changing mipmap levels, etc). This extension is designed to be used in concert with `VK_EXT_memory_priority` to help with this part of memory management.

New Structures

- Extending `VkPhysicalDeviceMemoryProperties2`:
  - `VkPhysicalDeviceMemoryBudgetPropertiesEXT`

New Enum Constants

- `VK_EXT_MEMORY_BUDGET_EXTENSION_NAME`
- `VK_EXT_MEMORY_BUDGET_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_MEMORY_BUDGET_PROPERTIES_EXT`
Version History

- Revision 1, 2018-10-08 (Jeff Bolz)
  - Initial revision

**VK_EXT_pci_bus_info**

**Name String**

VK_EXT_pci_bus_info

**Extension Type**

Device extension

**Registered Extension Number**

213

**Revision**

2

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_get_physical_device_properties2

or

Version 1.1

**Contact**

- Matthaeus G. Chajdas ♦anteru

**Other Extension Metadata**

**Last Modified Date**

2018-12-10

**IP Status**

No known IP claims.

**Contributors**

- Matthaeus G. Chajdas, AMD
- Daniel Rakos, AMD

**Description**

This extension adds a new query to obtain PCI bus information about a physical device.

Not all physical devices have PCI bus information, either due to the device not being connected to the system through a PCI interface or due to platform specific restrictions and policies. Thus this
extension is only expected to be supported by physical devices which can provide the information.

As a consequence, applications should always check for the presence of the extension string for each individual physical device for which they intend to issue the new query for and should not have any assumptions about the availability of the extension on any given platform.

New Structures

- Extending `VkPhysicalDeviceProperties2`:
  - `VkPhysicalDevicePCIBusInfoPropertiesEXT`

New Enum Constants

- `VK_EXT_PCI_BUS_INFO_EXTENSION_NAME`
- `VK_EXT_PCI_BUS_INFO_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_PCI_BUS_INFO_PROPERTIES_EXT`

Version History

- Revision 2, 2018-12-10 (Daniel Rakos)
  - Changed all members of the new structure to have the uint32_t type
- Revision 1, 2018-10-11 (Daniel Rakos)
  - Initial revision

**VK_EXT_post_depth_coverage**

Name String

  `VK_EXT_post_depth_coverage`

Extension Type

  Device extension

Registered Extension Number

  156

Revision

  1

Ratification Status

  Not ratified

Extension and Version Dependencies

  None
SPIR-V Dependencies
  • SPV_KHR_post_depth_coverage

Contact
  • Daniel Koch dgkoch

Other Extension Metadata

Last Modified Date
  2017-07-17

Interactions and External Dependencies
  • This extension provides API support for GL_ARB_post_depth_coverage and GL_EXT_post_depth_coverage

Contributors
  • Jeff Bolz, NVIDIA

Description

This extension adds support for the following SPIR-V extension in Vulkan:
  • SPV_KHR_post_depth_coverage

which allows the fragment shader to control whether values in the SampleMask built-in input variable reflect the coverage after early depth and stencil tests are applied.

This extension adds a new PostDepthCoverage execution mode under the SampleMaskPostDepthCoverage capability. When this mode is specified along with EarlyFragmentTests, the value of an input variable decorated with the SampleMask built-in reflects the coverage after the early fragment tests are applied. Otherwise, it reflects the coverage before the depth and stencil tests.

When using GLSL source-based shading languages, the post_depth_coverage layout qualifier from GL_ARB_post_depth_coverage or GL_EXT_post_depth_coverage maps to the PostDepthCoverage execution mode.

New Enum Constants
  • VK_EXT_POST_DEPTH_COVERAGE_EXTENSION_NAME
  • VK_EXT_POST_DEPTH_COVERAGE_SPEC_VERSION

New SPIR-V Capabilities
  • SampleMaskPostDepthCoverage

Version History
  • Revision 1, 2017-07-17 (Daniel Koch)
    ◦ Internal revisions
**VK_EXT_queue_family_foreign**

**Name String**

VK_EXT_queue_family_foreign

**Extension Type**

Device extension

**Registered Extension Number**

127

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_external_memory

or

Version 1.1

**Contact**

- Lina Versace @versalinyaa

**Other Extension Metadata**

**Last Modified Date**

2017-11-01

**IP Status**

No known IP claims.

**Contributors**

- Lina Versace, Google
- James Jones, NVIDIA
- Faith Ekstrand, Intel
- Jesse Hall, Google
- Daniel Rakos, AMD
- Ray Smith, ARM

**Description**

This extension defines a special queue family, VK_QUEUE_FAMILY_FOREIGN_EXT, which can be used to transfer ownership of resources backed by external memory to foreign, external queues. This is similar to VK_QUEUE_FAMILY_EXTERNAL_KHR, defined in VK_KHR_external_memory. The key differences between the two are:
• The queues represented by `VK_QUEUE_FAMILY_EXTERNAL_KHR` must share the same physical device and the same driver version as the current `VkInstance`. `VK_QUEUE_FAMILY_FOREIGN_EXT` has no such restrictions. It can represent devices and drivers from other vendors, and can even represent non-Vulkan-capable devices.

• All resources backed by external memory support `VK_QUEUE_FAMILY_EXTERNAL_KHR`. Support for `VK_QUEUE_FAMILY_FOREIGN_EXT` is more restrictive.

• Applications should expect transitions to/from `VK_QUEUE_FAMILY_FOREIGN_EXT` to be more expensive than transitions to/from `VK_QUEUE_FAMILY_EXTERNAL_KHR`.

New Enum Constants

- `VK_EXT_QUEUE_FAMILY_FOREIGN_EXTENSION_NAME`
- `VK_EXT_QUEUE_FAMILY_FOREIGN_SPEC_VERSION`
- `VK_QUEUE_FAMILY_FOREIGN_EXT`

Version History

• Revision 1, 2017-11-01 (Lina Versace)
  ◦ Squashed internal revisions

**VK_EXT_robustness2**

Name String

`VK_EXT_robustness2`

Extension Type

Device extension

Registered Extension Number

287

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

- `VK_KHR_get_physical_device_properties2`
  
  or

  Version 1.1

Contact

• Liam Middlebrook [@liam-middlebrook](https://twitter.com/liam-middlebrook)
Other Extension Metadata

Last Modified Date
2020-01-29

IP Status
No known IP claims.

Contributors
• Liam Middlebrook, NVIDIA
• Jeff Bolz, NVIDIA

Description

This extension adds stricter requirements for how out of bounds reads and writes are handled. Most accesses **must** be tightly bounds-checked, out of bounds writes **must** be discarded, out of bound reads **must** return zero. Rather than allowing multiple possible (0,0,0,x) vectors, the out of bounds values are treated as zero, and then missing components are inserted based on the format as described in Conversion to RGBA and vertex input attribute extraction.

These additional requirements **may** be expensive on some implementations, and should only be enabled when truly necessary.

This extension also adds support for “null descriptors”, where VK_NULL_HANDLE **can** be used instead of a valid handle. Accesses to null descriptors have well-defined behavior, and do not rely on robustness.

New Structures

• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceRobustness2FeaturesEXT

• Extending VkPhysicalDeviceProperties2:
  ◦ VkPhysicalDeviceRobustness2PropertiesEXT

New Enum Constants

• VK_EXT_ROBUSTNESS_2_EXTENSION_NAME
• VK_EXT_ROBUSTNESS_2_SPEC_VERSION

• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ROBUSTNESS_2_FEATURES_EXT
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_ROBUSTNESS_2_PROPERTIES_EXT

Issues

RESOLVED: Some implementations cannot efficiently tightly bounds-check all buffer accesses. Rather, the size of the bound range is padded to some power of two multiple, up to 256 bytes for uniform buffers and up to 4 bytes for storage buffers, and that padded size is bounds-checked. This is sufficient to implement D3D-like behavior, because D3D only allows binding whole uniform buffers or ranges that are a multiple of 256 bytes, and D3D raw and structured buffers only support 32-bit accesses.

Examples

None.

Version History

- Revision 1, 2019-11-01 (Jeff Bolz, Liam Middlebrook)
  - Initial draft

VK_EXT_sample_locations

Name String

VK_EXT_sample_locations

Extension Type

Device extension

Registered Extension Number

144

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_get_physical_device_properties2
or
Version 1.1

Contact

- Daniel Rakos drakos-amd

Other Extension Metadata

Last Modified Date

2017-08-02

Contributors

- Mais Alnasser, AMD
Description

This extension allows an application to modify the locations of samples within a pixel used in rasterization. Additionally, it allows applications to specify different sample locations for each pixel in a group of adjacent pixels, which can increase antialiasing quality (particularly if a custom resolve shader is used that takes advantage of these different locations).

It is common for implementations to optimize the storage of depth values by storing values that can be used to reconstruct depth at each sample location, rather than storing separate depth values for each sample. For example, the depth values from a single triangle may be represented using plane equations. When the depth value for a sample is needed, it is automatically evaluated at the sample location. Modifying the sample locations causes the reconstruction to no longer evaluate the same depth values as when the samples were originally generated, thus the depth aspect of a depth/stencil attachment must be cleared before rendering to it using different sample locations.

Some implementations may need to evaluate depth image values while performing image layout transitions. To accommodate this, instances of the VkSampleLocationsInfoEXT structure can be specified for each situation where an explicit or automatic layout transition has to take place. VkSampleLocationsInfoEXT can be chained from VkImageMemoryBarrier structures to provide sample locations for layout transitions performed by vkCmdWaitEvents and vkCmdPipelineBarrier calls, and VkRenderPassSampleLocationsBeginInfoEXT can be chained from VkRenderPassBeginInfo to provide sample locations for layout transitions performed implicitly by a render pass instance.

New Commands

- vkCmdSetSampleLocationsEXT
- vkGetPhysicalDeviceMultisamplePropertiesEXT

New Structures

- VkAttachmentSampleLocationsEXT
- VkMultisamplePropertiesEXT
- VkSampleLocationEXT
- VkSubpassSampleLocationsEXT
- Extending VkImageMemoryBarrier, VkImageMemoryBarrier2:
  - VkSampleLocationsInfoEXT
- Extending VkPhysicalDeviceProperties2:
- `VkPhysicalDeviceSampleLocationsPropertiesEXT`

- Extending `VkPipelineMultisampleStateCreateInfo`:
  - `VkPipelineSampleLocationsStateCreateInfoEXT`

- Extending `VkRenderPassBeginInfo`:
  - `VkRenderPassSampleLocationsBeginInfoEXT`

**New Enum Constants**

- `VK_EXT_SAMPLE_LOCATIONS_EXTENSION_NAME`
- `VK_EXT_SAMPLE_LOCATIONS_SPEC_VERSION`

- Extending `VkDynamicState`:
  - `VK_DYNAMIC_STATE_SAMPLE_LOCATIONS_EXT`

- Extending `VkImageCreateFlagBits`:
  - `VK_IMAGE_CREATE_SAMPLE_LOCATIONS_COMPATIBLE_DEPTH_BIT_EXT`

- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_MULTISAMPLE_PROPERTIES_EXT`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SAMPLE_LOCATIONS_PROPERTIES_EXT`
  - `VK_STRUCTURE_TYPE_PIPELINE_SAMPLE_LOCATIONS_STATE_CREATE_INFO_EXT`
  - `VK_STRUCTURE_TYPE_RENDER_PASS_SAMPLE_LOCATIONS_BEGIN_INFO_EXT`
  - `VK_STRUCTURE_TYPE_SAMPLE_LOCATIONS_INFO_EXT`

**Version History**

- Revision 1, 2017-08-02 (Daniel Rakos)
  - Internal revisions

**VK_EXT_shader_atomic_float**

**Name String**

`VK_EXT_shader_atomic_float`

**Extension Type**

Device extension

**Registered Extension Number**

261

**Revision**

1

**Ratification Status**

Ratified
Extension and Version Dependencies

VK_KHR_get_physical_device_properties2
or
Version 1.1

SPIR-V Dependencies

• SPV_EXT_shader_atomic_float_add

Contact

• Vikram Kushwaha vkushwaha-nv

Other Extension Metadata

Last Modified Date

2020-07-15

IP Status

No known IP claims.

Interactions and External Dependencies

• This extension provides API support for GL_EXT_shader_atomic_float

Contributors

• Vikram Kushwaha, NVIDIA
• Jeff Bolz, NVIDIA

Description

This extension allows a shader to contain floating-point atomic operations on buffer, workgroup, and image memory. It also advertises the SPIR-V AtomicFloat32AddEXT and AtomicFloat64AddEXT capabilities that allows atomic addition on floating-points numbers. The supported operations include OpAtomicFAddEXT, OpAtomicExchange, OpAtomicLoad and OpAtomicStore.

New Structures

• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceShaderAtomicFloatFeaturesEXT

New Enum Constants

• VK_EXT_SHADER_ATOMIC_FLOAT_EXTENSION_NAME
• VK_EXT_SHADER_ATOMIC_FLOAT_SPEC_VERSION

• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_ATOMIC_FLOAT_FEATURES_EXT

New SPIR-V Capabilities

• AtomicFloat32AddEXT
Version History

- Revision 1, 2020-07-15 (Vikram Kushwaha)
  ◦ Internal revisions

**VK_EXT_shader_demote_to_helper_invocation**

**Name String**

VK_EXT_shader_demote_to_helper_invocation

**Extension Type**

Device extension

**Registered Extension Number**

277

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_get_physical_device_properties2

or

Version 1.1

**SPIR-V Dependencies**

- SPV_EXT_demote_to_helper_invocation

**Deprecation State**

- Promoted to Vulkan 1.3

**Contact**

- Jeff Bolz @jeffbolz

**Other Extension Metadata**

**Last Modified Date**

2019-06-01

**IP Status**

No known IP claims.

**Interactions and External Dependencies**

- This extension provides API support for GL_EXT_demote_to_helper_invocation
Contributors

- Jeff Bolz, NVIDIA

Description

This extension adds Vulkan support for the SPV_EXT_demote_to_helper_invocation SPIR-V extension. That SPIR-V extension provides a new instruction OpDemoteToHelperInvocationEXT allowing shaders to “demote” a fragment shader invocation to behave like a helper invocation for its duration. The demoted invocation will have no further side effects and will not output to the framebuffer, but remains active and can participate in computing derivatives and in group operations. This is a better match for the “discard” instruction in HLSL.

New Structures

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceShaderDemoteToHelperInvocationFeaturesEXT

New Enum Constants

- VK_EXT_SHADER_DEMOTE_TO_HELPER_INVOCATION_EXTENSION_NAME
- VK_EXT_SHADER_DEMOTE_TO_HELPER_INVOCATION_SPEC_VERSION
- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_DEMOTE_TO_HELPER_INVOCATION_FEATURES_EXT

New SPIR-V Capability

- DemoteToHelperInvocationEXT

Promotion to Vulkan 1.3

Functionality in this extension is included in core Vulkan 1.3, with the EXT suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

Version History

- Revision 1, 2019-06-01 (Jeff Bolz)
  - Initial draft

VK_EXT_shader_image_atomic_int64

Name String

VK_EXT_shader_image_atomic_int64

Extension Type

Device extension

Registered Extension Number

235
Revision
1

Ratification Status
Not ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or
Version 1.1

SPIR-V Dependencies
• SPV_EXT_shader_image_int64

Contact
• Tobias Hector tobuki

Other Extension Metadata

Last Modified Date
2020-07-14

IP Status
No known IP claims.

Interactions and External Dependencies
• This extension provides API support for GLSL_EXT_shader_image_int64

Contributors
• Matthaeus Chajdas, AMD
• Graham Wihlidal, Epic Games
• Tobias Hector, AMD
• Jeff Bolz, Nvidia
• Faith Ekstrand, Intel

Description
This extension extends existing 64-bit integer atomic support to enable these operations on images as well.

When working with large 2- or 3-dimensional data sets (e.g. rasterization or screen-space effects), image accesses are generally more efficient than equivalent buffer accesses. This extension allows applications relying on 64-bit integer atomics in this manner to quickly improve performance with only relatively minor code changes.

64-bit integer atomic support is guaranteed for optimally tiled images with the VK_FORMAT_R64_UINT and VK_FORMAT_R64_SINT formats.
New Structures

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceShaderImageAtomicInt64FeaturesEXT`

New Enum Constants

- `VK_EXT_SHADER_IMAGE_ATOMIC_INT64_EXTENSION_NAME`
- `VK_EXT_SHADER_IMAGE_ATOMIC_INT64_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SHADER_IMAGE_ATOMIC_INT64_FEATURES_EXT`

Version History

- Revision 1, 2020-07-14 (Tobias Hector)
  - Initial draft

**VK_EXT_shader_stencil_export**

**Name String**

`VK_EXT_shader_stencil_export`

**Extension Type**

Device extension

**Registered Extension Number**

141

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

None

**SPIR-V Dependencies**

- `SPV_EXT_shader_stencil_export`

**Contact**

- Dominik Witczak [dominikwitczakamd](mailto:dominikwitczakamd)

**Other Extension Metadata**

**Last Modified Date**

2017-07-19
IP Status
No known IP claims.

Interactions and External Dependencies
• This extension provides API support for GL_ARB_shader_stencil_export

Contributors
• Dominik Witczak, AMD
• Daniel Rakos, AMD
• Rex Xu, AMD

Description
This extension adds support for the SPIR-V extension SPV_EXT_shader_stencil_export, providing a mechanism whereby a shader may generate the stencil reference value per invocation. When stencil testing is enabled, this allows the test to be performed against the value generated in the shader.

New Enum Constants
• VK_EXT_SHADER_STENCIL_EXPORT_EXTENSION_NAME
• VK_EXT_SHADER_STENCIL_EXPORT_SPEC_VERSION

Version History
• Revision 1, 2017-07-19 (Dominik Witczak)
  ◦ Initial draft

VK_EXT_subgroup_size_control

Name String
VK_EXT_subgroup_size_control

Extension Type
Device extension

Registered Extension Number
226

Revision
2

Ratification Status
Ratified

Extension and Version Dependencies
Version 1.1
Description

This extension enables an implementation to control the subgroup size by allowing a varying subgroup size and also specifying a required subgroup size.

It extends the subgroup support in Vulkan 1.1 to allow an implementation to expose a varying subgroup size. Previously Vulkan exposed a single subgroup size per physical device, with the expectation that implementations will behave as if all subgroups have the same size. Some implementations may dispatch shaders with a varying subgroup size for different subgroups. As a result they could implicitly split a large subgroup into smaller subgroups or represent a small subgroup as a larger subgroup, some of whose invocations were inactive on launch.

To aid developers in understanding the performance characteristics of their programs, this extension exposes a minimum and maximum subgroup size that a physical device supports and a pipeline create flag to enable that pipeline to vary its subgroup size. If enabled, any SubgroupSize decorated variables in the SPIR-V shader modules provided to pipeline creation may vary between the minimum and maximum subgroup sizes.

An implementation is also optionally allowed to support specifying a required subgroup size for a given pipeline stage. Implementations advertise which stages support a required subgroup size, and any pipeline of a supported stage can be passed a
VkPipelineShaderStageRequiredSubgroupSizeCreateInfoEXT structure to set the subgroup size for that shader stage of the pipeline. For compute shaders, this requires the developer to query the maxComputeWorkgroupSubgroups and ensure that:

\[ s = WorkGroupSize.x \times WorkGroupSize.y \times WorkgroupSize.z \leq SubgroupSize \times maxComputeWorkgroupSubgroups \]

Developers can also specify a new pipeline shader stage create flag that requires the implementation to have fully populated subgroups within local workgroups. This requires the workgroup size in the X dimension to be a multiple of the subgroup size.

New Structures

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - Extending VkPhysicalDeviceSubgroupSizeControlFeaturesEXT

- Extending VkPhysicalDeviceProperties2:
  - Extending VkPhysicalDeviceSubgroupSizeControlPropertiesEXT

- Extending VkPipelineShaderStageCreateInfo, VkShaderCreateInfoEXT:
  - Extending VkPipelineShaderStageRequiredSubgroupSizeCreateInfoEXT

New Enum Constants

- VK_EXT_SUBGROUP_SIZE_CONTROL_EXTENSION_NAME
- VK_EXT_SUBGROUP_SIZE_CONTROL_SPEC_VERSION
- Extending VkPipelineShaderStageCreateFlagBits:
  - VK_PIPELINE_SHADER_STAGE_CREATE_ALLOW_VARYING_SUBGROUP_SIZE_BIT_EXT
  - VK_PIPELINE_SHADER_STAGE_CREATE_REQUIRE_FULL_SUBGROUPS_BIT_EXT

- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SUBGROUP_SIZE_CONTROL_FEATURES_EXT
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_SUBGROUP_SIZE_CONTROL_PROPERTIES_EXT
  - VK_STRUCTURE_TYPE_PIPELINE_SHADER_STAGE_REQUIRED_SUBGROUP_SIZE_CREATE_INFO_EXT

Promotion to Vulkan 1.3

Functionality in this extension is included in core Vulkan 1.3, with the EXT suffix omitted. The original type, enum and command names are still available as aliases of the core functionality.

Version History

- Revision 1, 2019-03-05 (Neil Henning)
  - Initial draft
- Revision 2, 2019-07-26 (Faith Ekstrand)
  - Add the missing VkPhysicalDeviceSubgroupSizeControlFeaturesEXT for querying subgroup size control features.
VK_EXT_swapchain_colorsapce

Name String
VK_EXT_swapchain_colorsapce

Extension Type
Instance extension

Registered Extension Number
105

Revision
4

Ratification Status
Not ratified

Extension and Version Dependencies
VK_KHR_surface

Contact
• Courtney Goeltzenleuchter courtney-g

Other Extension Metadata

Last Modified Date
2019-04-26

IP Status
No known IP claims.

Contributors
• Courtney Goeltzenleuchter, Google

Description
This extension expands VkColorSpaceKHR to add support for most standard color spaces beyond VK_COLOR_SPACE_SRGB_NONLINEAR_KHR. This extension also adds support for VK_COLOR_SPACE_PASS_THROUGH_EXT which allows applications to use color spaces not explicitly enumerated in VkColorSpaceKHR.

New Enum Constants
• VK_EXT_SWAPCHAIN_COLOR_SPACE_EXTENSION_NAME
• VK_EXT_SWAPCHAIN_COLOR_SPACE_SPEC_VERSION
• Extending VkColorSpaceKHR:
  ◦ VK_COLOR_SPACE_ADOBERGB_LINEAR_EXT
Issues

1) Does the spec need to specify which kinds of image formats support the color spaces?

RESOLVED: Pixel format is independent of color space (though some color spaces really want / need floating point color components to be useful). Therefore, do not plan on documenting what formats support which color spaces. An application can call `vkGetPhysicalDeviceSurfaceFormatsKHR` to query what a particular implementation supports.

2) How does application determine if HW supports appropriate transfer function for a color space?

RESOLVED: Extension indicates that implementation must not do the OETF encoding if it is not sRGB. That responsibility falls to the application shaders. Any other native OETF / EOTF functions supported by an implementation can be described by separate extension.

Version History

- Revision 1, 2016-12-27 (Courtney Goeltzenleuchter)
  - Initial version
- Revision 2, 2017-01-19 (Courtney Goeltzenleuchter)
  - Add pass through and multiple options for BT2020.
  - Clean up some issues with equations not displaying properly.
- Revision 3, 2017-06-23 (Courtney Goeltzenleuchter)
  - Add extended sRGB non-linear enum.
- Revision 4, 2019-04-26 (Graeme Leese)
  - Clarify color space transfer function usage.
  - Refer to normative definitions in the Data Format Specification.
Clarify DCI-P3 and Display P3 usage.

**VK_EXT_texel_buffer_alignment**

**Name String**

VK_EXT_texel_buffer_alignment

**Extension Type**

Device extension

**Registered Extension Number**

282

**Revision**

1

**Ratification Status**

Ratified

**Extension and Version Dependencies**

VK_KHR_get_physical_device_properties2

or

Version 1.1

**Deprecation State**

• Promoted to Vulkan 1.3

**Contact**

• Jeff Bolz [jeffbolznv](https://jeffbolznv)

**Other Extension Metadata**

**Last Modified Date**

2019-06-06

**IP Status**

No known IP claims.

**Contributors**

• Jeff Bolz, NVIDIA

**Description**

This extension adds more expressive alignment requirements for uniform and storage texel buffers. Some implementations have single texel alignment requirements that cannot be expressed via `VkPhysicalDeviceLimits::minTexelBufferOffsetAlignment`. 
New Structures

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceTexelBufferAlignmentFeaturesEXT

- Extending VkPhysicalDeviceProperties2:
  - VkPhysicalDeviceTexelBufferAlignmentPropertiesEXT

New Enum Constants

- VK_EXT_TEXEL_BUFFER_ALIGNMENT_EXTENSION_NAME
- VK_EXT_TEXEL_BUFFER_ALIGNMENT_SPEC_VERSION

- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TEXEL_BUFFER_ALIGNMENT_FEATURES_EXT
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_TEXEL_BUFFER_ALIGNMENT_PROPERTIES_EXT

Promotion to Vulkan 1.3

Functionality in this extension is included in core Vulkan 1.3, with the EXT suffix omitted. However, only the properties structure is promoted. The feature structure is not promoted and texelBufferAlignment is enabled if using a Vulkan 1.3 instance. The original type name is still available as an alias of the core functionality.

Version History

- Revision 1, 2019-06-06 (Jeff Bolz)
  - Initial draft

VK_EXT_texture_compression_astc_hdr

Name String

VK_EXT_texture_compression_astc_hdr

Extension Type

Device extension

Registered Extension Number

67

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_get_physical_device_properties2
Deprecation State

- Promoted to Vulkan 1.3

Contact

- Jan-Harald Fredriksen @janharaldfredriksen-arm

Other Extension Metadata

Last Modified Date
2019-05-28

IP Status
No known issues.

Contributors

- Jan-Harald Fredriksen, Arm

Description
This extension adds support for textures compressed using the Adaptive Scalable Texture Compression (ASTC) High Dynamic Range (HDR) profile.

When this extension is enabled, the HDR profile is supported for all ASTC formats listed in ASTC Compressed Image Formats.

New Structures

- Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceTextureCompressionASTCHDRFeaturesEXT

New Enum Constants

- VK_EXT_TEXTURE_COMPRESSION_ASTC_HDR_EXTENSION_NAME
- VK_EXT_TEXTURE_COMPRESSION_ASTC_HDR_SPEC_VERSION

- Extending VkFormat:
  - VK_FORMAT_ASTC_10x10_SFLOAT_BLOCK_EXT
  - VK_FORMAT_ASTC_10x5_SFLOAT_BLOCK_EXT
  - VK_FORMAT_ASTC_10x6_SFLOAT_BLOCK_EXT
  - VK_FORMAT_ASTC_10x8_SFLOAT_BLOCK_EXT
  - VK_FORMAT_ASTC_12x10_SFLOAT_BLOCK_EXT
  - VK_FORMAT_ASTC_12x12_SFLOAT_BLOCK_EXT
  - VK_FORMAT_ASTC_4x4_SFLOAT_BLOCK_EXT
Promotion to Vulkan 1.3

This extension has been partially promoted. Functionality in this extension is included in core Vulkan 1.3, with the EXT suffix omitted. However, the feature is made optional in Vulkan 1.3. The original type, enum and command names are still available as aliases of the core functionality.

Issues

1) Should we add a feature or limit for this functionality?

Yes. It is consistent with the ASTC LDR support to add a feature like textureCompressionASTC_HDR. The feature is strictly speaking redundant as long as this is just an extension; it would be sufficient to just enable the extension. But adding the feature is more forward-looking if wanted to make this an optional core feature in the future.

2) Should we introduce new format enums for HDR?

Yes. Vulkan 1.0 describes the ASTC format enums as UNORM, e.g. VK_FORMAT_ASTC_4x4_SFLOAT_BLOCK_EXT, so it is confusing to make these contain HDR data. Note that the OpenGL (ES) extensions did not make this distinction because a single ASTC HDR texture may contain both unorm and float blocks. Implementations may not be able to distinguish between LDR and HDR ASTC textures internally and just treat them as the same format, i.e. if this extension is supported then sampling from a VK_FORMAT_ASTC_4x4_SFLOAT_BLOCK_EXT image format may return HDR results. Applications can get predictable results by using the appropriate image format.

Version History

• Revision 1, 2019-05-28 (Jan-Harald Fredriksen)
  ◦ Initial version

VK_EXT_validation_features

Name String

VK_EXT_validation_features
Extension Type
   Instance extension

Registered Extension Number
   248

Revision
   6

Ratification Status
   Not ratified

Extension and Version Dependencies
   None

Deprecation State
   • Deprecated by VK_EXT_layer_settings extension
     • NOTE The extension VK_EXT_layer_settings is not supported for the API specification being generated

Special Use
   • Debugging tools

Contact
   • Karl Schultz karl-lunarg

Other Extension Metadata

Last Modified Date
   2018-11-14

IP Status
   No known IP claims.

Contributors
   • Karl Schultz, LunarG
   • Dave Houlton, LunarG
   • Mark Lobodzinski, LunarG
   • Camden Stocker, LunarG
   • Tony Barbour, LunarG
   • John Zulauf, LunarG

Description
This extension provides the VkValidationFeaturesEXT struct that can be included in the pNext chain of the VkInstanceCreateInfo structure passed as the pCreateInfo parameter of vkCreateInstance. The structure contains an array of VkValidationFeatureEnableEXT enum values that enable specific
validation features that are disabled by default. The structure also contains an array of
VkValidationFeatureDisableEXT enum values that disable specific validation layer features that are
enabled by default.

**Deprecation by VK_EXT_layer_settings**

Functionality in this extension is subsumed into the VK_EXT_layer_settings extension.

**New Structures**

- Extending VkInstanceCreateInfo:
  - VkValidationFeaturesEXT

**New Enums**

- VkValidationFeatureDisableEXT
- VkValidationFeatureEnableEXT

**New Enum Constants**

- VK_EXT_VALIDATION_FEATURES_EXTENSION_NAME
- VK_EXT_VALIDATION_FEATURES_SPEC_VERSION

- Extending VkStructureType:
  - VK_STRUCTURE_TYPE_VALIDATION_FEATURES_EXT

**Version History**

- Revision 1, 2018-11-14 (Karl Schultz)
  - Initial revision
- Revision 2, 2019-08-06 (Mark Lobodzinski)
  - Add Best Practices enable
- Revision 3, 2020-03-04 (Tony Barbour)
  - Add Debug Printf enable
- Revision 4, 2020-07-29 (John Zulauf)
  - Add Synchronization Validation enable
- Revision 5, 2021-05-18 (Tony Barbour)
  - Add Shader Validation Cache disable
- Revision 6, 2023-09-25 (Christophe Riccio)
  - Marked as deprecated by VK_EXT_layer_settings

**VK_EXT_vertex_input_dynamic_state**
Name String

VK_EXT_vertex_input_dynamic_state

Extension Type

Device extension

Registered Extension Number

353

Revision

2

Ratification Status

Not ratified

Extension and Version Dependencies

VK_KHR_get_physical_device_properties2
or
Version 1.1

Contact

• Piers Daniell pdaniell-nv

Other Extension Metadata

Last Modified Date

2020-08-21

IP Status

No known IP claims.

Contributors

• Jeff Bolz, NVIDIA
  • Spencer Fricke, Samsung
  • Stu Smith, AMD

Description

One of the states that contributes to the combinatorial explosion of pipeline state objects that need to be created, is the vertex input binding and attribute descriptions. By allowing them to be dynamic applications may reduce the number of pipeline objects they need to create.

This extension adds dynamic state support for what is normally static state in VkPipelineVertexInputStateCreateInfo.

New Commands

• vkCmdSetVertexInputEXT
New Structures

- `VkVertexInputAttributeDescription2EXT`
- `VkVertexInputBindingDescription2EXT`
- Extending `VkPhysicalDeviceFeatures2, VkDeviceCreateInfo`:
  - `VkPhysicalDeviceVertexInputDynamicStateFeaturesEXT`

New Enum Constants

- `VK_EXT_VERTEX_INPUT_DYNAMIC_STATE_EXTENSION_NAME`
- `VK_EXT_VERTEX_INPUT_DYNAMIC_STATE_SPEC_VERSION`
- Extending `VkDynamicState`:
  - `VK_DYNAMIC_STATE_VERTEX_INPUT_EXT`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_VERTEX_INPUT_DYNAMIC_STATE_FEATURES_EXT`
  - `VK_STRUCTURE_TYPE_VERTEX_INPUT_ATTRIBUTE_DESCRIPTION_2_EXT`
  - `VK_STRUCTURE_TYPE_VERTEX_INPUT_BINDING_DESCRIPTION_2_EXT`

Version History

- Revision 2, 2020-11-05 (Piers Daniell)
  - Make `VkVertexInputBindingDescription2EXT` extensible
  - Add new `VkVertexInputAttributeDescription2EXT` struct for the `pVertexAttributeDescriptions` parameter to `vkCmdSetVertexInputEXT` so it is also extensible
- Revision 1, 2020-08-21 (Piers Daniell)
  - Internal revisions

**VK_EXT_ycbcr_2plane_444_formats**

**Name String**

`VK_EXT_ycbcr_2plane_444_formats`

**Extension Type**

Device extension

**Registered Extension Number**

331

**Revision**

1

**Ratification Status**

Rated
Extension and Version Dependencies

VK_KHR_sampler_ycbcr_conversion
or
Version 1.1

Deprecation State

• Promoted to Vulkan 1.3

Contact

• Tony Zlatinski tzlatinski

Other Extension Metadata

Last Modified Date

2020-07-28

IP Status

No known IP claims.

Contributors

• Piers Daniell, NVIDIA
  • Ping Liu, Intel

Description

This extension adds some Y′C_bC_r formats that are in common use for video encode and decode, but were not part of the VK_KHR_sampler_ycbcr_conversion extension.

New Structures

• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceYcbcr2Plane444FormatsFeaturesEXT

New Enum Constants

• VK_EXT_YCBCR_2PLANE_444_FORMATS_EXTENSION_NAME
• VK_EXT_YCBCR_2PLANE_444_FORMATS_SPEC_VERSION
• Extending VkFormat:
  ◦ VK_FORMAT_G10X6_B10X6R10X6_2PLANE_444_UNORM_3PACK16_EXT
  ◦ VK_FORMAT_G12X4_B12X4R12X4_2PLANE_444_UNORM_3PACK16_EXT
  ◦ VK_FORMAT_G16_B16R16_2PLANE_444_UNORM_EXT
  ◦ VK_FORMAT_G8_B8R8_2PLANE_444_UNORM_EXT
• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_YCBCR_2_PLANE_444_FORMATS_FEATURES_EXT
Promotion to Vulkan 1.3

This extension has been partially promoted. The format enumerants introduced by the extension are included in core Vulkan 1.3, with the EXT suffix omitted. However, runtime support for these formats is optional in core Vulkan 1.3, while if this extension is supported, runtime support is mandatory. The feature structure is not promoted. The original enum names are still available as aliases of the core functionality.

Version History

- Revision 1, 2020-03-08 (Piers Daniell)
  - Initial draft

VK_EXT_ycbcr_image_arrays

Name String

VK_EXT_ycbcr_image_arrays

Extension Type

Device extension

Registered Extension Number

253

Revision

1

Ratification Status

Ratified

Extension and Version Dependencies

VK_KHR_sampler_ycbcr_conversion

or

Version 1.1

Contact

- Piers Daniell (pdaniell-nv)

Other Extension Metadata

Last Modified Date

2019-01-15

Contributors

- Piers Daniell, NVIDIA

Description

This extension allows images of a format that requires \( Y'CbCr \) conversion to be created with
multiple array layers, which is otherwise restricted.

New Structures

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceYcbcrImageArraysFeaturesEXT`

New Enum Constants

- `VK_EXT_YCBCR_IMAGE_ARRAYS_EXTENSION_NAME`
- `VK_EXT_YCBCR_IMAGE_ARRAYS_SPEC_VERSION`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_YCBCR_IMAGE_ARRAYS_FEATURES_EXT`

Version History

- Revision 1, 2019-01-15 (Piers Daniell)
  - Initial revision

**VK_NV_acquire_winrt_display**

**Name String**

`VK_NV_acquire_winrt_display`

**Extension Type**

Device extension

**Registered Extension Number**

346

**Revision**

1

**Ratification Status**

Not ratified

**Extension and Version Dependencies**

`VK_EXT_direct_mode_display`

**Contact**

- Jeff Juliano [jjuliano](mailto:jjuliano)

**Other Extension Metadata**

**Last Modified Date**

2020-09-29
**IP Status**
No known IP claims.

**Contributors**
- Jeff Juliano, NVIDIA

**Description**
This extension allows an application to take exclusive control of a display on Windows 10 provided that the display is not already controlled by a compositor. Examples of compositors include the Windows desktop compositor, other applications using this Vulkan extension, and applications that “Acquire” a “DisplayTarget” using a “WinRT” command such as “winrt::Windows::Devices::Display::Core::DisplayManager.TryAcquireTarget()”.

When control is acquired the application has exclusive access to the display until control is released or the application terminates. An application’s attempt to acquire is denied if a different application has already acquired the display.

**New Commands**
- `vkAcquireWinrtDisplayNV`
- `vkGetWinrtDisplayNV`

**New Enum Constants**
- `VK_NV_ACQUIRE_WINRT_DISPLAY_EXTENSION_NAME`
- `VK_NV_ACQUIRE_WINRT_DISPLAY_SPEC_VERSION`

**Issues**
1) What should the platform substring be for this extension:

**RESOLVED**: The platform substring is “Winrt”.

The substring “Winrt” matches the fact that the OS API exposing the acquire and release functionality is called “WinRT”.

The substring “Win32” is wrong because the related “WinRT” API is explicitly not a “Win32” API. “WinRT” is a competing API family to the “Win32” API family.

The substring “Windows” is suboptimal because there could be more than one relevant API on the Windows platform. There is preference to use the more-specific substring “Winrt”.

2) Should `vkAcquireWinrtDisplayNV` take a winRT DisplayTarget, or a Vulkan display handle as input?

**RESOLVED**: A Vulkan display handle. This matches the design of `vkAcquireXlibDisplayEXT`.

3) Should the acquire command be platform-independent named “vkAcquireDisplayNV”, or platform-specific named “vkAcquireWinrtDisplayNV”? 
RESOLVED: Add a platform-specific command.

The inputs to the Acquire command are all Vulkan types. None are WinRT types. This opens the possibility of the winrt extension defining a platform-independent acquire command.

The X11 acquire command does need to accept a platform-specific parameter. This could be handled by adding to a platform-independent acquire command a params struct to which platform-dependent types can be chained by `pNext` pointer.

The prevailing opinion is that it would be odd to create a second platform-independent function that is used on the Windows 10 platform, but that is not used for the X11 platform. Since a Windows 10 platform-specific command is needed anyway for converting between `vkDisplayKHR` and platform-native handles, opinion was to create a platform-specific acquire function.

4) Should the `vkGetWinrtDisplayNV` parameter identifying a display be named “deviceRelativeId” or “adapterRelativeId”?

RESOLVED: The WinRT name is “AdapterRelativeId”. The name “adapter” is the Windows analog to a Vulkan “physical device”. Vulkan already has precedent to use the name `deviceLUID` for the concept that Windows APIs call “AdapterLuid”. Keeping form with this precedent, the name “deviceRelativeId” is chosen.

5) Does `vkAcquireWinrtDisplayNV` cause the Windows desktop compositor to release a display?

RESOLVED: No. `vkAcquireWinrtDisplayNV` does not itself cause the Windows desktop compositor to release a display. This action must be performed outside of Vulkan.

Beginning with Windows 10 version 2004 it is possible to cause the Windows desktop compositor to release a display by using the “Advanced display settings” sub-page of the “Display settings” control panel. See https://docs.microsoft.com/en-us/windows-hardware/drivers/display/specialized-monitors

6) Where can one find additional information about custom compositors for Windows 10?

RESOLVED: Relevant references are as follows.

According to Microsoft's documentation on "building a custom compositor", the ability to write a custom compositor is not a replacement for a fullscreen desktop window. The feature is for writing compositor apps that drive specialized hardware.

Only certain editions of Windows 10 support custom compositors, "documented here". The product type can be queried from Windows 10. See https://docs.microsoft.com/en-us/windows/win32/api/sysinfoapi/nf-sysinfoapi-getproductinfo

Version History

• Revision 1, 2020-09-29 (Jeff Juliano)
  ◦ Initial draft
VK_NV_external_memory_sci_buf

Name String
VK_NV_external_memory_sci_buf

Extension Type
Device extension

Registered Extension Number
375

Revision
2

Ratification Status
Not ratified

Extension and Version Dependencies
Version 1.1

Contact
• Kai Zhang kazhang

Other Extension Metadata

Last Modified Date
2022-04-12

Contributors
• Kai Zhang, NVIDIA
• Jeff Bolz, NVIDIA
• Jonathan McCaffrey, NVIDIA
• Daniel Koch, NVIDIA

Description
This extension enables an application to access external memory via NvSciBufObj. To import a NvSciBufObj to VkDeviceMemory, applications need to:

• Create an unreconciled NvSciBufAttrList via NvSciBufAttrListCreate()
• Fill in the private attribute list via vkGetPhysicalDeviceSciBufAttributesNV()
• Fill in the public attribute list via NvSciBufAttrListSetAttrs()
• Reconcile the NvSciBufAttrList via NvSciBufAttrListReconcile()
• Create a NvSciBufObj via NvSciBufObjAlloc()
• Import the NvSciBufObj to a VkDeviceMemory by chaining VkImportMemorySciBufInfoNV structure to the command vkAllocateMemory.
For details of the NvSciBuf APIs and data structures, see the NvStreams Documentation.

New Commands
- `vkGetMemorySciBufNV`
- `vkGetPhysicalDeviceExternalMemorySciBufPropertiesNV`
- `vkGetPhysicalDeviceSciBufAttributesNV`

New Structures
- `VkMemoryGetSciBufInfoNV`
- `VkMemorySciBufPropertiesNV`
- Extending `VkMemoryAllocateInfo`:
  - `VkExportMemorySciBufInfoNV`
  - `VkImportMemorySciBufInfoNV`
- Extending `VkPhysicalDeviceFeatures2, VkDeviceCreateInfo`:
  - `VkPhysicalDeviceExternalMemorySciBufFeaturesNV`
  - `VkPhysicalDeviceExternalSciBufFeaturesNV`

New Enum Constants
- `VK_NV_EXTERNAL_MEMORY_SCI_BUF_EXTENSION_NAME`
- `VK_NV_EXTERNAL_MEMORY_SCI_BUF_SPEC_VERSION`
- Extending `VkExternalMemoryHandleTypeFlagBits`:
  - `VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCI_BUF_BIT_NV`
- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_EXPORT_MEMORY_SCI_BUF_INFO_NV`
  - `VK_STRUCTURE_TYPE_IMPORT_MEMORY_SCI_BUF_INFO_NV`
  - `VK_STRUCTURE_TYPE_MEMORY_GET_SCI_BUF_INFO_NV`
  - `VK_STRUCTURE_TYPE_MEMORY_SCI_BUF_PROPERTIES_NV`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_MEMORY_SCI_BUF_FEATURES_NV`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SCI_BUF_FEATURES_NV`

Issues

1) What should we call this extension?

RESOLVED. The external API is `NvSciBuf`, but the Vulkan convention is to append the vendor suffix at the end of an identifier. Using `NvSciBufNV` seems awkward, so we have chosen to use just the `SciBuf` portion of the name in Vulkan commands and tokens. Since this is for interacting with memory objects allocated from outside Vulkan, we use "external_memory" in the name, similar to `VK_KHR_external_memory_fd`. To avoid an explosion of extensions, we include the capability to
import and export memory in one extension but include separate features in case implementations only implement (or safety certify) a subset.

2) What changed in revision 2?

RESOLVED. The `VkPhysicalDeviceExternalSciBufFeaturesNV` struct was renamed to `VkPhysicalDeviceExternalMemorySciBufFeaturesNV` to follow naming conventions (previous names retained as aliases), and drop const on `pNext` pointer.

Version History

• Revision 1, 2022-04-12 (Kai Zhang, Daniel Koch)
  ◦ Internal revisions
• Revision 2, 2023-01-03 (Daniel Koch)
  ◦ fix the feature structure to address naming convention and cts autogeneration issues

VK_NV_external_sci_sync2

Name String

VK_NV_external_sci_sync2

Extension Type

Device extension

Registered Extension Number

490

Revision

1

Ratification Status

Not ratified

Extension and Version Dependencies

Version 1.1

API Interactions

• Interacts with VKSC_VERSION_1_0

Contact

• Kai Zhang 📡kazhang

Other Extension Metadata

Last Modified Date

2022-09-07
Contributors

- Kai Zhang, NVIDIA
- Jeff Bolz, NVIDIA
- Jonathan McCaffrey, NVIDIA
- Daniel Koch, NVIDIA

Description

An application using external memory may wish to synchronize access to that memory using semaphores and fences. This extension enables an application to import semaphore and import/export fence payloads to and from NvSciSync objects. To import a NvSciSyncObj to a VkSemaphore or VkFence, applications need to:

- Create an unreconciled NvSciSyncAttrList via NvSciSyncAttrListCreate()
- Fill the private attribute list via vkGetPhysicalDeviceSciSyncAttributesNV()
- Fill the public attribute list via NvSciSyncAttrListSetAttrs()
- Reconcile the NvSciSyncAttrList via NvSciSyncAttrListReconcile()
- Create a NvSciSyncObj via NvSciSyncObjAlloc()

To import a NvSciSyncObj to a VkSemaphore, create a VkSemaphoreSciSyncPoolNV for the NvSciSyncObj and then select the semaphore from VkSemaphoreSciSyncPoolNV by passing the VkSemaphoreSciSyncCreateInfoNV structure to vkCreateSemaphore

To import a NvSciSyncObj to a VkFence, pass the VkImportFenceSciSyncInfoNV structure to the vkImportFenceSciSyncObjNV command.

To import/export a NvSciSyncFence to a VkFence object, that VkFence object must already have a NvSciSyncObj previously imported.

This extension does not support exporting semaphores from NvSciSync objects.

For details of the NvSciSync APIs and data structures, see the NvStreams Documentation.

New Object Types

- VkSemaphoreSciSyncPoolNV

New Commands

- vkCreateSemaphoreSciSyncPoolNV
- vkDestroySemaphoreSciSyncPoolNV
- vkGetFenceSciSyncFenceNV
- vkGetFenceSciSyncObjNV
- vkGetPhysicalDeviceSciSyncAttributesNV
- vkImportFenceSciSyncFenceNV
- vkImportFenceSciSyncObjNV
New Structures

- VkFenceGetSciSyncInfoNV
- VkImportFenceSciSyncInfoNV
- VkSciSyncAttributesInfoNV
- VkSemaphoreSciSyncPoolCreateInfoNV

Extending VkFenceCreateInfo:
  - VkExportFenceSciSyncInfoNV

Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  - VkPhysicalDeviceExternalSciSync2FeaturesNV

Extending VkSemaphoreCreateInfo:
  - VkSemaphoreSciSyncCreateInfoNV

If Vulkan SC 1.0 is supported:

Extending VkDeviceCreateInfo:
  - VkDeviceSemaphoreSciSyncPoolReservationCreateInfoNV

New Enums

- VkSciSyncClientTypeNV
- VkSciSyncPrimitiveTypeNV

New Enum Constants

- VK_NV_EXTERNAL_SCI_SYNC_2_EXTENSION_NAME
- VK_NV_EXTERNAL_SCI_SYNC_2_SPEC_VERSION

Extending VkExternalFenceHandleTypeFlagBits:
  - VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_FENCE_BIT_NV
  - VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV

Extending VkObjectType:
  - VK_OBJECT_TYPE_SEMAPHORE_SCI_SYNC_POOL_NV

Extending VkStructureType:
  - VK_STRUCTURE_TYPE_EXPORT_FENCE_SCI_SYNC_INFO_NV
  - VK_STRUCTURE_TYPE_FENCE_GET_SCI_SYNC_INFO_NV
  - VK_STRUCTURE_TYPE_IMPORT_FENCE_SCI_SYNC_INFO_NV
  - VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SCI_SYNC_2_FEATURES_NV
  - VK_STRUCTURE_TYPE_SCI_SYNC_ATTRIBUTES_INFO_NV
  - VK_STRUCTURE_TYPE_SEMAPHORE_SCI_SYNC_CREATE_INFO_NV
  - VK_STRUCTURE_TYPE_SEMAPHORE_SCI_SYNC_POOL_CREATE_INFO_NV
If Vulkan SC 1.0 is supported:

- Extending `VkStructureType`:
  - `VK_STRUCTURE_TYPE_DEVICE_SEMAPHORE_SCI_SYNC_POOL_RESERVATION_CREATE_INFO_NV`

**Issues**

1) Does this extension extend or replace `VK_NV_external_sci_sync`?

RESOLVED. Replaces - expect to deprecate it and eventually remove it.

2) What part of `VK_NV_external_sci_sync` is deprecated/removed in this extension?

RESOLVED. The commands to import and export semaphores from `VK_NV_external_sci_sync` are removed and have been replaced with an alternate mechanism to import semaphores. Fence import and export functionality is unchanged.

In particular:

- **Removed Commands:**
  - `vkImportSemaphoreSciSyncObjNV`
  - `vkGetSemaphoreSciSyncObjNV`

- **Removed Structures:**
  - `VkImportSemaphoreSciSyncInfoNV`
  - `VkExportSemaphoreSciSyncInfoNV`
  - `VkSemaphoreGetSciSyncInfoNV`

3) Application migration guide from `VK_NV_external_sci_sync` to `VK_NV_external_sci_sync2`

- In `VK_NV_external_sci_sync`, to import a `NvSciSyncObj` to `VkSemaphore`, applications need to:
  - Create a `VkSemaphore` by command `vkCreateSemaphore`.
  - Call `vkImportSemaphoreSciSyncObjNV` command to import the `NvSciSyncObj` to `VkSemaphore` created.
  - Call `vkDestroySemaphore` to destroy the `VkSemaphore` after all submitted batches that refer to it have completed execution.

- In order to migrate to `VK_NV_external_sci_sync2`, applications need to:
  - Chain `VkDeviceSemaphoreSciSyncPoolReservationCreateInfoNV` to `VkDeviceObjectReservationCreateInfo` and specify the `semaphoreSciSyncPoolRequestCount` maximum number of semaphore SciSync pools that will be used simultaneously.
  - Import the a `NvSciSyncObj` to a `VkSemaphoreSciSyncPoolNV` by command `vkCreateSemaphoreSciSyncPoolNV`.
  - Select the `VkSemaphore` from `VkSemaphoreSciSyncPoolNV` by passing the `VkSemaphoreSciSyncCreateInfoNV` structure to `vkCreateSemaphore`.
  - Can call `vkDestroySemaphore` to destroy the `VkSemaphore` immediately after all the batches...
that refer to it are submitted.

Version History

- Revision 1, 2022-09-07 (Kai Zhang, Daniel Koch)
  - Initial revision

VK_NV_private_vendor_info

Name String

- VK_NV_private_vendor_info

Extension Type

- Device extension

Registered Extension Number

- 52

Revision

- 2

Ratification Status

- Not ratified

Extension and Version Dependencies

- None

Contact

- Daniel Koch dgkoch

Other Extension Metadata

Last Modified Date

- 2022-08-10

Contributors

- Daniel Koch, NVIDIA
- Jonathan McCaffrey, NVIDIA
- Jeff Bolz, NVIDIA

Description

This extension provides the application with access to vendor-specific enums and structures that are not expected to be publicly documented.

New Enum Constants

- VK_NV_PRIVATE_VENDOR_INFO_EXTENSION_NAME
Issues

1) What should we call this extension?

RESOLVED. \texttt{VK_NV_private_vendor_info} as this contains details of NVIDIA's implementation that we do not expect to publicly document.

Version History

- Revision 1, 2022-05-03 (Daniel Koch)
  - Internal revisions
- Revision 2, 2022-08-10 (Daniel Koch)
  - change number for extension (373 to 52) to avoid conflict

\texttt{VK_QNX_external_memory_screen_buffer}

Name String

\texttt{VK_QNX_external_memory_screen_buffer}

Extension Type

Device extension

Registered Extension Number

530

Revision

1

Ratification Status

Not ratified

Extension and Version Dependencies

- \texttt{VK_KHR_sampler_ycbcr_conversion} and
- \texttt{VK_KHR_external_memory} and
- \texttt{VK_KHR_dedicated_allocation} or
- Version 1.1 and
- \texttt{VK_EXT_queue_family_foreign}
Contact
• Mike Gorchak mgorchak-blackberry
• Aaron Ruby aruby-blackberry

Other Extension Metadata

Last Modified Date
2023-05-17

IP Status
No known IP claims.

Contributors
• Mike Gorchak, QNX / Blackberry Limited
• Aaron Ruby, QNX / Blackberry Limited

Description
This extension enables an application to import QNX Screen _screen_buffer objects created outside of the Vulkan device into Vulkan memory objects, where they can be bound to images and buffers.

Some _screen_buffer images have implementation-defined external formats that may not correspond to Vulkan formats. Sampler Y’CbCr conversion can be used to sample from these images and convert them to a known color space.

Screen_buffer is strongly typed, so naming the handle type is redundant. The internal layout and therefore size of a _screen_buffer image may depend on native usage flags that do not have corresponding Vulkan counterparts.

New Commands
• vkGetScreenBufferPropertiesQNX

New Structures
• VkScreenBufferPropertiesQNX
• Extending VkImageCreateInfo, VkSamplerYcbcrConversionCreateInfo:
  ◦ VkExternalFormatQNX
• Extending VkMemoryAllocateInfo:
  ◦ VkImportScreenBufferInfoQNX
• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceExternalMemoryScreenBufferFeaturesQNX
• Extending VkScreenBufferPropertiesQNX:
  ◦ VkScreenBufferFormatPropertiesQNX
New Enum Constants

- VK_QNX_EXTERNAL_MEMORY_SCREEN_BUFFER_EXTENSION_NAME
- VK_QNX_EXTERNAL_MEMORY_SCREEN_BUFFER_SPEC_VERSION

Extending VkExternalMemoryHandleTypeFlagBits:
- VK_EXTERNAL_MEMORY_HANDLE_TYPE_SCREEN_BUFFER_BIT_QNX

Extending VkStructureType:
- VK_STRUCTURE_TYPE_EXTERNAL_FORMAT_QNX
- VK_STRUCTURE_TYPE_IMPORT_SCREEN_BUFFER_INFO_QNX
- VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_MEMORY_SCREEN_BUFFER_FEATURES_QNX
- VK_STRUCTURE_TYPE_SCREEN_BUFFER_FORMAT_PROPERTIES_QNX
- VK_STRUCTURE_TYPE_SCREEN_BUFFER_PROPERTIES_QNX

Issues

Version History

- Revision 1, 2023-05-17 (Mike Gorchak)
  - Initial version

List of Deprecated Extensions

- VK_EXT_index_type_uint8
- VK_EXT_line_rasterization
- VK_NV_external_sci_sync
VK_EXT_index_type_uint8

Name String
VK_EXT_index_type_uint8

Extension Type
Device extension

Registered Extension Number
266

Revision
1

Ratification Status
Not ratified

Extension and Version Dependencies
VK_KHR_get_physical_device_properties2
or Version 1.1

Deprecation State
• Promoted to VK_KHR_index_type_uint8 extension

Contact
• Piers Daniell pdaniell-nv

Other Extension Metadata

Last Modified Date
2019-05-02

IP Status
No known IP claims.

Contributors
• Jeff Bolz, NVIDIA

Description
This extension allows \texttt{uint8\_t} indices to be used with \texttt{vkCmdBindIndexBuffer}.

Promotion to VK_KHR_index_type_uint8

All functionality in this extension is included in VK_KHR_index_type_uint8, with the suffix changed to KHR. The original enum names are still available as aliases of the KHR functionality.
New Structures

• Extending VkPhysicalDeviceFeatures2, VkDeviceCreateInfo:
  ◦ VkPhysicalDeviceIndexTypeUint8FeaturesEXT

New Enum Constants

• VK_EXT_INDEX_TYPE_UINT8_EXTENSION_NAME
• VK_EXT_INDEX_TYPE_UINT8_SPEC_VERSION

• Extending VkIndexType:
  ◦ VK_INDEX_TYPE_UINT8_EXT

• Extending VkStructureType:
  ◦ VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_INDEX_TYPE_UINT8_FEATURES_EXT

Version History

• Revision 1, 2019-05-02 (Piers Daniell)
  ◦ Internal revisions

VK_EXT_line_rasterization

Name String

VK_EXT_line_rasterization

Extension Type

Device extension

Registered Extension Number

260

Revision

1

Ratification Status

Not ratified

Extension and Version Dependencies

VK_KHR_get_physical_device_properties2

or

Version 1.1

Deprecation State

• Promoted to VK_KHR_line_rasterization extension

Special Use

• CAD support
Description

This extension adds some line rasterization features that are commonly used in CAD applications and supported in other APIs like OpenGL. Bresenham-style line rasterization is supported, smooth rectangular lines (coverage to alpha) are supported, and stippled lines are supported for all three line rasterization modes.

Promotion to `VK_KHR_line_rasterization`

All functionality in this extension is included in `VK_KHR_line_rasterization`, with the suffix changed to KHR. The original enum names are still available as aliases of the KHR functionality.

New Commands

- `vkCmdSetLineWidthStippleEXT`

New Structures

- Extending `VkPhysicalDeviceFeatures2`, `VkDeviceCreateInfo`:
  - `VkPhysicalDeviceLineRasterizationFeaturesEXT`

- Extending `VkPhysicalDeviceProperties2`:
  - `VkPhysicalDeviceLineRasterizationPropertiesEXT`

- Extending `VkPipelineRasterizationStateCreateInfo`:
  - `VkPipelineRasterizationLineStateCreateInfoEXT`

New Enums

- `VkLineRasterizationModeEXT`
New Enum Constants

- `VK_EXT_LINE_RASTERIZATION_EXTENSION_NAME`
- `VK_EXT_LINE_RASTERIZATION_SPEC_VERSION`

Extending `VkDynamicState`:
- `VK_DYNAMIC_STATE_LINE_STIPPLE_EXT`

Extending `VkStructureType`:
- `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_LINE_RASTERIZATION_FEATURES_EXT`
- `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_LINE_RASTERIZATION_PROPERTIES_EXT`
- `VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_LINE_STATE_CREATE_INFO_EXT`

Issues

1) Do we need to support Bresenham-style and smooth lines with more than one rasterization sample? i.e. the equivalent of `glDisable(GL_MULTISAMPLE)` in OpenGL when the framebuffer has more than one sample?

**RESOLVED**: Yes. For simplicity, Bresenham line rasterization carries forward a few restrictions from OpenGL, such as not supporting per-sample shading, alpha to coverage, or alpha to one.

Version History

- Revision 1, 2019-05-09 (Jeff Bolz)
  - Initial draft

**VK_NV_external_sci_sync**

Name String

`VK_NV_external_sci_sync`

Extension Type

Device extension

Registered Extension Number

374

Revision

2

Ratification Status

Not ratified

Extension and Version Dependencies

**Version 1.1**
An application using external memory may wish to synchronize access to that memory using semaphores and fences. This extension enables an application to import and export semaphore and fence payloads to and from NvSciSync objects. To import a NvSciSyncObj to a VkSemaphore or VkFence, applications need to:

- Create an unreconciled NvSciSyncAttrList via NvSciSyncAttrListCreate()
- Fill the private attribute list via vkGetPhysicalDeviceSciSyncAttributesNV()
- Fill the public attribute list via NvSciSyncAttrListSetAttrs()
- Reconcile the NvSciSyncAttrList via NvSciSyncAttrListReconcile()
- Create a NvSciSyncObj via NvSciSyncObjAlloc()
- Import the NvSciSyncObj to a VkSemaphore by passing the VkImportSemaphoreSciSyncInfoNV structure to the vkImportSemaphoreSciSyncObjNV command, or to a VkFence by passing the VkImportFenceSciSyncInfoNV structure to the vkImportFenceSciSyncObjNV command.

To import/export a NvSciSyncFence to a VkFence object, that VkFence object must already have a NvSciSyncObj previously imported.

For details of the NvSciSync APIs and data structures, see the NvStreams Documentation.

New Commands

- vkGetFenceSciSyncFenceNV
- vkGetFenceSciSyncObjNV
- vkGetPhysicalDeviceSciSyncAttributesNV
- vkGetSemaphoreSciSyncObjNV
- vkImportFenceSciSyncFenceNV
- `vkImportFenceSciSyncObjNV`
- `vkImportSemaphoreSciSyncObjNV`

**New Structures**

- `VkFenceGetSciSyncInfoNV`
- `VkImportFenceSciSyncInfoNV`
- `VkImportSemaphoreSciSyncInfoNV`
- `VkSciSyncAttributesInfoNV`
- `VkSemaphoreGetSciSyncInfoNV`

**Extending `VkFenceCreateInfo`:**

  - `VkExportFenceSciSyncInfoNV`

**Extending `VkPhysicalDeviceFeatures2, VkDeviceCreateInfo`:**

  - `VkPhysicalDeviceExternalSciSyncFeaturesNV`

**Extending `VkSemaphoreCreateInfo`:**

  - `VkExportSemaphoreSciSyncInfoNV`

**New Enums**

- `VkSciSyncClientTypeNV`
- `VkSciSyncPrimitiveTypeNV`

**New Enum Constants**

- `VK_NV_EXTERNAL_SCI_SYNC_EXTENSION_NAME`
- `VK_NV_EXTERNAL_SCI_SYNC_SPEC_VERSION`

**Extending `VkExternalFenceHandleTypeFlagBits`:**

  - `VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_FENCE_BIT_NV`
  - `VK_EXTERNAL_FENCE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV`

**Extending `VkExternalSemaphoreHandleTypeFlagBits`:**

  - `VK_EXTERNAL_SEMAPHORE_HANDLE_TYPE_SCI_SYNC_OBJ_BIT_NV`

**Extending `VkStructureType`:**

  - `VK_STRUCTURE_TYPE_EXPORT_FENCE_SCI_SYNC_INFO_NV`
  - `VK_STRUCTURE_TYPE_EXPORT_SEMAPHORE_SCI_SYNC_INFO_NV`
  - `VK_STRUCTURE_TYPE_FENCE_GET_SCI_SYNC_INFO_NV`
  - `VK_STRUCTURE_TYPE_IMPORT_FENCE_SCI_SYNC_INFO_NV`
  - `VK_STRUCTURE_TYPE_IMPORT_SEMAPHORE_SCI_SYNC_INFO_NV`
  - `VK_STRUCTURE_TYPE_PHYSICAL_DEVICE_EXTERNAL_SCI_SYNC_FEATURES_NV`
  - `VK_STRUCTURE_TYPE_SCI_SYNC_ATTRIBUTES_INFO_NV`
Issues

1) What should we call this extension?

RESOLVED. The external API is NvSciSync, but the Vulkan convention is to append the vendor suffix at the end of an identifier. Using NvSciSyncNV seems awkward, so we have chosen to use just the SciSync portion of the name in Vulkan commands and tokens. Since this is for interacting with objects from outside Vulkan, we use "external" in the name, similar to VK_KHR_external_fence_fd. To avoid an explosion of extensions, we include the capability to import and export both semaphores and fences in one extension but include separate features in case implementations only implement (or safety certify) a subset.

2) How do we resolve the NvStreams terminology of NvSciSyncFence which conflicts with the Vulkan SC terminology of VkFence.

RESOLVED: "fence" refers to VkFence. "NvSciSyncFence" refers to the NvStreams type and "VkFence" refers to the Vulkan SC type.

Version History

• Revision 2, 2022-03-29 (Daniel Koch)
  ◦ use separate entry points for NvSciSyncFence and NvSciSyncObj handles

• Revision 1, 2020-11-25 (Kai Zhang, Daniel Koch)
  ◦ Initial revision
Appendix F: API Boilerplate

This appendix defines Vulkan API features that are infrastructure required for a complete functional description of Vulkan, but do not logically belong elsewhere in the Specification.

Vulkan Header Files

Vulkan is defined as an API in the C99 language. Khronos provides a corresponding set of header files for applications using the API, which may be used in either C or C++ code. The interface descriptions in the specification are the same as the interfaces defined in these header files, and both are derived from the `vk.xml` XML API Registry, which is the canonical machine-readable description of the Vulkan API. The Registry, scripts used for processing it into various forms, and documentation of the registry schema are available as described at https://registry.khronos.org/vulkansc/#apiregistry.

Language bindings for other languages can be defined using the information in the Specification and the Registry. Khronos does not provide any such bindings, but third-party developers have created some additional bindings.

Vulkan Combined API Header `vulkan_sc.h` (Informative)

Applications normally will include the header `vulkan_sc.h`. In turn, `vulkan_sc.h` always includes the following headers:

- `vk_platform.h`, defining platform-specific macros and headers.
- `vulkan_sc_core.h`, defining APIs for the Vulkan core and all registered extensions other than window system-specific and provisional extensions, which are included in separate header files.

In addition, specific preprocessor macros defined at the time `vulkan_sc.h` is included cause header files for the corresponding window system-specific and provisional interfaces to be included, as described below.

Vulkan Platform-Specific Header `vk_platform.h` (Informative)

Platform-specific macros and interfaces are defined in `vk_platform.h`. These macros are used to control platform-dependent behavior, and their exact definitions are under the control of specific platforms and Vulkan implementations.

Platform-Specific Calling Conventions

On many platforms the following macros are empty strings, causing platform- and compiler-specific default calling conventions to be used.

`VKAPI_ATTR` is a macro placed before the return type in Vulkan API function declarations. This macro controls calling conventions for C++11 and GCC/Clang-style compilers.

`VKAPI_CALL` is a macro placed after the return type in Vulkan API function declarations. This macro controls calling conventions for MSVC-style compilers.
VKAPI_PTR is a macro placed between the ‘(’ and ‘*’ in Vulkan API function pointer declarations. This macro also controls calling conventions, and typically has the same definition as VKAPI_ATTR or VKAPI_CALL, depending on the compiler.

With these macros, a Vulkan function declaration takes the form of:

```c
VKAPI_ATTR <return_type> VKAPI_CALL <command_name>(<command_parameters>);
```

Additionally, a Vulkan function pointer type declaration takes the form of:

```c
typedef <return_type> (VKAPI_PTR *PFN_<command_name>)(<command_parameters>);
```

### Platform-Specific Header Control

If the VK_NO_STDINT_H macro is defined by the application at compile time, extended integer types used by the Vulkan API, such as `uint8_t`, must also be defined by the application. Otherwise, the Vulkan headers will not compile. If VK_NO_STDINT_H is not defined, the system `<stdint.h>` is used to define these types. There is a fallback path when Microsoft Visual Studio version 2008 and earlier versions are detected at compile time.

If the VK_NO_STDDEF_H macro is defined by the application at compile time, `size_t`, must also be defined by the application. Otherwise, the Vulkan headers will not compile. If VK_NO_STDDEF_H is not defined, the system `<stddef.h>` is used to define this type.

### Vulkan Core API Header `vulkan_sc_core.h`

Applications that do not make use of window system-specific extensions may simply include `vulkan_sc_core.h` instead of `vulkan_sc.h`, although there is usually no reason to do so. In addition to the Vulkan API, `vulkan_sc_core.h` also defines a small number of C preprocessor macros that are described below.

`vulkan_sc_core.hpp` provides the same functionality as `vulkan_sc_core.h`, but does so in a manner that is aligned for compliance with MISRA C++. In contrast, `vulkan_sc_core.h` is aligned for compliance with MISRA C:2012.

### Vulkan Header File Version Number

`VK_HEADER_VERSION` is the version number of the `vulkan_sc_core.h` header. This value is kept synchronized with the patch version of the released Specification.

```c
// Provided by VK_VERSION_1_0
// Version of this file
#define VK_HEADER_VERSION 15
```

`VK_HEADER_VERSION_COMPLETE` is the complete version number of the `vulkan_sc_core.h` header, comprising the major, minor, and patch versions. The major/minor values are kept synchronized.
with the complete version of the released Specification. This value is intended for use by automated
tools to identify exactly which version of the header was used during their generation.

Applications should not use this value as their 
\texttt{VkApplicationInfo::apiVersion}. Instead applications
should explicitly select a specific fixed major/minor API version using, for example, one of the
\texttt{VK_API_VERSION_*_*} values.

```
// Provided by VK_VERSION_1_0
// Complete version of this file
#define VK_HEADER_VERSION_COMPLETE VK_MAKE_API_VERSION(VKSC_API_VARIANT, 1, 0, VK_HEADER_VERSION)
```

**Vulkan Handle Macros**

\texttt{VK_DEFINE_HANDLE} defines a \textbf{dispatchable handle} type.

```
// Provided by VK_VERSION_1_0
#define VK_DEFINE_HANDLE(object) typedef struct object##_T* (object);
```

- \texttt{object} is the name of the resulting C type.

The only dispatchable handle types are those related to device and instance management, such as
\texttt{VkDevice}.

\texttt{VK_DEFINE_NON_DISPATCHABLE_HANDLE} defines a \textbf{non-dispatchable handle} type.

```
// Provided by VK_VERSION_1_0

#ifndef VK_DEFINE_NON_DISPATCHABLE_HANDLE
#if (VK_USE_64_BIT_PTR_DEFINES==1)
#define VK_DEFINE_NON_DISPATCHABLE_HANDLE(object) typedef struct object##_T* (object);
#else
#define VK_DEFINE_NON_DISPATCHABLE_HANDLE(object) typedef uint64_t (object);
#endif
#endif
```

- \texttt{object} is the name of the resulting C type.

Most Vulkan handle types, such as \texttt{VkBuffer}, are non-dispatchable.

**Note**

The \texttt{vulkan_sc_core.h} header allows the
\texttt{VK_DEFINE_NON_DISPATCHABLE_HANDLE} and \texttt{VK_NULL_HANDLE} definitions to
be overridden by the application. If \texttt{VK_DEFINE_NON_DISPATCHABLE_HANDLE} is
already defined when \texttt{vulkan_sc_core.h} is compiled, the default definitions for
VK_DEFINE_NON_DISPATCHABLE_HANDLE and VK_NULL_HANDLE are skipped. This allows the application to define a binary-compatible custom handle which **may** provide more type-safety or other features needed by the application. Applications **must** not define handles in a way that is not binary compatible - where binary compatibility is platform dependent.

VK_NULL_HANDLE is a reserved value representing a non-valid object handle. It may be passed to and returned from Vulkan commands only when specifically allowed.

```c
// Provided by VK_VERSION_1_0

#ifndef VK_DEFINE_NON_DISPATCHABLE_HANDLE
    #if (VK_USE_64_BIT_PTR_DEFINES==1)
        #if (defined(__cplusplus) && (__cplusplus >= 201103L)) || (defined(_MSVC_LANG) && (_MSVC_LANG >= 201103L))
            #define VK_NULL_HANDLE nullptr
        #else
            #define VK_NULL_HANDLE ((void*)0)
        #endif
    #else
        #define VK_NULL_HANDLE 0ULL
    #endif
    #endif
#endif
```

VK_USE_64_BIT_PTR_DEFINES defines whether the default non-dispatchable handles are declared using either a 64-bit pointer type or a 64-bit unsigned integer type.

VK_USE_64_BIT_PTR_DEFINES is set to '1' to use a 64-bit pointer type or any other value to use a 64-bit unsigned integer type.

```c
// Provided by VK_VERSION_1_0

#ifndef VK_USE_64_BIT_PTR_DEFINES
    #if defined(__LP64__) || defined(_WIN64) || (defined(__x86_64__) && !defined(__ILP32__)) || defined(_M_X64) || defined(__ia64) || defined (_M_IA64) || defined(__aarch64__) || defined(__powerpc64__) || (defined(__riscv) && __riscv_xlen == 64)
        #define VK_USE_64_BIT_PTR_DEFINES 1
    #else
        #define VK_USE_64_BIT_PTR_DEFINES 0
    #endif
#endif
```

**Note**
The `vulkan_sc_core.h` header allows the `VK_USE_64_BIT_PTR_DEFINES` definition to be overridden by the application. This allows the application to select either a 64-bit pointer type or a 64-bit unsigned integer type for non-dispatchable handles in the case where the predefined preprocessor check does not identify the desired configuration.

Window System-Specific Header Control (Informative)

To use a Vulkan extension supporting a platform-specific window system, header files for that window system must be included at compile time, or platform-specific types must be forward-declared. The Vulkan header files are unable to determine whether or not an external header is available at compile time, so platform-specific extensions are provided in separate headers from the core API and platform-independent extensions, allowing applications to decide which ones they need to be defined and how the external headers are included.

Extensions dependent on particular sets of platform headers, or that forward-declare platform-specific types, are declared in a header named for that platform. Before including these platform-specific Vulkan headers, applications must include both `vulkan_sc_core.h` and any external native headers the platform extensions depend on.

As a convenience for applications that do not need the flexibility of separate platform-specific Vulkan headers, `vulkan_sc.h` includes `vulkan_sc_core.h`, and then conditionally includes platform-specific Vulkan headers and the external headers they depend on. Applications control which platform-specific headers are included by #defining macros before including `vulkan_sc.h`.

The correspondence between platform-specific extensions, external headers they require, the platform-specific header which declares them, and the preprocessor macros which enable inclusion by `vulkan_sc.h` are shown in the following table.

<table>
<thead>
<tr>
<th>Extension Name</th>
<th>Window System Name</th>
<th>Platform-specific Header</th>
<th>Required External Headers</th>
<th>Controlling <code>vulkan_sc.h</code> Macro</th>
</tr>
</thead>
<tbody>
<tr>
<td>VK_KHR_android_surface</td>
<td>Android</td>
<td><code>vulkan_android.h</code></td>
<td>None</td>
<td><code>VK_USE_PLATFORM_ANDROID_KHR</code></td>
</tr>
<tr>
<td>VK_KHR_wayland_surface</td>
<td>Wayland</td>
<td><code>vulkan_wayland.h</code></td>
<td><code>&lt;wayland-client.h&gt;</code></td>
<td><code>VK_USE_PLATFORM_WAYLAND_KHR</code></td>
</tr>
<tr>
<td>Extension Name</td>
<td>Window System Name</td>
<td>Platform-specific Header</td>
<td>Required External Headers</td>
<td>Controlling Macro</td>
</tr>
<tr>
<td>----------------------------------------</td>
<td>------------------------</td>
<td>--------------------------</td>
<td>-----------------------------------------------</td>
<td>-----------------------------------</td>
</tr>
<tr>
<td>VK_KHR_win32_surface,</td>
<td>Microsoft Windows</td>
<td>vulkan_win32.h</td>
<td>&lt;windows.h&gt;</td>
<td>VK_USE_PLATFORM_WI N32_KHR</td>
</tr>
<tr>
<td>VK_KHR_external_memory_win32,</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_KHR_win32_keyed_mutex,</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_KHR_external_semaphore_win32,</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_KHR_external_fence_win32,</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_NV_external_memory_win32,</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_NV_win32_keyed_mutex</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_KHR xcb_surface</td>
<td>X11 Xcb</td>
<td>vulkan xcb.h</td>
<td>&lt;xcb/xcb.h&gt;</td>
<td>VK_USE_PLATFORM_XCB_KHR</td>
</tr>
<tr>
<td>VK_KHR xlib_surface</td>
<td>X11 Xlib</td>
<td>vulkan xlib.h</td>
<td>&lt;X11/Xlib.h&gt;</td>
<td>VK_USE_PLATFORM_XL IB_KHR</td>
</tr>
<tr>
<td>VK_EXT directfb_surface</td>
<td>DirectFB</td>
<td>vulkan directfb.h</td>
<td>&lt;directfb/directfb.h&gt;</td>
<td>VK_USE_PLATFORM_DIRECTFB_EXT</td>
</tr>
<tr>
<td>VK_EXT acquire xlib display</td>
<td>X11 XRANDR</td>
<td>vulkan xlib xrandr.h</td>
<td>&lt;X11/Xlib.h&gt;, &lt;X11/extensions/Xr andr.h&gt;</td>
<td>VK_USE_PLATFORM_XL IB_XRANDR_EXT</td>
</tr>
<tr>
<td>VK_GGP stream_descriptor_surface,</td>
<td>Google Games Platform</td>
<td>vulkan ggp.h</td>
<td>&lt;ggp_c/vulkan_types.h&gt;</td>
<td>VK_USE_PLATFORM_GGP</td>
</tr>
<tr>
<td>VK_GGP frame_token</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_MVK ios_surface</td>
<td>iOS</td>
<td>vulkan ios.h</td>
<td>None</td>
<td>VK_USE_PLATFORM_IOS_MVK</td>
</tr>
<tr>
<td>VK_MVK macos_surface</td>
<td>macOS</td>
<td>vulkan macos.h</td>
<td>None</td>
<td>VK_USE_PLATFORM_MAC OS_MVK</td>
</tr>
<tr>
<td>VK_NN vi_surface</td>
<td>VI</td>
<td>vulkan vi.h</td>
<td>None</td>
<td>VK_USE_PLATFORM_VI _NN</td>
</tr>
<tr>
<td>VK_FUCHSIA imagepipe_surface</td>
<td>Fuchsia</td>
<td>vulkan fuchsia.h</td>
<td>&lt;zircon/types.h&gt;</td>
<td>VK_USE_PLATFORM_FUCHSIA</td>
</tr>
<tr>
<td>VK_EXT metal_surface</td>
<td>Metal on CoreAnimation</td>
<td>vulkan metal.h</td>
<td>None</td>
<td>VK_USE_PLATFORM_METAL_EXT</td>
</tr>
<tr>
<td>VK_QNX screen_surface</td>
<td>QNX Screen</td>
<td>vulkan screen.h</td>
<td>&lt;screen/screen.h&gt;</td>
<td>VK_USE_PLATFORM_SCREEN_QNX</td>
</tr>
<tr>
<td>VK_NV_external_sci_sync,</td>
<td>NVIDIA Sci</td>
<td>vulkan sci.h</td>
<td>&lt;nvscisync.h&gt;, &lt;nvscibuf.h&gt;</td>
<td>VK_USE_PLATFORM_SC I</td>
</tr>
<tr>
<td>VK_NV_external_sci_sync2,</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VK_NV_external_memory_sci_buf</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Note:**

1899
This section describes the purpose of the headers independently of the specific underlying functionality of the window system extensions themselves. Each extension name will only link to a description of that extension when viewing a specification built with that extension included.

**Provisional Extension Header Control (Informative)**

*Provisional* extensions **should** not be used in production applications. The functionality defined by such extensions **may** change in ways that break backwards compatibility between revisions, and before final release of a non-provisional version of that extension.

Provisional extensions are defined in a separate *provisional header*, `vulkan_beta.h`, allowing applications to decide whether or not to include them. The mechanism is similar to *window system-specific headers*: before including `vulkan_beta.h`, applications **must** include `vulkan_sc_core.h`.

**Note**

Sometimes a provisional extension will include a subset of its interfaces in `vulkan_sc_core.h`. This may occur if the provisional extension is promoted from an existing vendor or EXT extension and some of the existing interfaces are defined as aliases of the provisional extension interfaces. All other interfaces of that provisional extension which are not aliased will be included in `vulkan_beta.h`.

As a convenience for applications, `vulkan_sc.h` conditionally includes `vulkan_beta.h`. Applications **can** control inclusion of `vulkan_beta.h` by #defining the macro `VK_ENABLE_BETA_EXTENSIONS` before including `vulkan_sc.h`.

**Note**

Starting in version 1.2.171 of the Specification, all provisional enumerants are protected by the macro `VK_ENABLE_BETA_EXTENSIONS`. Applications needing to use provisional extensions must always define this macro, even if they are explicitly including `vulkan_beta.h`. This is a minor change to behavior, affecting only provisional extensions.

**Note**

This section describes the purpose of the provisional header independently of the specific provisional extensions which are contained in that header at any given time. The extension appendices for provisional extensions note their provisional status, and link back to this section for more information. Provisional extensions are intended to provide early access for bleeding-edge developers, with the understanding that extension interfaces may change in response to developer feedback. Provisional extensions are very likely to eventually be updated and released as non-provisional extensions, but there is no guarantee this will happen, or how long it will take if it does happen.
Appendix G: Invariance

The Vulkan specification is not pixel exact. It therefore does not guarantee an exact match between images produced by different Vulkan implementations. However, the specification does specify exact matches, in some cases, for images produced by the same implementation. The purpose of this appendix is to identify and provide justification for those cases that require exact matches.

Repeatability

The obvious and most fundamental case is repeated issuance of a series of Vulkan commands. For any given Vulkan and framebuffer state vector, and for any Vulkan command, the resulting Vulkan and framebuffer state must be identical whenever the command is executed on that initial Vulkan and framebuffer state. This repeatability requirement does not apply when using shaders containing side effects (image and buffer variable stores and atomic operations), because these memory operations are not guaranteed to be processed in a defined order.

One purpose of repeatability is avoidance of visual artifacts when a double-buffered scene is redrawn. If rendering is not repeatable, swapping between two buffers rendered with the same command sequence may result in visible changes in the image. Such false motion is distracting to the viewer. Another reason for repeatability is testability.

Repeatability, while important, is a weak requirement. Given only repeatability as a requirement, two scenes rendered with one (small) polygon changed in position might differ at every pixel. Such a difference, while within the law of repeatability, is certainly not within its spirit. Additional invariance rules are desirable to ensure useful operation.

Multi-pass Algorithms

Invariance is necessary for a whole set of useful multi-pass algorithms. Such algorithms render multiple times, each time with a different Vulkan mode vector, to eventually produce a result in the framebuffer. Examples of these algorithms include:

- “Erasing” a primitive from the framebuffer by redrawing it, either in a different color or using the XOR logical operation.
- Using stencil operations to compute capping planes.

Invariance Rules

For a given Vulkan device:

**Rule 1** For any given Vulkan and framebuffer state vector, and for any given Vulkan command, the resulting Vulkan and framebuffer state must be identical each time the command is executed on that initial Vulkan and framebuffer state.

**Rule 2** Changes to the following state values have no side effects (the use of any other state value is not affected by the change):
Required:

- Color and depth/stencil attachment contents
- Scissor parameters (other than enable)
- Write masks (color, depth, stencil)
- Clear values (color, depth, stencil)

Strongly suggested:

- Stencil parameters (other than enable)
- Depth test parameters (other than enable)
- Blend parameters (other than enable)
- Logical operation parameters (other than enable)

Corollary 1 Fragment generation is invariant with respect to the state values listed in Rule 2.

Rule 3 The arithmetic of each per-fragment operation is invariant except with respect to parameters that directly control it.

Corollary 2 Images rendered into different color attachments of the same framebuffer, either simultaneously or separately using the same command sequence, are pixel identical.

Rule 4 Identical pipelines will produce the same result when run multiple times with the same input. The wording “Identical pipelines” means VkPipeline objects that have been created with identical SPIR-V binaries and identical state, which are then used by commands executed using the same Vulkan state vector. Invariance is relaxed for shaders with side effects, such as performing stores or atomics.

Rule 5 All fragment shaders that either conditionally or unconditionally assign FragCoord.z to FragDepth are depth-invariant with respect to each other, for those fragments where the assignment to FragDepth actually is done.

If a sequence of Vulkan commands specifies primitives to be rendered with shaders containing side effects (image and buffer variable stores and atomic operations), invariance rules are relaxed. In particular, rule 1, corollary 2, and rule 4 do not apply in the presence of shader side effects.

The following weaker versions of rules 1 and 4 apply to Vulkan commands involving shader side effects:

Rule 6 For any given Vulkan and framebuffer state vector, and for any given Vulkan command, the contents of any framebuffer state not directly or indirectly affected by results of shader image or buffer variable stores or atomic operations must be identical each time the command is executed on that initial Vulkan and framebuffer state.

Rule 7 Identical pipelines will produce the same result when run multiple times with the same input as long as:

- shader invocations do not use image atomic operations;
• no framebuffer memory is written to more than once by image stores, unless all such stores write
the same value; and

• no shader invocation, or other operation performed to process the sequence of commands, reads
memory written to by an image store.

Note
The OpenGL specification has the following invariance rule: Consider a primitive
p’ obtained by translating a primitive p through an offset (x, y) in window
coordinates, where x and y are integers. As long as neither p’ nor p is clipped, it
must be the case that each fragment f’ produced from p’ is identical to a
corresponding fragment f from p except that the center of f’ is offset by (x, y) from
the center of f.

This rule does not apply to Vulkan and is an intentional difference from OpenGL.

When any sequence of Vulkan commands triggers shader invocations that perform image stores or
atomic operations, and subsequent Vulkan commands read the memory written by those shader
invocations, these operations must be explicitly synchronized.

Tessellation Invariance

When using a pipeline containing tessellation evaluation shaders, the fixed-function tessellation
primitive generator consumes the input patch specified by an application and emits a new set of
primitives. The following invariance rules are intended to provide repeatability guarantees.
Additionally, they are intended to allow an application with a carefully crafted tessellation
evaluation shader to ensure that the sets of triangles generated for two adjacent patches have
identical vertices along shared patch edges, avoiding “cracks” caused by minor differences in the
positions of vertices along shared edges.

Rule 1 When processing two patches with identical outer and inner tessellation levels, the tessellation
primitive generator will emit an identical set of point, line, or triangle primitives as long as the
pipeline used to process the patch primitives has tessellation evaluation shaders specifying the same
tessellation mode, spacing, vertex order, and point mode decorations. Two sets of primitives are
considered identical if and only if they contain the same number and type of primitives and the
generated tessellation coordinates for the vertex numbered m of the primitive numbered n are
identical for all values of m and n.

Rule 2 The set of vertices generated along the outer edge of the subdivided primitive in triangle and
quad tessellation, and the tessellation coordinates of each, depend only on the corresponding outer
tessellation level and the spacing decorations in the tessellation shaders of the pipeline.

Rule 3 The set of vertices generated when subdividing any outer primitive edge is always symmetric.
For triangle tessellation, if the subdivision generates a vertex with tessellation coordinates of the form
(0, x, 1-x), (x, 0, 1-x), or (x, 1-x, 0), it will also generate a vertex with coordinates of exactly (0, 1-x, x),
(1-x, 0, x), or (1-x, x, 0), respectively. For quad tessellation, if the subdivision generates a vertex with
coordinates of (x, 0) or (0, x), it will also generate a vertex with coordinates of exactly (1-x, 0) or (0, 1-
x), respectively. For isoline tessellation, if it generates vertices at (0, x) and (1, x) where x is not zero, it
will also generate vertices at exactly (0, 1-x) and (1, 1-x), respectively.
Rule 4 The set of vertices generated when subdividing outer edges in triangular and quad tessellation must be independent of the specific edge subdivided, given identical outer tessellation levels and spacing. For example, if vertices at \((x, 1-x, 0)\) and \((1-x, x, 0)\) are generated when subdividing the \(w = 0\) edge in triangular tessellation, vertices must be generated at \((x, 0, 1-x)\) and \((1-x, 0, x)\) when subdividing an otherwise identical \(v = 0\) edge. For quad tessellation, if vertices at \((x, 0)\) and \((1-x, 0)\) are generated when subdividing the \(v = 0\) edge, vertices must be generated at \((0, x)\) and \((0, 1-x)\) when subdividing an otherwise identical \(u = 0\) edge.

Rule 5 When processing two patches that are identical in all respects enumerated in rule 1 except for vertex order, the set of triangles generated for triangle and quad tessellation must be identical except for vertex and triangle order. For each triangle \(n_1\) produced by processing the first patch, there must be a triangle \(n_2\) produced when processing the second patch each of whose vertices has the same tessellation coordinates as one of the vertices in \(n_1\).

Rule 6 When processing two patches that are identical in all respects enumerated in rule 1 other than matching outer tessellation levels and/or vertex order, the set of interior triangles generated for triangle and quad tessellation must be identical in all respects except for vertex and triangle order. For each interior triangle \(n_1\) produced by processing the first patch, there must be a triangle \(n_2\) produced when processing the second patch each of whose vertices has the same tessellation coordinates as one of the vertices in \(n_1\). A triangle produced by the tessellator is considered an interior triangle if none of its vertices lie on an outer edge of the subdivided primitive.

Rule 7 For quad and triangle tessellation, the set of triangles connecting an inner and outer edge depends only on the inner and outer tessellation levels corresponding to that edge and the spacing decorations.

Rule 8 The value of all defined components of \(\text{TessCoord}\) will be in the range \([0, 1]\). Additionally, for any defined component \(x\) of \(\text{TessCoord}\), the results of computing \(1.0 - x\) in a tessellation evaluation shader will be exact. If any floating-point values in the range \([0, 1]\) fail to satisfy this property, such values must not be used as tessellation coordinate components.
Appendix H: Vulkan SC Deviations From Base Vulkan

Additions

The following extensions have been added to Vulkan SC:

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<td>VK_KHR_object_refresh</td>
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<td></td>
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<td>◦ VK_PIPELINE_CACHE_CREATE_USE_APPLICATION_STORAGE_BIT [SCID-2]</td>
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## Additions

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<td>• <code>vkGetFaultData</code> [SCID-6]</td>
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## Modifications

The following aspects of Base Vulkan have been modified for Vulkan SC:

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<td><strong>Fundamentals</strong></td>
<td>• If <code>VkPhysicalDeviceVulkanSC10Properties::deviceNoDynamicHostAllocations</code> is <code>VK_TRUE</code>, <code>VK_ERROR_OUT_OF_HOST_MEMORY</code> must not be returned by physical or logical device commands which explicitly disallow it [SCID-4].</td>
</tr>
<tr>
<td><strong>Devices and Queues</strong></td>
<td>• The <code>VkDeviceCreateInfo::pNext</code> chain must include a <code>VkDeviceObjectReservationCreateInfo</code> structure [SCID-4].</td>
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<td></td>
<td>• The <code>VkDeviceCreateInfo::pNext</code> chain must include a <code>VkPhysicalDeviceVulkanSC10Features</code> structure [SCID-1].</td>
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<tr>
<td></td>
<td>• <code>vkCreateDevice</code> returns <code>VK_ERROR_INVALID_PIPELINE_CACHE_DATA</code> if the <code>pInitialData</code> member of any element of <code>VkDeviceObjectReservationCreateInfo::pPipelineCacheCreateInfos</code> is a pointer to incompatible pipeline cache data [SCID-1].</td>
</tr>
<tr>
<td></td>
<td>• <code>vkCreateDevice</code> returns <code>VK_ERROR_INVALID_PIPELINE_CACHE_DATA</code> if the <code>pInitialData</code> member of any element of <code>VkDeviceObjectReservationCreateInfo::pPipelineCacheCreateInfos</code> is not aligned according to the platform and/or implementation specific pipeline cache data alignment requirements [SCID-8].</td>
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<tr>
<td>Command Buffers</td>
<td>• The <code>VkCommandPoolCreateInfo::pNext</code> chain must include a valid <code>VkCommandPoolMemoryReservationCreateInfo</code> structure [SCID-4].</td>
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<td></td>
<td>• If <code>commandPoolResetCommandBuffer</code> is not supported [SCID-8], <code>vkResetCommandBuffer</code> must not be called.</td>
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<tr>
<td></td>
<td>• <code>vkFreeCommandBuffers</code> does not return the memory used by command recording back to its parent command pool [SCID-4]. This memory is reclaimed when <code>vkResetCommandPool</code> is next called.</td>
</tr>
<tr>
<td></td>
<td>• If <code>VkPhysicalDeviceVulkanSC10Properties::commandPoolMultipleCommandBuffersRecording</code> is <code>VK_FALSE</code>, then only one command buffer from a command pool can be in the recording state at a time [SCID-8].</td>
</tr>
<tr>
<td></td>
<td>• If <code>VkPhysicalDeviceVulkanSC10Properties::commandBufferSimultaneousUse</code> is <code>VK_FALSE</code>, then <code>VkCommandBufferBeginInfo::flags</code> must not include <code>VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT</code> [SCID-8].</td>
</tr>
<tr>
<td></td>
<td>• If <code>commandPoolResetCommandBuffer</code> is not supported, <code>commandBuffer</code> must be in the initial state when <code>vkBeginCommandBuffer</code> is called [SCID-8].</td>
</tr>
<tr>
<td></td>
<td>• If <code>VkPhysicalDeviceVulkanSC10Properties::secondaryCommandBufferNullOrImagelessFramebuffer</code> is <code>VK_FALSE</code>, then <code>VkCommandBufferInheritanceInfo:framebuffer</code> must not be <code>VK_NULL_HANDLE</code> and <code>must</code> not have been created with a <code>VkFramebufferCreateInfo::flags</code> value that includes <code>VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT</code> if the command buffer will be executed within a render pass instance [SCID-8].</td>
</tr>
<tr>
<td>Chapter</td>
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</table>
| **Pipelines** | • `vkCreateComputePipelines` returns `VK_ERROR_NO_PIPELINE_MATCH` if the `VkComputePipelineCreateInfo::pNext` chain does not include a valid `VkPipelineOfflineCreateInfo` structure [SCID-1].
  • `vkCreateComputePipelines::pipelineCache` must not be `VK_NULL_HANDLE` [SCID-1], [SCID-8].
  • `VkComputePipelineCreateInfo::basePipelineHandle` must be `VK_NULL_HANDLE` [SCID-8].
  • `VkComputePipelineCreateInfo::basePipelineIndex` must be zero [SCID-8].
  • `vkCreateGraphicsPipelines` returns `VK_ERROR_NO_PIPELINE_MATCH` if the `VkGraphicsPipelineCreateInfo::pNext` chain does not include a valid `VkPipelineOfflineCreateInfo` structure [SCID-1].
  • `vkCreateGraphicsPipelines::pipelineCache` must not be `VK_NULL_HANDLE` [SCID-1], [SCID-8].
  • `VkGraphicsPipelineCreateInfo::basePipelineHandle` must be `VK_NULL_HANDLE` [SCID-8].
  • `VkGraphicsPipelineCreateInfo::basePipelineIndex` must be zero [SCID-8].
  • `VkPipelineCacheCreateInfo::pInitialData` must point to a valid pipeline cache that has been generated offline [SCID-1], [SCID-8].
  • `VkPipelineCacheCreateInfo::initialDataSize` must not be 0 [SCID-1], [SCID-8].
  • `VkPipelineCacheCreateInfo::pInitialData` must not be NULL [SCID-1], [SCID-8].
  • `VkPipelineCacheCreateInfo::flags` must include `VK_PIPELINE_CACHE_CREATE_READ_ONLY_BIT` [SCID-1], [SCID-8].
  • `VkPipelineCacheCreateInfo::flags` must include `VK_PIPELINE_CACHE_CREATE_USE_APPLICATION_STORAGE_BIT` [SCID-2].
  • The contents of `VkPipelineCacheCreateInfo`, including the data pointed to by `VkPipelineCacheCreateInfo::pInitialData`, passed to `vkCreatePipelineCache` must be the same as specified in one of the `VkDeviceObjectReservationCreateInfo::pPipelineCacheCreateInfos` structures when the device was created [SCID-1].
  • `VkPipelineCacheHeaderVersionOne::headerSize` must be 56 [SCID-1].
  • `VkPipelineCacheHeaderVersionOne::headerVersion` must be `VK_PIPELINE_CACHE_HEADER_VERSION_SAFETY_CRITICAL_ONE` [SCID-1]. |
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</table>
| **Memory Allocation**   | • `vkCreate*::pAllocator` must be NULL [SCID-2], [SCID-8].  
• `vkDestroy*::pAllocator` must be NULL [SCID-2], [SCID-8].  
• `vk*Memory::pAllocator` must be NULL [SCID-2], [SCID-8].  
• `vkRegisterDeviceEventEXT::pAllocator` must be NULL [SCID-8]. |
| **Resource Creation**   | • `VkBufferCreateInfo::flags` must not contain any of the `VK_BUFFER_CREATE_SPARSE_BINDING_BIT`, `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT`, or `VK_BUFFER_CREATE_SPARSE_ALIASED_BIT` flags [SCID-8].  
• `VkImageCreateInfo::flags` must not contain any of the `VK_IMAGE_CREATE_SPARSE_BINDING_BIT`, `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT`, `VK_IMAGE_CREATE_SPARSE_ALIASED_BIT`, or `VK_IMAGE_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT` flags [SCID-8].  
• `VkBindImageMemoryDeviceGroupInfo::splitInstanceBindRegionCount` must be zero [SCID-8]. |
| **Resource Descriptors**| • If `recycleDescriptorSetMemory` is `VK_FALSE`, then freeing a descriptor set does not make the pool memory it used available to be reallocated until the descriptor pool is reset [SCID-4]. |
| **Sparse Resources**    | • `VkPhysicalDeviceSparseProperties::residencyStandard2DBlockShape` must be reported as `VK_FALSE` [SCID-8].  
• `VkPhysicalDeviceSparseProperties::residencyStandard2DMultisampleBlockShape` must be reported as `VK_FALSE` [SCID-8].  
• `VkPhysicalDeviceSparseProperties::residencyStandard3DBlockShape` must be reported as `VK_FALSE` [SCID-8].  
• `VkPhysicalDeviceSparseProperties::residencyAlignedMipSize` must be reported as `VK_FALSE` [SCID-8].  
• `VkPhysicalDeviceSparseProperties::residencyNonResidentStrict` must be reported as `VK_FALSE` [SCID-8]. |
| **WSI Swapchain**       | • `VkSwapchainCreateInfoKHR::flags` must not contain `VK_SWAPCHAIN_CREATE_SPLIT_INSTANCE_BIND_REGIONS_BIT_KHR` [SCID-8].  
• `VkSwapchainCreateInfoKHR::oldSwapchain` must be `VK_NULL_HANDLE` [SCID-4]. |
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<td>• <em>VkPhysicalDeviceFeatures::sparseBinding</em> must be reported as VK_FALSE [SCID-8].</td>
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<td>• <em>VkPhysicalDeviceFeatures::sparseResidencyBuffer</em> must be reported as VK_FALSE [SCID-8].</td>
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<td>• <em>VkPhysicalDeviceFeatures::sparseResidencyImage2D</em> must be reported as VK_FALSE [SCID-8].</td>
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<td>• <em>VkPhysicalDeviceFeatures::sparseResidencyImage3D</em> must be reported as VK_FALSE [SCID-8].</td>
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<td>• <em>VkPhysicalDeviceFeatures::sparseResidency2Samples</em> must be reported as VK_FALSE [SCID-8].</td>
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<td>• <em>VkPhysicalDeviceFeatures::sparseResidency4Samples</em> must be reported as VK_FALSE [SCID-8].</td>
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<td>• <em>VkPhysicalDeviceFeatures::sparseResidency8Samples</em> must be reported as VK_FALSE [SCID-8].</td>
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<td>• <em>VkPhysicalDeviceFeatures::sparseResidency16Samples</em> must be reported as VK_FALSE [SCID-8].</td>
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<td>• <em>VkPhysicalDeviceFeatures::sparseResidencyAliased</em> must be reported as VK_FALSE [SCID-8].</td>
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<td>• <em>VkPhysicalDeviceVulkanSC10Features::shaderAtomicInstructions</em> are made optional [SCID-1].</td>
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<td>• <em>VkPhysicalDeviceVulkan11Features::multiview</em> is made optional [SCID-8].</td>
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<td>• <em>VkPhysicalDeviceVulkan12Properties::supportedDepthResolveModes</em> may be only VK_RESOLVE_MODE_NONE [SCID-8].</td>
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<td>• <em>VkPhysicalDeviceVulkan12Properties::supportedStencilResolveModes</em> may be only VK_RESOLVE_MODE_NONE [SCID-8].</td>
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**Removals**

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<td>◦ VK_PIPELINE_CREATE_DERIVATIVE_BIT [SCID-8]</td>
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<td>• <code>vkMergePipelineCaches</code>, <code>vkGetPipelineCacheData</code> [SCID-1], [SCID-8]</td>
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<td>• <code>vkCreateDescriptorUpdateTemplateKHR</code>,</td>
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<td><code>vkDestroyDescriptorUpdateTemplateKHR</code>,</td>
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<td>• VkImageSparseMemoryRequirementsInfo2 [SCID-8]</td>
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<td>• VkSparseImageMemoryRequirements2 [SCID-8]</td>
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<tr>
<td></td>
<td>◦ VK_COLORSPACE_SRGB_NONLINEAR_KHR [SCID-8]</td>
</tr>
<tr>
<td></td>
<td>◦ VK_COLOR_SPACE_DCI_P3_LINEAR_EXT [SCID-8]</td>
</tr>
</tbody>
</table>
## Extension Support

Vulkan SC supports a subset of the extensions supported in Base Vulkan. This subset was decided by:

- Excluding any extensions that would pose significant difficulty to certify their implementations.
- Excluding any extension that would not be used in deployed devices. This was primarily extensions focused on application development and debug.
- Excluding any extensions that are specific to an Operating System or Windowing system that is highly unlikely to be used in the Safety Critical space.
- Non-KHR or EXT extension are supported on request.

### Note

During development it is likely that application developers will need additional functionality in a Vulkan SC implementation beyond what is provided by the supported extensions. This can be achieved by implementing a development focused version of the implementation that exposes additional Vulkan extensions and tools support but is non-conformant to the Vulkan SC specification.

A Vulkan SC conformant implementation with this additional functionality removed will be used on the end device.

## Fault and Error Handling

Vulkan SC maintains the use of `VkResult` Return Codes on a small number of commands. These allow the command to confirm it completed successfully or return an error code for situations where a failure could be detected at runtime during the execution of the command.

In addition to `VkResult` Return Codes Vulkan SC adds Fault Handling support. This provides the implementation the ability to communicate information on errors or faults to the application that have been detected but are not covered by `VkResult` Return Codes in the Vulkan SC API. These could be runtime failures of the system or application faults that are detected asynchronously to the Vulkan API commands.

## Undefined Behavior in the API

If an application uses the API incorrectly the behavior of the API is undefined. The Vulkan SC runtime will perform minimal error and state checking and it is assumed that applications are using the API correctly, see Valid Usage.

With incorrect input to the API, the implementation could continue to function correctly, generate unexpected output, become unstable, or be terminated. The exact behavior will vary and be
dependent on the specifics of the invalid usage and the implementation.

It is primarily the application's responsibility to ensure it always uses the API correctly. Potential methods to detect incorrect API usage include performing manual code inspection, use of validation layers during development, use of validation layers at runtime, or adding runtime checking to the application. Outside of this, Vulkan SC implementations can add implementation-specific targeted checks to detect invalid API usage that could significantly impact the correct operation of the application or implementation. The Fault Handling extension allows implementations to communicate information on such occurrences.

**MISRA C:2012 Deviations**

`vulkan_sc_core.h` is intended to be compatible with safety coding standards like MISRA C:2012.

The following provides information on items a MISRA C code analysis tool may report for a project using Vulkan SC.

MISRA headline guidelines are copyright © The MISRA Consortium Limited and are reproduced with permission. For further explanation of the directives and rules please see the [MISRA C:2012 specification](https://www.misra.org.uk/misra-c/). See [MISRA Compliance:2020](https://www.misra.org.uk/app/uploads/2021/06/MISRA-Compliance-2020.pdf) for a framework for handling deviations.

### Directives

<table>
<thead>
<tr>
<th>Directive</th>
<th>4.6: &quot;typedefs that indicate size and signedness should be used in place of the basic numerical types&quot;</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category</td>
<td>Advisory</td>
</tr>
<tr>
<td>Note</td>
<td>This is reported for every <code>char</code> and <code>float</code> variable used in the API.</td>
</tr>
<tr>
<td>Rationale</td>
<td>Vulkan SC maintains the Base Vulkan type conventions for compatibility between APIs.</td>
</tr>
</tbody>
</table>

### Rules

<table>
<thead>
<tr>
<th>Rule</th>
<th>2.3: &quot;A project should not contain unused type declarations&quot;</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category</td>
<td>Advisory</td>
</tr>
<tr>
<td>Note</td>
<td>This is reported for any unused type definitions.</td>
</tr>
<tr>
<td>Rationale</td>
<td>The <code>vulkan_sc_core.h</code> provides a complete API definition and it is expected that an application may not use all the provided type declarations.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Rule</th>
<th>2.4: &quot;A project should not contain unused tag declarations&quot;</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category</td>
<td>Advisory</td>
</tr>
<tr>
<td>Note</td>
<td>This is reported for each instance of <code>typedef struct VkStruct { ... } VkStruct;</code> and <code>typedef enum VkEnum { ... } VkEnum;</code> where the tag declaration is unused.</td>
</tr>
</tbody>
</table>
### Rule 2.4: "A project should not contain unused tag declarations"

**Rationale**
The `vulkan_sc_core.h` provides a complete API definition and it is expected that an application may not use all the provided tag declarations. Vulkan SC maintains the Base Vulkan type conventions for compatibility between APIs. Tag declarations are required in case an application wishes to make forward declarations to API-defined types.

### Rule 2.5: "A project should not contain unused macro declarations"

**Category** Advisory

**Note**
This is reported for every unused macro defined in the header.

**Rationale**
The `vulkan_sc_core.h` provides a complete API definition and it is expected that an application may not use all the provided macro declarations.

### Rule 5.1: "External identifiers shall be distinct"

**Category** Required

**Note**
This is reported for identifiers with names that do not differ in the first 31 characters, such as `vkGetPhysicalDeviceFormatProperties` and `vkGetPhysicalDeviceFormatProperties2`.

**Rationale**
Vulkan SC maintains the Base Vulkan naming conventions for compatibility between APIs. Vulkan SC applications must be built using a compiler that treats enough characters as significant.

### Rule 5.2: "Identifiers declared in the same scope and name space shall be distinct"

**Category** Required

**Note**
This is reported for many `typedef` statements with long identifiers.

**Rationale**
Vulkan SC maintains the Base Vulkan type and naming conventions for compatibility between APIs. Vulkan SC applications must be built using a compiler that treats enough characters as significant.

### Rule 5.4: "Macro identifiers shall be distinct"

**Category** Required

**Note**
This is reported for macros with names that do not differ in the first 31 characters, such as `VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_READ_BIT` and `VK_ACCESS_DEPTH_STENCIL_ATTACHMENT_WRITE_BIT`.

**Rationale**
Vulkan SC maintains the Base Vulkan naming conventions for compatibility between APIs. Vulkan SC applications must be built using a compiler that treats enough characters as significant.

### Rule 8.6: "An identifier with external linkage shall have exactly one external definition"

**Category** Required
<table>
<thead>
<tr>
<th>Rule</th>
<th>8.6: &quot;An identifier with external linkage shall have exactly one external definition&quot;</th>
</tr>
</thead>
<tbody>
<tr>
<td>Note</td>
<td>This is reported for every API entry point declaration, and the external definitions are provided by the implementation.</td>
</tr>
<tr>
<td>Rationale</td>
<td>It is expected that a Vulkan SC application will link against an implementation that provides these definitions.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Rule</th>
<th>19.2: &quot;The union keyword should not be used&quot;</th>
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<tr>
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<tr>
<td>Note</td>
<td>This is reported on the VkClearColorValue, VkClearValue, and VkPerformanceCounterResultKHR unions.</td>
</tr>
<tr>
<td>Rationale</td>
<td>These are required to remain compatible with the Base Vulkan API.</td>
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<table>
<thead>
<tr>
<th>Rule</th>
<th>20.1: &quot;#include directives should only be preceded by preprocessor directives or comments&quot;</th>
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<tbody>
<tr>
<td>Category</td>
<td>Advisory</td>
</tr>
<tr>
<td>Note</td>
<td>This is reported because the entire Vulkan SC API definition is wrapped in an extern &quot;C&quot; block.</td>
</tr>
<tr>
<td>Rationale</td>
<td>This is expected because the Vulkan SC API is a C ABI and the header may be included from C++ code.</td>
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</table>

<table>
<thead>
<tr>
<th>Rule</th>
<th>20.10: &quot;The # and ## preprocessor operators should not be used&quot;</th>
</tr>
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<tbody>
<tr>
<td>Category</td>
<td>Advisory</td>
</tr>
<tr>
<td>Note</td>
<td>This is reported for the two lines:</td>
</tr>
</tbody>
</table>

```c
#define VK_DEFINE_HANDLE(object) typedef struct object##_T* (object);
#define VK_DEFINE_NON_DISPATCHABLE_HANDLE(object) typedef struct object##_T *(object);
```

| Rationale | This is expected usage of the macro expansion operation and there are not multiple operators used in the statement. |
Appendix I: Lexicon

This appendix defines terms, abbreviations, and API prefixes used in the Specification.

Glossary

The terms defined in this section are used consistently throughout the Specification and may be used with or without capitalization.

Accessible (Descriptor Binding)

A descriptor binding is accessible to a shader stage if that stage is included in the `stageFlags` of the descriptor binding. Descriptors using that binding can only be used by stages in which they are accessible.

Acquire Operation (Resource)

An operation that acquires ownership of an image subresource or buffer range.

Adjacent Vertex

A vertex in an adjacency primitive topology that is not part of a given primitive, but is accessible in geometry shaders.

Advanced Blend Operation

Blending performed using one of the blend operation enums introduced by the `VK_EXT_blend_operation_advanced` extension. See Advanced Blending Operations.

Alias (API type/command)

An identical definition of another API type/command with the same behavior but a different name.

Aliased Range (Memory)

A range of a device memory allocation that is bound to multiple resources simultaneously.

Allocation Scope

An association of a host memory allocation to a parent object or command, where the allocation’s lifetime ends before or at the same time as the parent object is freed or destroyed, or during the parent command.

Aspect (Image)

Some image types contain multiple kinds (called “aspects”) of data for each pixel, where each aspect is used in a particular way by the pipeline and may be stored differently or separately from other aspects. For example, the color components of an image format make up the color aspect of the image, and can be used as a framebuffer color attachment. Some operations, like depth testing, operate only on specific aspects of an image.

Attachment (Render Pass)

A zero-based integer index name used in render pass creation to refer to a framebuffer attachment that is accessed by one or more subpasses. The index also refers to an attachment
description which includes information about the properties of the image view that will later be attached.

**Availability Operation**
An operation that causes the values generated by specified memory write accesses to become available for future access.

**Available**
A state of values written to memory that allows them to be made visible.

**Back-Facing**
See Facingness.

**Batch**
A single structure submitted to a queue as part of a *queue submission command*, describing a set of queue operations to execute.

**Backwards Compatibility**
A given version of the API is backwards compatible with an earlier version if an application, relying only on valid behavior and functionality defined by the earlier specification, is able to correctly run against each version without any modification. This assumes no active attempt by that application to not run when it detects a different version.

**Binary Semaphore**
A semaphore with a boolean payload indicating whether the semaphore is signaled or unsignaled. Represented by a `VkSemaphore` object created with a semaphore type of `VK_SEMAPHORE_TYPE_BINARY`.

**Binding (Memory)**
An association established between a range of a resource object and a range of a memory object. These associations determine the memory locations affected by operations performed on elements of a resource object. Memory bindings are established using the `vkBindBufferMemory` command for non-sparse buffer objects, and using the `vkBindImageMemory` command for non-sparse image objects.

**Blend Constant**
Four floating point (RGBA) values used as an input to blending.

**Blending**
Arithmetic operations between a fragment color value and a value in a color attachment that produce a final color value to be written to the attachment.

**Buffer**
A resource that represents a linear array of data in device memory. Represented by a `VkBuffer` object.

**Buffer Device Address**
A 64-bit value used in a shader to access buffer memory through the `PhysicalStorageBuffer`
Buffer View

An object that represents a range of a specific buffer, and state controlling how the contents are interpreted. Represented by a VkBufferView object.

Built-In Variable

A variable decorated in a shader, where the decoration makes the variable take values provided by the execution environment or values that are generated by fixed-function pipeline stages.

Built-In Interface Block

A block defined in a shader containing only variables decorated with built-in decorations, and is used to match against other shader stages.

Clip Coordinates

The homogeneous coordinate space in which vertex positions (Position decoration) are written by pre-rasterization shader stages.

Clip Distance

A built-in output from pre-rasterization shader stages defining a clip half-space against which the primitive is clipped.

Clip Volume

The intersection of the view volume with all clip half-spaces.

Color Attachment

A subpass attachment point, or image view, that is the target of fragment color outputs and blending.

Color Renderable Format

A VkFormat where VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT is set in one of the following, depending on the image's tiling:

- VkFormatProperties::linearTilingFeatures
- VkFormatProperties::optimalTilingFeatures
- VkDrmFormatModifierPropertiesEXT::drmFormatModifierTilingFeatures

Combined Image Sampler

A descriptor type that includes both a sampled image and a sampler.

Command Buffer

An object that records commands to be submitted to a queue. Represented by a VkCommandBuffer object.

Command Pool

An object that command buffer memory is allocated from, and that owns that memory. Command pools aid multithreaded performance by enabling different threads to use different allocators, without internal synchronization on each use. Represented by a VkCommandPool
Compatible Allocator
When allocators are compatible, allocations from each allocator can be freed by the other allocator.

Compatible Image Formats
When formats are compatible, images created with one of the formats can have image views created from it using any of the compatible formats. Also see Size-Compatible Image Formats.

Compatible Queues
Queues within a queue family. Compatible queues have identical properties.

Complete Mipmap Chain
The entire set of mip levels that can be provided for an image, from the largest application specified mip level size down to the minimum mip level size. See Image Mip Level Sizing.

Component (Format)
A distinct part of a format. Color components are represented with R, G, B, and A. Depth and stencil components are represented with D and S. Formats can have multiple instances of the same component. Some formats have other notations such as E or X which are not considered a component of the format.

Compressed Texel Block
An element of an image having a block-compressed format, comprising a rectangular block of texel values that are encoded as a single value in memory. Compressed texel blocks of a particular block-compressed format have a corresponding width, height, and depth defining the dimensions of these elements in units of texels, and a size in bytes of the encoding in memory.

Constant Integral Expressions
A SPIR-V constant instruction whose type is OpTypeInt. See Constant Instruction in section 2.2.1 “Instructions” of the Khronos SPIR-V Specification.

Coverage Index
The index of a sample in the coverage mask.

Coverage Mask
A bitfield associated with a fragment representing the samples that were determined to be covered based on the result of rasterization, and then subsequently modified by fragment operations or the fragment shader.

Cull Distance
A built-in output from pre-rasterization shader stages defining a cull half-space where the primitive is rejected if all vertices have a negative value for the same cull distance.

Cull Volume
The intersection of the view volume with all cull half-spaces.
Decoration (SPIR-V)

Auxiliary information such as built-in variables, stream numbers, invariance, interpolation type, relaxed precision, etc., added to variables or structure-type members through decorations.

Deprecated (feature)

A feature is deprecated if it is no longer recommended as the correct or best way to achieve its intended purpose.

Depth/Stencil Attachment

A subpass attachment point, or image view, that is the target of depth and/or stencil test operations and writes.

Depth/Stencil Format

A VkFormat that includes depth and/or stencil components.

Depth/Stencil Image (or ImageView)

A VkImage (or VkImageView) with a depth/stencil format.

Depth/Stencil Resolve Attachment

A subpass attachment point, or image view, that is the target of a multisample resolve operation from the corresponding depth/stencil attachment at the end of the subpass.

Derivative Group

A set of fragment shader invocations that cooperate to compute derivatives, including implicit derivatives for sampled image operations.

Descriptor

Information about a resource or resource view written into a descriptor set that is used to access the resource or view from a shader.

Descriptor Binding

An entry in a descriptor set layout corresponding to zero or more descriptors of a single descriptor type in a set. Defined by a VkDescriptorSetLayoutBinding structure.

Descriptor Pool

An object that descriptor sets are allocated from, and that owns the storage of those descriptor sets. Descriptor pools aid multithreaded performance by enabling different threads to use different allocators, without internal synchronization on each use. Represented by a VkDescriptorPool object.

Descriptor Set

An object that resource descriptors are written into via the API, and that can be bound to a command buffer such that the descriptors contained within it can be accessed from shaders. Represented by a VkDescriptorSet object.

Descriptor Set Layout

An object defining the set of resources (types and counts) and their relative arrangement (in the binding namespace) within a descriptor set. Used when allocating descriptor sets and when
creating pipeline layouts. Represented by a `VkDescriptorSetLayout` object.

**Device**
The processor(s) and execution environment that perform tasks requested by the application via the Vulkan API.

**Device Group**
A set of physical devices that support accessing each other's memory and recording a single command buffer that can be executed on all the physical devices.

**Device Index**
A zero-based integer that identifies one physical device from a logical device. A device index is valid if it is less than the number of physical devices in the logical device.

**Device Mask**
A bitmask where each bit represents one device index. A device mask value is valid if every bit that is set in the mask is at a bit position that is less than the number of physical devices in the logical device.

**Device Memory**
Memory accessible to the device. Represented by a `VkDeviceMemory` object.

**Device-Level Command**
Any command that is dispatched from a logical device, or from a child object of a logical device.

**Device-Level Functionality**
All device-level commands and objects, and their structures, enumerated types, and enumerants. Additionally, physical-device-level functionality defined by a device extension is also considered device-level functionality.

**Device-Level Object**
Logical device objects and their child objects. For example, `VkDevice`, `VkQueue`, and `VkCommandBuffer` objects are device-level objects.

**Device-Local Memory**
Memory that is connected to the device, and may be more performant for device access than host-local memory.

**Direct Drawing Commands**
*Drawing commands* that take all their parameters as direct arguments to the command (and not sourced via structures in buffer memory as the *indirect drawing commands*). Includes `vkCmdDraw`, and `vkCmdDrawIndexed`.

**Disjoint**
*Disjoint planes* are *image planes* to which memory is bound independently. A *disjoint image* consists of multiple *disjoint planes*, and is created with the `VK_IMAGE_CREATE_DISJOINT_BIT` bit set.
Dispatchable Command
A non-global command. The first argument to each dispatchable command is a dispatchable handle type.

Dispatchable Handle
A handle of a pointer handle type which may be used by layers as part of intercepting API commands.

Dispatching Commands
Commands that provoke work using a compute pipeline. Includes `vkCmdDispatch` and `vkCmdDispatchIndirect`.

Drawing Commands
Commands that provoke work using a graphics pipeline. Includes `vkCmdDraw`, `vkCmdDrawIndexed`, `vkCmdDrawIndirectCount`, `vkCmdDrawIndexedIndirectCount`, `vkCmdDrawIndirect`, and `vkCmdDrawIndexedIndirect`.

Duration (Command)
The duration of a Vulkan command refers to the interval between calling the command and its return to the caller.

Dynamic Storage Buffer
A storage buffer whose offset is specified each time the storage buffer is bound to a command buffer via a descriptor set.

Dynamic Uniform Buffer
A uniform buffer whose offset is specified each time the uniform buffer is bound to a command buffer via a descriptor set.

Dynamically Uniform
See Dynamically Uniform in section 2.2 “Terms” of the Khronos SPIR-V Specification.

Element
Arrays are composed of multiple elements, where each element exists at a unique index within that array. Used primarily to describe data passed to or returned from the Vulkan API.

Explicitly-Enabled Layer
A layer enabled by the application by adding it to the enabled layer list in `vkCreateInstance` or `vkCreateDevice`.

Event
A synchronization primitive that is signaled when execution of previous commands completes through a specified set of pipeline stages. Events can be waited on by the device and polled by the host. Represented by a `VkEvent` object.

Executable State (Command Buffer)
A command buffer that has ended recording commands and can be executed. See also Initial State and Recording State.
Execution Dependency

A dependency that guarantees that certain pipeline stages’ work for a first set of commands has completed execution before certain pipeline stages’ work for a second set of commands begins execution. This is accomplished via pipeline barriers, subpass dependencies, events, or implicit ordering operations.

Execution Dependency Chain

A sequence of execution dependencies that transitively act as a single execution dependency.

Explicit chroma reconstruction

An implementation of sampler Y’CₐC_r conversion which reconstructs reduced-resolution chroma samples to luma resolution and then separately performs texture sample interpolation. This is distinct from an implicit implementation, which incorporates chroma sample reconstruction into texture sample interpolation.

Extension Scope

The set of objects and commands that can be affected by an extension. Extensions are either device scope or instance scope.

Extending Structure

A structure type which may appear in the pNext chain of another structure, extending the functionality of the other structure. Extending structures may be defined by either core API versions or extensions.

External Handle

A resource handle which has meaning outside of a specific Vulkan device or its parent instance. External handles may be used to share resources between multiple Vulkan devices in different instances, or between Vulkan and other APIs. Some external handle types correspond to platform-defined handles, in which case the resource may outlive any particular Vulkan device or instance and may be transferred between processes, or otherwise manipulated via functionality defined by the platform for that handle type.

External synchronization

A type of synchronization required of the application, where parameters defined to be externally synchronized must not be used simultaneously in multiple threads.

Facingness (Polygon)

A classification of a polygon as either front-facing or back-facing, depending on the orientation (winding order) of its vertices.

Facingness (Fragment)

A fragment is either front-facing or back-facing, depending on the primitive it was generated from. If the primitive was a polygon (regardless of polygon mode), the fragment inherits the facingness of the polygon. All other fragments are front-facing.

Fence

A synchronization primitive that is signaled when a set of batches or sparse binding operations complete execution on a queue. Fences can be waited on by the host. Represented by a VkFence
Flat Shading
A property of a vertex attribute that causes the value from a single vertex (the provoking vertex) to be used for all vertices in a primitive, and for interpolation of that attribute to return that single value unaltered.

Format Features
A set of features from VkFormatFeatureFlagBits that a VkFormat is capable of using for various commands. The list is determined by factors such as VkImageTiling.

Fragment
A rectangular framebuffer region with associated data produced by rasterization and processed by fragment operations including the fragment shader.

Fragment Area
The width and height, in pixels, of a fragment.

Fragment Input Attachment Interface
Variables with UniformConstant storage class and a decoration of InputAttachmentIndex that are statically used by a fragment shader’s entry point, which receive values from input attachments.

Fragment Output Interface
A fragment shader entry point’s variables with Output storage class, which output to color and/or depth/stencil attachments.

Framebuffer
A collection of image views and a set of dimensions that, in conjunction with a render pass, define the inputs and outputs used by drawing commands. Represented by a VkFramebuffer object.

Framebuffer Attachment
One of the image views used in a framebuffer.

Framebuffer Coordinates
A coordinate system in which adjacent pixels' coordinates differ by 1 in x and/or y, with (0,0) in the upper left corner and pixel centers at half-integers.

Framebuffer-Space
Operating with respect to framebuffer coordinates.

Framebuffer-Local
A framebuffer-local dependency guarantees that only for a single framebuffer region, the first set of operations happens-before the second set of operations.

Framebuffer-Global
A framebuffer-global dependency guarantees that for all framebuffer regions, the first set of operations happens-before the second set of operations.
Framebuffer Region
A framebuffer region is a set of sample (x, y, layer, sample) coordinates that is a subset of the entire framebuffer.

Front-Facing
See Facingness.

Full Compatibility
A given version of the API is fully compatible with another version if an application, relying only on valid behavior and functionality defined by either of those specifications, is able to correctly run against each version without any modification. This assumes no active attempt by that application to not run when it detects a different version.

Global Command
A Vulkan command for which the first argument is not a dispatchable handle type.

Global Workgroup
A collection of local workgroups dispatched by a single dispatching command.

Handle
An opaque integer or pointer value used to refer to a Vulkan object. Each object type has a unique handle type.

Happen-after, happens-after
A transitive, irreflexive and antisymmetric ordering relation between operations. An execution dependency with a source of A and a destination of B enforces that B happens-after A. The inverse relation of happens-before.

Happen-before, happens-before
A transitive, irreflexive and antisymmetric ordering relation between operations. An execution dependency with a source of A and a destination of B enforces that A happens-before B. The inverse relation of happens-after.

Helper Invocation
A fragment shader invocation that is created solely for the purposes of evaluating derivatives for use in non-helper fragment shader invocations, and which does not have side effects.

Host
The processor(s) and execution environment that the application runs on, and that the Vulkan API is exposed on.

Host Mapped Device Memory
Device memory that is mapped for host access using vkMapMemory.

Host Mapped Foreign Memory
Memory owned by a foreign device that is mapped for host access.
Host Memory

Memory not accessible to the device, used to store implementation data structures.

Host-Accessible Subresource

A buffer, or a linear image subresource in either the `VK_IMAGE_LAYOUT_PREINITIALIZED` or `VK_IMAGE_LAYOUT_GENERAL` layout. Host-accessible subresources have a well-defined addressing scheme which can be used by the host.

Host-Local Memory

Memory that is not local to the device, and may be less performant for device access than device-local memory.

Host-Visible Memory

Device memory that can be mapped on the host and can be read and written by the host.

ICD

Installable Client Driver. An ICD is represented as a `VkPhysicalDevice`.

Identically Defined Objects

Objects of the same type where all arguments to their creation or allocation functions, with the exception of `pAllocator`, are

1. Vulkan handles which refer to the same object or
2. identical scalar or enumeration values or
3. Host pointers which point to an array of values or structures which also satisfy these three constraints.

Image

A resource that represents a multi-dimensional formatted interpretation of device memory. Represented by a `VkImage` object.

Image Subresource

A specific mipmap level, layer, and set of aspects of an image.

Image Subresource Range

A set of image subresources that are contiguous mipmap levels and layers.

Image View

An object that represents an image subresource range of a specific image, and state controlling how the contents are interpreted. Represented by a `VkImageView` object.

Immutable Sampler

A sampler descriptor provided at descriptor set layout creation time for a specific binding. This sampler is then used for that binding in all descriptor sets allocated with the layout, and it cannot be changed.

Implicit chroma reconstruction

An implementation of sampler $Y'C_B'C_R$ conversion which reconstructs the reduced-resolution
chroma samples directly at the sample point, as part of the normal texture sampling operation. This is distinct from an explicit chroma reconstruction implementation, which reconstructs the reduced-resolution chroma samples to the resolution of the luma samples, then filters the result as part of texture sample interpolation.

**Implicitly-Enabled Layer**

A layer enabled by a loader-defined mechanism outside the Vulkan API, rather than explicitly by the application during instance or device creation.

**Index Buffer**

A buffer bound via `vkCmdBindIndexBuffer` which is the source of index values used to fetch vertex attributes for a `vkCmdDrawIndexed` or `vkCmdDrawIndexedIndirect` command.

**Indexed Drawing Commands**

*Drawing commands* which use an *index buffer* as the source of index values used to fetch vertex attributes for a drawing command. Includes `vkCmdDrawIndexed`, `vkCmdDrawIndexedIndirectCount`, and `vkCmdDrawIndexedIndirect`.

**Indirect Commands**

Drawing or dispatching commands that source some of their parameters from structures in buffer memory. Includes `vkCmdDrawIndirect`, `vkCmdDrawIndirectCount`, and `vkCmdDispatchIndirect`.

**Indirect Drawing Commands**

*Drawing commands* that source some of their parameters from structures in buffer memory. Includes `vkCmdDrawIndirect`, `vkCmdDrawIndirectCount`, and `vkCmdDrawIndexedIndirect`.

**Initial State (Command Buffer)**

A command buffer that has not begun recording commands. See also Recording State and Executable State.

**Input Attachment**

A descriptor type that represents an image view, and supports unfiltered read-only access in a shader, only at the fragment's location in the view.

**Instance**

The top-level Vulkan object, which represents the application’s connection to the implementation. Represented by a `VkInstance` object.

**Instance-Level Command**

Any command that is dispatched from an instance, or from a child object of an instance, except for physical devices and their children.

**Instance-Level Functionality**

All instance-level commands and objects, and their structures, enumerated types, and enumerants.
Instance-Level Object
High-level Vulkan objects, which are not physical devices, nor children of physical devices. For example, VkInstance is an instance-level object.

Instance (Memory)
In a logical device representing more than one physical device, some device memory allocations have the requested amount of memory allocated multiple times, once for each physical device in a device mask. Each such replicated allocation is an instance of the device memory.

Instance (Resource)
In a logical device representing more than one physical device, buffer and image resources exist on all physical devices but can be bound to memory differently on each. Each such replicated resource is an instance of the resource.

Internal Synchronization
A type of synchronization required of the implementation, where parameters not defined to be externally synchronized may require internal mutexing to avoid multithreaded race conditions.

Invocation (Shader)
A single execution of an entry point in a SPIR-V module. For example, a single vertex’s execution of a vertex shader or a single fragment’s execution of a fragment shader.

Invocation Group
A set of shader invocations that are executed in parallel and that must execute the same control flow path in order for control flow to be considered dynamically uniform.

Linear Resource
A resource is linear if it is one of the following:

- a VkBuffer
- a VkImage created with VK_IMAGE_TILING_LINEAR
- a VkImage created with VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT and whose Linux DRM format modifier is DRM_FORMAT_MOD_LINEAR

A resource is non-linear if it is one of the following:

- a VkImage created with VK_IMAGE_TILING_OPTIMAL
- a VkImage created with VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT and whose Linux DRM format modifier is not DRM_FORMAT_MOD_LINEAR

Linux DRM Format Modifier
A 64-bit, vendor-prefixed, semi-opaque unsigned integer describing vendor-specific details of an image’s memory layout. In Linux graphics APIs, modifiers are commonly used to specify the memory layout of externally shared images. An image has a modifier if and only if it is created with tiling equal to VK_IMAGE_TILING_DRM_FORMAT_MODIFIER_EXT. For more details, refer to the appendix for extension VK_EXT_image_drm_format_modifier.
**Local Workgroup**
A collection of compute shader invocations invoked by a single dispatching command, which share data via `WorkgroupLocal` variables and can synchronize with each other.

**Logical Device**
An object that represents the application's interface to the physical device. The logical device is the parent of most Vulkan objects. Represented by a `VkDevice` object.

**Logical Operation**
Bitwise operations between a fragment color value and a value in a color attachment, that produce a final color value to be written to the attachment.

**Lost Device**
A state that a logical device may be in as a result of unrecoverable implementation errors, or other exceptional conditions.

**Mappable**
See Host-Visible Memory.

**Memory Dependency**
A memory dependency is an execution dependency which includes availability and visibility operations such that:

- The first set of operations happens-before the availability operation
- The availability operation happens-before the visibility operation
- The visibility operation happens-before the second set of operations

**Memory Domain**
A memory domain is an abstract place to which memory writes are made available by availability operations and memory domain operations. The memory domains correspond to the set of agents that the write can then be made visible to. The memory domains are `host`, `device`, `shader`, `workgroup instance` (for workgroup instance there is a unique domain for each compute workgroup) and `subgroup instance` (for subgroup instance there is a unique domain for each subgroup).

**Memory Domain Operation**
An operation that makes the writes that are available to one memory domain available to another memory domain.

**Memory Heap**
A region of memory from which device memory allocations can be made.

**Memory Type**
An index used to select a set of memory properties (e.g. mappable, cached) for a device memory allocation.

**Minimum Mip Level Size**
The smallest size that is permitted for a mip level. For conventional images this is 1x1x1. See
Image Mip Level Sizing.

Mip Tail Region
The set of mipmap levels of a sparse residency texture that are too small to fill a sparse block, and that must all be bound to memory collectively and opaquely.

Multi-planar
A multi-planar format (or “planar format”) is an image format consisting of more than one plane, identifiable with a _2PLANE or _3PLANE component to the format name and listed in Formats requiring sampler Y’CbCr conversion for VK_IMAGE_ASPECT_COLOR_BIT image views. A multi-planar image (or “planar image”) is an image of a multi-planar format.

Non-Dispatchable Handle
A handle of an integer handle type. Handle values may not be unique, even for two objects of the same type.

Non-Indexed Drawing Commands
Drawing commands for which the vertex attributes are sourced in linear order from the vertex input attributes for a drawing command (i.e. they do not use an index buffer). Includes vkCmdDraw, vkCmdDrawIndirectCount, and vkCmdDrawIndirect.

Normalized
A value that is interpreted as being in the range [0,1] as a result of being implicitly divided by some other value.

Normalized Device Coordinates
A coordinate space after perspective division is applied to clip coordinates, and before the viewport transformation converts them to framebuffer coordinates.

Obsoleted (feature)
A feature is obsolete if it can no longer be used.

Opaque Capture Address
A 64-bit value representing the device address of a buffer or memory object that is expected to be used by trace capture/replay tools in combination with the bufferDeviceAddress feature.

Overlapped Range (Aliased Range)
The aliased range of a device memory allocation that intersects a given image subresource of an image or range of a buffer.

Ownership (Resource)
If an entity (e.g. a queue family) has ownership of a resource, access to that resource is well-defined for access by that entity.

Packed Format
A format whose components are stored as a single texel block in memory, with their relative locations defined within that element.
Payload
Importable or exportable reference to the internal data of an object in Vulkan.

Peer Memory
An instance of memory corresponding to a different physical device than the physical device performing the memory access, in a logical device that represents multiple physical devices.

Physical Device
An object that represents a single device in the system. Represented by a VkPhysicalDevice object.

Physical-Device-Level Command
Any command that is dispatched from a physical device.

Physical-Device-Level Functionality
All physical-device-level commands and objects, and their structures, enumerated types, and enumerants.

Physical-Device-Level Object
Physical device objects. For example, VkPhysicalDevice is a physical-device-level object.

Pipeline
An object controlling how graphics or compute work is executed on the device. A pipeline includes one or more shaders, as well as state controlling any non-programmable stages of the pipeline. Represented by a VkPipeline object.

Pipeline Barrier
An execution and/or memory dependency recorded as an explicit command in a command buffer, that forms a dependency between the previous and subsequent commands.

Pipeline Cache
An object that can be used to collect and retrieve information from pipelines as they are created, and can be populated with previously retrieved information in order to accelerate pipeline creation. Represented by a VkPipelineCache object.

Pipeline JSON Schema
A JSON-based representation for encapsulating all pipeline state which is necessary for the offline pipeline cache compiler. This includes the SPIR-V shader module, pipeline layout, render pass information and pipeline state creation information.

Pipeline Layout
An object defining the set of resources (via a collection of descriptor set layouts) and push constants used by pipelines that are created using the layout. Used when creating a pipeline and when binding descriptor sets and setting push constant values. Represented by a VkPipelineLayout object.

Pipeline Stage
A logically independent execution unit that performs some of the operations defined by an
action command.

**Pipeline Identifier**

An identifier that can be used to identify a specific pipeline independently from the pipeline description.

**pNext Chain**

A set of structures chained together through their pNext members.

**Planar**

See multi-planar.

**Plane**

An image plane is part of the representation of an image, containing a subset of the color components necessary to represent the texels in the image and with a contiguous mapping of coordinates to bound memory. Most images consist only of a single plane, but some formats spread the components across multiple image planes. The host-accessible properties of each image plane are accessible for a linear layout using vkGetImageSubresourceLayout. If a multi-planar image is created with the VK_IMAGE_CREATE_DISJOINT_BIT bit set, the image is described as disjoint, and its planes are therefore bound to memory independently.

**Point Sampling (Rasterization)**

A rule that determines whether a fragment sample location is covered by a polygon primitive by testing whether the sample location is in the interior of the polygon in framebuffer-space, or on the boundary of the polygon according to the tie-breaking rules.

**Potential Format Features**

The union of all VkFormatFeatureFlagBits that the implementation supports for a specified VkFormat, over all supported image tilings. For QNX Screen external formats the VkFormatFeatureFlagBits is provided by the implementation.

**Pre-rasterization**

Operations that execute before rasterization, and any state associated with those operations.

**Presentable image**

A VkImage object obtained from a VkSwapchainKHR used to present to a VkSurfaceKHR object.

**Preserve Attachment**

One of a list of attachments in a subpass description that is not read or written by the subpass, but that is read or written on earlier and later subpasses and whose contents must be preserved through this subpass.

**Primary Command Buffer**

A command buffer that can execute secondary command buffers, and can be submitted directly to a queue.

**Primitive Topology**

State controlling how vertices are assembled into primitives, e.g. as lists of triangles, strips of
Promoted (feature)
A feature from an older extension is considered promoted if it is made available as part of a new core version or newer extension with wider support.

Protected Buffer
A buffer to which protected device memory can be bound.

Protected-capable Device Queue
A device queue to which protected command buffers can be submitted.

Protected Command Buffer
A command buffer which can be submitted to a protected-capable device queue.

Protected Device Memory
Device memory which can be visible to the device but must not be visible to the host.

Protected Image
An image to which protected device memory can be bound.

Provisional
A feature is released provisionally in order to get wider feedback on the functionality before it is finalized. Provisional features may change in ways that break backwards compatibility, and thus are not recommended for use in production applications.

Provoking Vertex
The vertex in a primitive from which flat shaded attribute values are taken. This is generally the “first” vertex in the primitive, and depends on the primitive topology.

Push Constants
A small bank of values writable via the API and accessible in shaders. Push constants allow the application to set values used in shaders without creating buffers or modifying and binding descriptor sets for each update.

Push Constant Interface
The set of variables with PushConstant storage class that are statically used by a shader entry point, and which receive values from push constant commands.

Descriptor Update Template
An object specifying a mapping from descriptor update information in host memory to elements in a descriptor set, which helps enable more efficient descriptor set updates.

Query Pool
An object containing a number of query entries and their associated state and results. Represented by a VkQueryPool object.
Queue
An object that executes command buffers and sparse binding operations on a device. Represented by a VkQueue object.

Queue Family
A set of queues that have common properties and support the same functionality, as advertised in VkQueueFamilyProperties.

Queue Operation
A unit of work to be executed by a specific queue on a device, submitted via a queue submission command. Each queue submission command details the specific queue operations that occur as a result of calling that command. Queue operations typically include work that is specific to each command, and synchronization tasks.

Queue Submission
Zero or more batches and an optional fence to be signaled, passed to a command for execution on a queue. See the Devices and Queues chapter for more information.

Recording State (Command Buffer)
A command buffer that is ready to record commands. See also Initial State and Executable State.

Release Operation (Resource)
An operation that releases ownership of an image subresource or buffer range.

Render Pass
An object that represents a set of framebuffer attachments and phases of rendering using those attachments. Represented by a VkRenderPass object.

Render Pass Instance
A use of a render pass in a command buffer.

Required Extensions
Extensions that must be enabled alongside extensions dependent on them (see Extension Dependencies).

Reset (Command Buffer)
Resetting a command buffer discards any previously recorded commands and puts a command buffer in the initial state.

Residency Code
An integer value returned by sparse image instructions, indicating whether any sparse unbound texels were accessed.

Resolve Attachment
A subpass attachment point, or image view, that is the target of a multisample resolve operation from the corresponding color attachment at the end of the subpass.
Retired Swapchain
A swapchain that has been used as the `oldSwapchain` parameter to `vkCreateSwapchainKHR`. Images cannot be acquired from a retired swapchain, however images that were acquired (but not presented) before the swapchain was retired can be presented.

Sample Index
The index of a sample within a single set of samples.

Sample Shading
Invoking the fragment shader multiple times per fragment, with the covered samples partitioned among the invocations.

Sampled Image
A descriptor type that represents an image view, and supports filtered (sampled) and unfiltered read-only access in a shader.

Sampler
An object containing state controlling how sampled image data is sampled (or filtered) when accessed in a shader. Also a descriptor type describing the object. Represented by a `VkSampler` object.

Secondary Command Buffer
A command buffer that can be executed by a primary command buffer, and must not be submitted directly to a queue.

Self-Dependency
A subpass dependency from a subpass to itself, i.e. with `srcSubpass` equal to `dstSubpass`. A self-dependency is not automatically performed during a render pass instance, rather a subset of it can be performed via `vkCmdPipelineBarrier` during the subpass.

Semaphore
A synchronization primitive that supports signal and wait operations, and can be used to synchronize operations within a queue or across queues. Represented by a `VkSemaphore` object.

Shader
Instructions selected (via an entry point) from a shader module, which are executed in a shader stage.

Shader Code
A stream of instructions used to describe the operation of a shader.

Shader Module
A collection of shader code, potentially including several functions and entry points, that is used to create shaders in pipelines. Represented by a `VkShaderModule` object.

Shader Stage
A stage of the graphics or compute pipeline that executes shader code.
Shading Rate
The ratio of the number of fragment shader invocations generated in a fully covered framebuffer region to the size (in pixels) of that region.

Shared presentable image
A presentable image created from a swapchain with VkPresentModeKHR set to either VK_PRESENT_MODE_SHARED_DEMAND_REFRESH_KHR or VK_PRESENT_MODE_SHARED_CONTINUOUS_REFRESH_KHR.

Side Effect
A store to memory or atomic operation on memory from a shader invocation.

Single Event Upset
A change of physical device state, such as a register or memory bitflip, e.g. caused by ionizing radiation.

Single-plane format
A format that is not multi-planar.

Size-Compatible Image Formats
When a compressed image format and an uncompressed image format are size-compatible, it means that the texel block size of the uncompressed format must equal the texel block size of the compressed format.

Sparse Block
An element of a sparse resource that can be independently bound to memory. Sparse blocks of a particular sparse resource have a corresponding size in bytes that they use in the bound memory.

Sparse Image Block
A sparse block in a sparse partially-resident image. In addition to the sparse block size in bytes, sparse image blocks have a corresponding width, height, and depth defining the dimensions of these elements in units of texels or compressed texel blocks, the latter being used in case of sparse images having a block-compressed format.

Sparse Unbound Texel
A texel read from a region of a sparse texture that does not have memory bound to it.

Static Use
An object in a shader is statically used by a shader entry point if any function in the entry point’s call tree contains an instruction using the object. A reference in the entry point’s interface list does not constitute a static use. Static use is used to constrain the set of descriptors used by a shader entry point.

Storage Buffer
A descriptor type that represents a buffer, and supports reads, writes, and atomics in a shader.

Storage Image
A descriptor type that represents an image view, and supports unfiltered loads, stores, and
atomics in a shader.

**Storage Texel Buffer**
A descriptor type that represents a buffer view, and supports unfiltered, formatted reads, writes, and atomics in a shader.

**Subgroup**
A set of shader invocations that can synchronize and share data with each other efficiently. In compute shaders, the local workgroup is a superset of the subgroup.

**Subgroup Mask**
A bitmask for all invocations in the current subgroup with one bit per invocation, starting with the least significant bit in the first vector component, continuing to the last bit (less than SubgroupSize) in the last required vector component.

**Subpass**
A phase of rendering within a render pass, that reads and writes a subset of the attachments.

**Subpass Dependency**
An execution and/or memory dependency between two subpasses described as part of render pass creation, and automatically performed between subpasses in a render pass instance. A subpass dependency limits the overlap of execution of the pair of subpasses, and can provide guarantees of memory coherence between accesses in the subpasses.

**Subpass Description**
Lists of attachment indices for input attachments, color attachments, depth/stencil attachment, resolve attachments, depth/stencil resolve, and preserve attachments used by the subpass in a render pass.

**Subset (Self-Dependency)**
A subset of a self-dependency is a pipeline barrier performed during the subpass of the self-dependency, and whose stage masks and access masks each contain a subset of the bits set in the identically named mask in the self-dependency.

**Texel Block**
A single addressable element of an image with an uncompressed VkFormat, or a single compressed block of an image with a compressed VkFormat.

**Texel Block Size**
The size (in bytes) used to store a texel block of a compressed or uncompressed image.

**Texel Coordinate System**
One of three coordinate systems (normalized, unnormalized, integer) defining how texel coordinates are interpreted in an image or a specific mipmap level of an image.

**Timeline Semaphore**
A semaphore with a strictly increasing 64-bit unsigned integer payload indicating whether the semaphore is signaled with respect to a particular reference value. Represented by a
**VkSemaphore** object created with a semaphore type of **VK_SEMAPHORE_TYPE_TIMELINE**.

**Uniform Texel Buffer**
A descriptor type that represents a buffer view, and supports unfiltered, formatted, read-only access in a shader.

**Uniform Buffer**
A descriptor type that represents a buffer, and supports read-only access in a shader.

**Units in the Last Place (ULP)**
A measure of floating-point error loosely defined as the smallest representable step in a floating-point format near a given value. For the precise definition see [Precision and Operation of SPIR-V instructions](#) or Jean-Michel Muller, “On the definition of ulp(x)”, RR-5504, INRIA. Other sources may also use the term “unit of least precision”.

**Unnormalized**
A value that is interpreted according to its conventional interpretation, and is not normalized.

**Unprotected Buffer**
A buffer to which unprotected device memory can be bound.

**Unprotected Command Buffer**
A command buffer which can be submitted to an unprotected device queue or a protected-capable device queue.

**Unprotected Device Memory**
Device memory which can be visible to the device and can be visible to the host.

**Unprotected Image**
An image to which unprotected device memory can be bound.

**User-Defined Variable Interface**
A shader entry point’s variables with **Input** or **Output** storage class that are not built-in variables.

**Vertex Input Attribute**
A graphics pipeline resource that produces input values for the vertex shader by reading data from a vertex input binding and converting it to the attribute’s format.

**Variable-Sized Descriptor Binding**
A descriptor binding whose size will be specified when a descriptor set is allocated using this layout.

**Vertex Input Binding**
A graphics pipeline resource that is bound to a buffer and includes state that affects addressing calculations within that buffer.

**Vertex Input Interface**
A vertex shader entry point’s variables with **Input** storage class, which receive values from
vertex input attributes.

**View Mask**
When multiview is enabled, a view mask is a property of a subpass controlling which views the rendering commands are broadcast to.

**View Volume**
A subspace in homogeneous coordinates, corresponding to post-projection x and y values between -1 and +1, and z values between 0 and +1.

**Viewport Transformation**
A transformation from normalized device coordinates to framebuffer coordinates, based on a viewport rectangle and depth range.

**Visibility Operation**
An operation that causes available values to become visible to specified memory accesses.

**Visible**
A state of values written to memory that allows them to be accessed by a set of operations.

**Common Abbreviations**
The abbreviations and acronyms defined in this section are sometimes used in the Specification and the API where they are considered clear and commonplace.

**Src**
Source

**Dst**
Destination

**Min**
Minimum

**Max**
Maximum

**Rect**
Rectangle

**Info**
Information

**LOD**
Level of Detail

**Log**
Logarithm
ID
  Identifier

UUID
  Universally Unique Identifier

Op
  Operation

R
  Red color component

G
  Green color component

B
  Blue color component

A
  Alpha color component

RTZ
  Round towards zero

RTE
  Round to nearest even

Prefixes

Prefixes are used in the API to denote specific semantic meaning of Vulkan names, or as a label to avoid name clashes, and are explained here:

VK/Vk/vk
  Vulkan namespace
  All types, commands, enumerants and defines in this specification are prefixed with these two characters.

PFN/pfn
  Function Pointer
  Denotes that a type is a function pointer, or that a variable is of a pointer type.

p
  Pointer
  Variable is a pointer.

vkCmd
  Commands that record commands in command buffers
  These API commands do not result in immediate processing on the device. Instead, they record
the requested action in a command buffer for execution when the command buffer is submitted to a queue.

s

Structure
Used to denote the VK_STRUCTURE_TYPE* member of each structure in sType
Appendix J: Credits (Informative)

Vulkan SC 1.0 is the result of contributions from many people and companies participating in the Khronos Vulkan SC Working Group, building upon the Base Vulkan specification produced by the Khronos Vulkan Working Group, as well as input from the Vulkan Advisory Panel.

Members of the Working Group, including the company that they represented at the time of their most recent contribution, are listed in the following sections. Some specific contributions made by individuals are listed together with their name.

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